Task 1: UX/UI Design Deliverables

Approach to Developing the Interface

The goal of this interface is to display global and regional insights about food security by providing real-time and actionable data using a map-based system. The design emphasizes clarity, user-friendliness, and interactivity, enabling decision-makers to monitor critical food security metrics like Integrated Food Security Phase Classification (IPC) phases, food consumption, and climate-related hazards.

Key Components

1. Central Map View

A large interactive map occupies the center of the interface, displaying countries and regions with food security concerns. The countries/regions are color-coded based on their IPC phases (Minimal, Stressed, Crisis, Emergency, Famine). The use of gradients helps in quickly identifying the severity of food insecurity in each area.Data overlays can be toggled on/off (e.g., climate alerts, conflict alerts, food security alerts). The map is interactive, allowing users to zoom in and click on individual regions to view more detailed information.

2. Side Filters Panel (Left)

A filter panel on the left-hand side allows users to customize what they want to see on the map. Filters include food security phases (IPC levels), food consumption scores, hazard data, and climate-related data.

3. Country-Specific Data Dashboard (Below the Map)

Once a user selects a country or region, a detailed dashboard appears below the map. The dashboard contains statistical insights like population size, malnutrition rates, climate data, and the current IPC phase. Additional widgets provide visual summaries, such as pie charts for food consumption data, bar charts for trends, and alerts for hazards or conflicts.

4. Responsive Design for Tablets and Mobiles

The map and dashboard design adjust dynamically for tablet and mobile screens. On tablets, the filters panel might collapse into a sliding drawer for better space management. On mobile, key features like the map and country statistics are stacked vertically, and data cards are easily scrollable. Large clickable elements ensure usability on touch devices.

5. Design Aesthetics

The design maintains a modern, professional look with clean typography and high-contrast colors for the map to improve readability. Interactive elements, such as map clicks and filter selections, are highlighted with subtle animations (e.g., map markers pulsing when an alert is active).

Design Assets

1. Wireframes

Wireframes will outline the map layout, filters, and dashboard sections, illustrating the structure and user flow. Low-fidelity wireframes can be converted into interactive prototypes if necessary, using tools like Figma or Adobe XD.

2. Visual Mockup

Based on the wireframe, a high-fidelity mockup of the design showcases the final colors, fonts, and styling used in the dashboard and map. It will simulate the user interaction experience when viewing countries or using the filters panel.

Design Enhancements

- Color Blind Accessibility: The map uses colors accessible to colorblind users, ensuring inclusivity in the design.
- Tooltip Information: When hovering over a country on the map, quick stats (like IPC phase or food consumption) are shown as tooltips to provide instant insights without clicking.

Attached UX/UI design: