

Dandelion Workshop Two - Design Outline

Design Fundamentals	2
Colour Scheme	2
Container	3
Mobile Versions	5
Icons	6
Flows	6
Guide to Figma	10

Link to Figma:

<https://www.figma.com/proto/n6rp52k8OaGdCp3yKdsC3L/Dandelion-Prototypes?node-id=5%3A308&scaling=contain&page-id=0%3A1&starting-point-node-id=5%3A308&show-proto-sidebar=1>

Design Fundamentals

Colour Scheme

As the base colour of the site we are using a Dark Green (#2E5642) from the Dandelion branding, with Lime (#F8F448) as our primary accent colour for buttons and other highlighted items and a standard White (#FFF) acting as a contrasting background. This is shown in the screenshot below - Dark Green acts as the base colour, white is a 'tile' used to act as a panel for buttons for textboxes, and yellow is used as an accent colour to highlight the 'Log In' button and as a highlight on the header to indicate to the user which page they are on.

The screenshot shows a web interface for 'Dandelion'. The background is a dark green (#2E5642). In the top left corner, the word 'DANDELION' is written in white, all-caps, sans-serif font. In the top right corner, there are four links: 'Data', 'Map', 'About', and 'Sign In'. The 'Sign In' link is highlighted in yellow. On the left side, the text 'Sign In' is displayed in a large, white, sans-serif font. Below it, in a smaller white font, is the text 'Sign in using the details your school provided.'. On the right side, there is a white rectangular panel containing the login form. The form has two input fields: 'Username:' and 'Password:'. Below the password field, there is a checkbox labeled 'Remember me' and a link 'Forgot Password?'. At the bottom of the panel is a yellow button with the text 'Log In' in dark green.

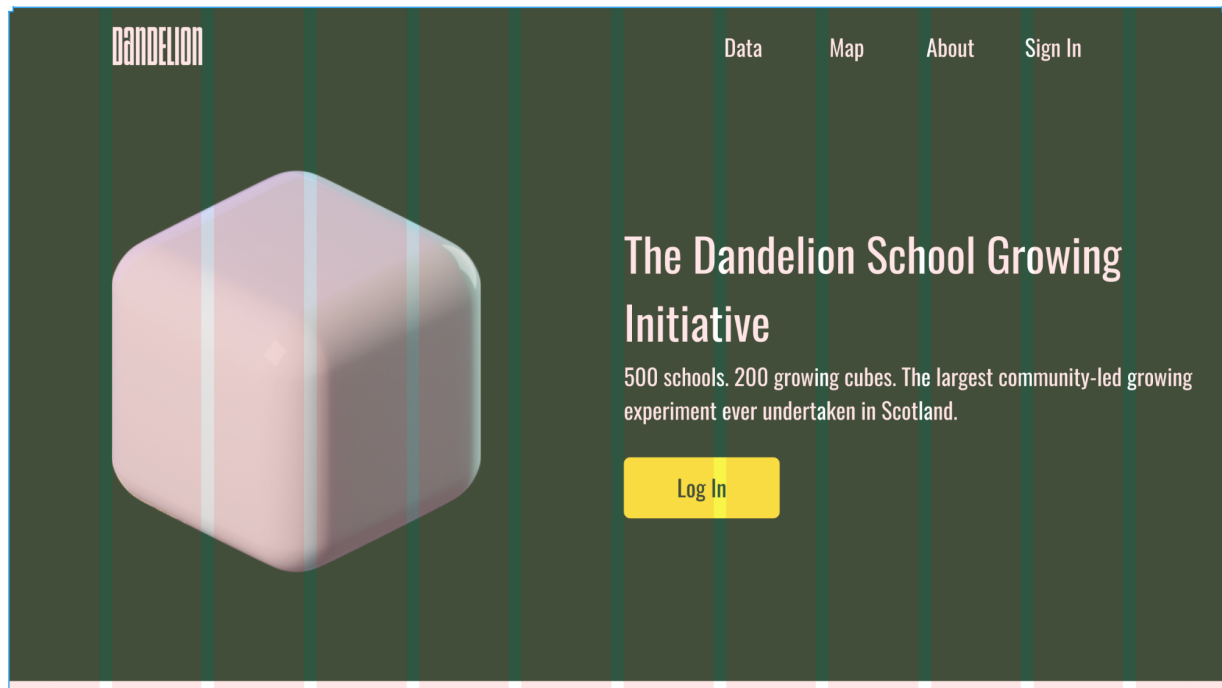
These colours are based off of the Dandelion branding, and other contrasting colours (Light Green, Pink, Purple, Orange) are used throughout the site as buttons, image backgrounds and component backgrounds.



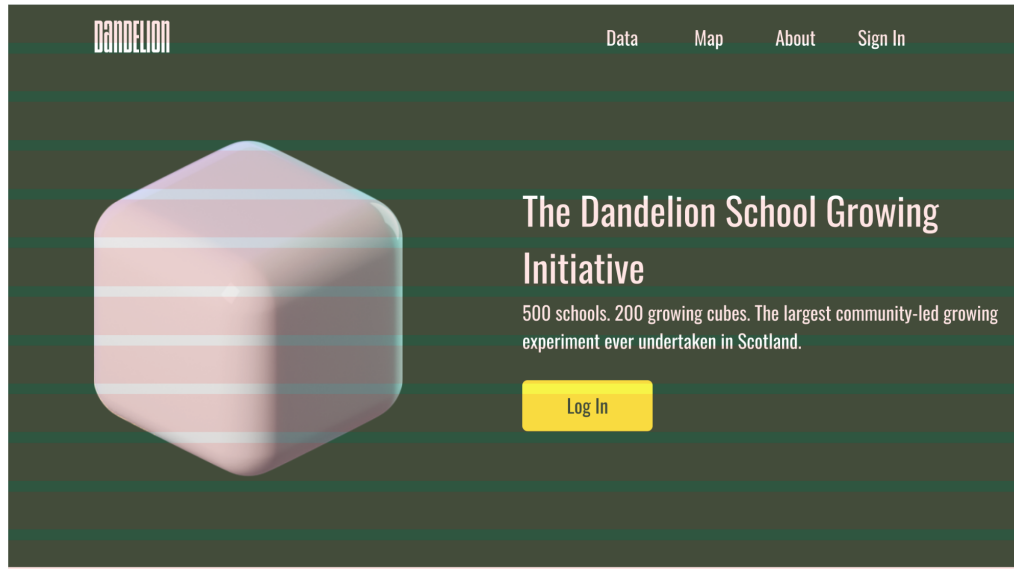
Container

Our layout makes use of a grid both to organise content on the page and to create alignment - this forms the structure of the site's interface. We incorporate columns to ensure a consistent set of rules for the site's content. Each page has 12 rows and columns that allow them to be consistently spaced and sized. From a design standpoint, this aids in incorporating new content. From a user standpoint, this ensures ease of use and an overall 'feel' for the site.

The Home Page below has its columns highlighted. The first column is kept free as a margin, and the content starts on the second column. Both the image of the cube and the Logo begin on the same column, and the site's hero text, tagline and 'Log In' Button start are on the same column - with a column kept free. This draws the user's eye to this content, and keeps the site from feeling cluttered and claustrophobic.



The screenshot below illustrates the same concept - using rows allows the content to be aligned vertically. A desktop is usually much wider than it is tall, meaning that content is generally closer together when allowing for spacing. Notice that there is a white line at the bottom of the page - breaking the 'fold' implies that the page is scrollable, and in this case hides the page's footer, containing information about the initiative and Dandelion's partners. Aligning content in this way 'draws' the user's eye to various aspects of the site, and can help to guide them to use the site in a certain way.

