

Strategy Plane

The Project is to design a Data Dashboard to display information regarding the Alcohol use of Secondary School Math Students

What is Culturally appropriate

This site will be aimed at academics interested in learning more about alcohol use of underage students that are still in education

What Content would be appropriate

Display graphs showing relevant information such as Student Gender, Age, Location, Alcohol Consumption, Are they receiving support to supplement their education, How have they grades been affected.

Why will this be so special

This will be a very specific set of data for the user to get a close look at a small group of students across a range of rules

Why would users want to use this

Users would want this site to give them quick access to information regarding Drinking among Secondary Students they may need to use this as example or to complete a report of their own on the subject. The Schools staff may also require this as it may show them shortcomings in the education system that they could change

What makes a good user experience

A clear and structured site that offers data in a graphic representation that will be easier to read then a large database full of data. A quick reload of the data as the user clicks through the graphs to change the questions asked of the data. It should be interactive so the user gets an update on the data as they click the graphs

What will the user expect

The user will expect a website that offers information on Underage drinking among Secondary School Students, They will expect to be able to read this easily and without a large learning curve to use the data provided. They will expect it to be interactive so they can click through the graphs and get a result based on their clicks.

Strategy Trade-offs What's worth doing

The below is a consideration of the trade offs of what is important as well as what is viable at the current stage of production I have created the below table to better understand what the most important features we need to include in this release are.

Key	Opportunity/Problem	Importance	Viability/Feasibility
A	Create an interactive Data Dashboard	5	5
B	Mobile first approach to design	0	0
C	Show Barcharts of Student Demographics	5	4

D	Show Pie Charts of Student Extra Curricular Efforts	4	3
E	Show Barcharts of Alcohol Use	4	4
F	Add Contact information	3	1
G	Add Scatter Plot of Student Grades	4	4
H	Design interactive Graphs	5	4
I	Add Google Map showing School Location	1	1
		Sum of Importance 31	(Avg x Total Items) 26

Results

I will focus on A,C,D,E,G and H to Design an interactive Data Dashboard Showing Barcharts, Piecharts and a Scatter plot of Grades for the students. It will use clear web design and have interactive graphs that the user can interact with the manipulate the data.