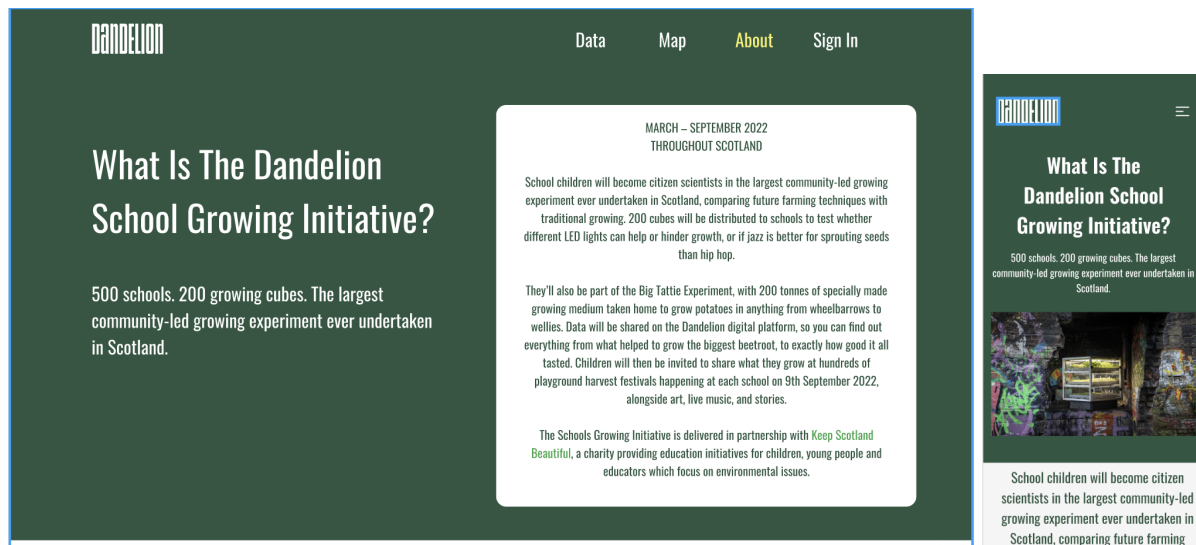


Responsiveness (Mobile Design)

Each page of the website must be responsive, allowing the users to access the service from their phone or tablet - and enter data while out on the field or checking their growcube. A natural benefit of using a grid system is that content can be appropriately spaced on various screen sizes. A standard rule of thumb is to use 12 columns on a Desktop, 8 on a Tablet device and 4 on a Mobile device. The screenshot below illustrates how the grid system has been utilised to adapt the Home screen for a Mobile device.



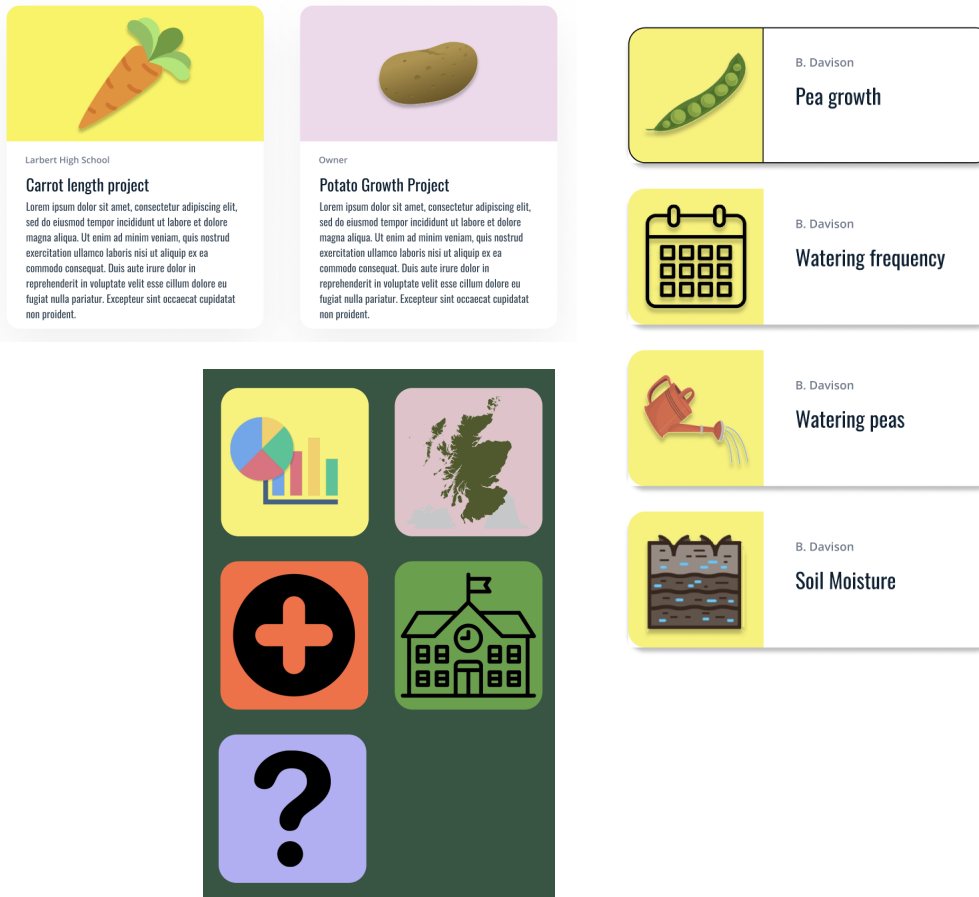
The screenshots below, along with the above screenshots of the Home page, illustrate how the layout of a page can be adapted to fit its essential content. In the Home page, the Desktop version has an image on the left with its Hero content and Log In button on the right. On the mobile version, this content has ‘collapsed’ to the centre with the image omitted. The same concept can be seen below - rather than content being divided into two distinct columns it has been collapsed to the centre with the user having to scroll through its text. This achieves the same affect - the user will be drawn to the initial content (“What Is The Dandelion School Growing Initiative?”) and continue to read the detailed content.



Icons

We have a number of simple, cartoonish icons currently being used as placeholders in our initial design, as seen below.

Please select your project:



These icons will be replaced in the final design of the site, however they indicate the general style we aim to use on the 'Student' side of the site - especially the carrot, potato, and pea icons.

Flows

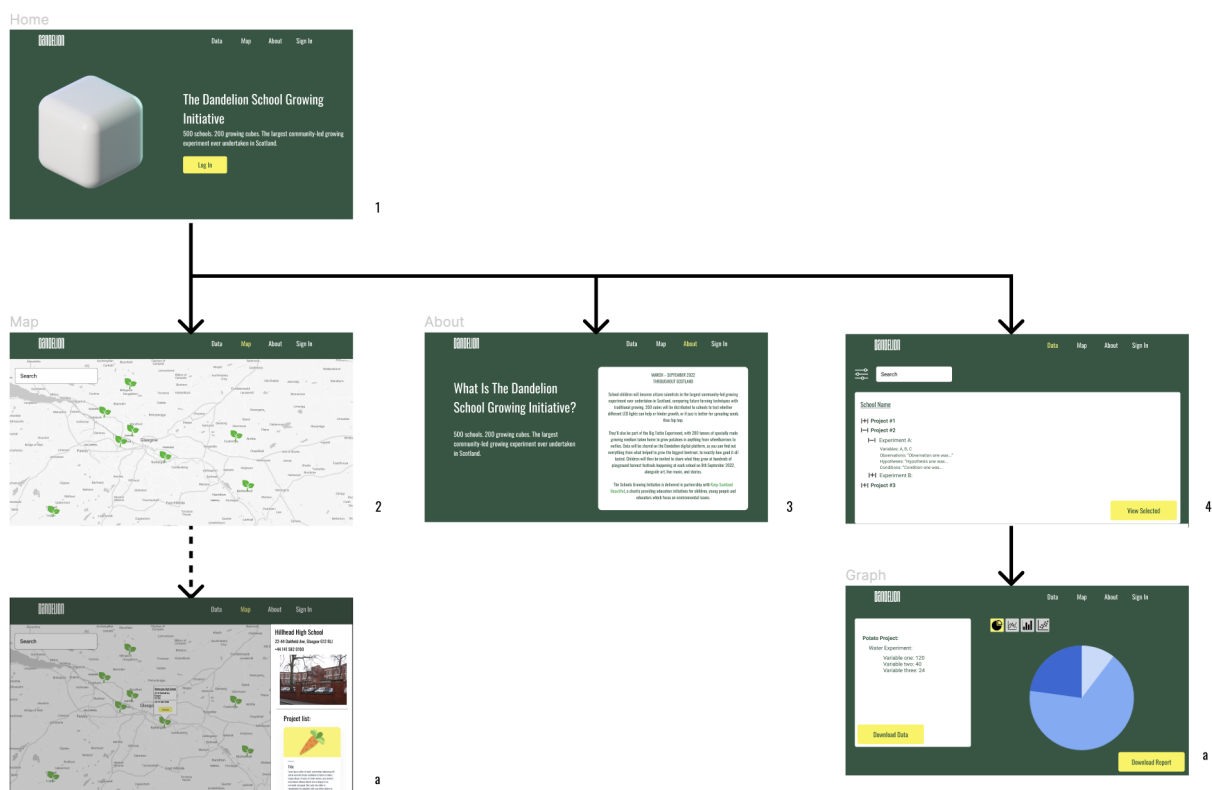
This section outlines the ‘flows’ that each user represented in the design can perform. To capture these, we have created live prototypes in Figma. In practicality, each user would face a different ‘version’ of the site based on their log-in credentials - for example, a student taking part in the system can log in and record experiment data, whereas a member of the public who is not related to the project would have no log-in credentials and so could only see the ‘public facing’ version of the site.

We have detailed each flow below, with credentials increasing as users receive more authority.

Public

The first flow to describe is the ‘public’ flow. This flow assumes that the user is either a member of the public who is not connected to the project, or is someone connected to the project who has not signed in. This flow captures all actions that should be global amongst all users of the site - primarily, searching and browsing data. This includes viewing all of the schools taking part in the School Growing Initiative and downloading reports/data connected to specific projects (pea growing, potato size etc.).

Public



1 - The Home Page. This is the 'hub' of the public facing version of the site. From here you can navigate to the Data page, the Map page, the About page and, importantly, the Sign In page.

2 - The Map Page. From here you can view all of the schools taking part in the initiative. A search bar allows the user to search for a specific school, or the scrollable map allows them to navigate to it intuitively. Clicking on one of the 'leaves' opens a pop-up modal with basic information about the school - primarily to ensure the user has the correct school. Clicking a 'See More' button on this page opens a frame on the right-hand side of the page detailing the projects the School is taking part in.

3 - The About Page. Standard to every website, this page would contain a page detailing the School Growing Initiative - this page is very adaptable and exists as a concept, its content is dependent on your input.

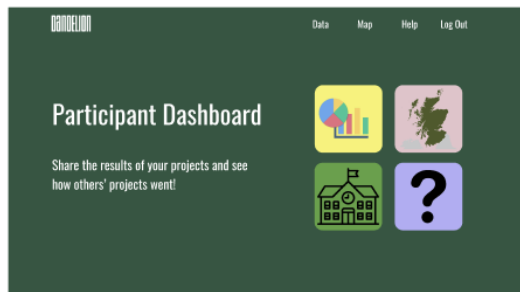
4 - The Data Page. There are two primary ways to refine the data on this page - a search bar exists which will primarily be dependent on a 'tag' system e.g. a project centred on potatoes may have a 'potato' tag and would appear along with other projects with the same tag. There is also a filter button which allows the user to filter by start/end data and select tags.

4a - Experiment Graph Page. From here a user can view an experiment in further detail, along with graphing its variables - dependent on the types of visualisation appropriate for the experiment. This page allows the user to switch between visualisations in addition to downloading the data or any relevant reports.

Experiment Participant

The second flow describes a user who is directly participating in an experiment. From a high-level view, this user is able to manage their experiments, record experiment data and create reports. The primary goal of this flow is to capture the action of a Student recording experiment data.

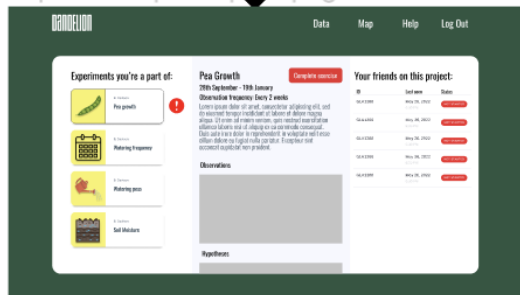
Dashboard



1

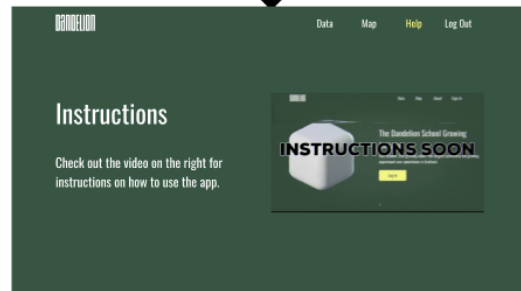
Participant

Experiment participant page



2

Instructions



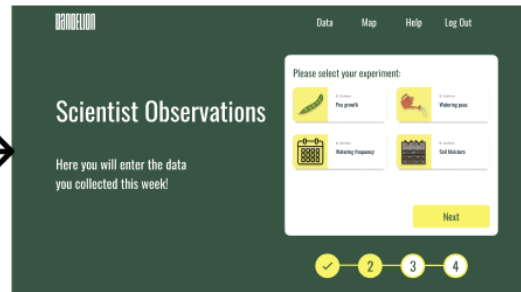
3

Add Data



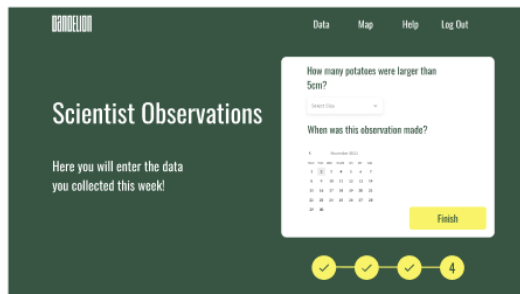
a

Add Data 5



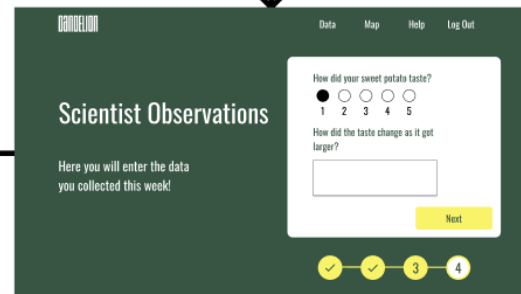
b

Add Data 7



d

Add Data 6



c

1 - The Participant Dashboard. This is the first page the user sees when they have successfully logged into the system. In clockwise order, the Icons represent; the My Projects Page, the Map Page, the Help Page and the My School Page. The My School page will be identical to the Data Page (4) on the Logged Out flow, however data will automatically relate to the user's school. It should also be noted that a 'School User' user exists but their flow has not been captured in this document - this user is able to log in to the system and view their School's project details.

2 - The My Projects page. On the left panel the user can select the experiments they are participating in. The middle pane details the experiment they have selected, along with its current observations and hypotheses. A 'Complete Exercise' button exists, when clicked this will take the user to the page where they enter their most recent observations. On the right panel the user can see who else is in their group on this experiment. The 'Complete Exercise' button is red and their project has a red alert icon next to it - this user is currently late to input their observations.

2a/b - The participant selects which of their projects and experiments they are currently entering data for. By default this will be the experiment they have selected in the My Projects page.

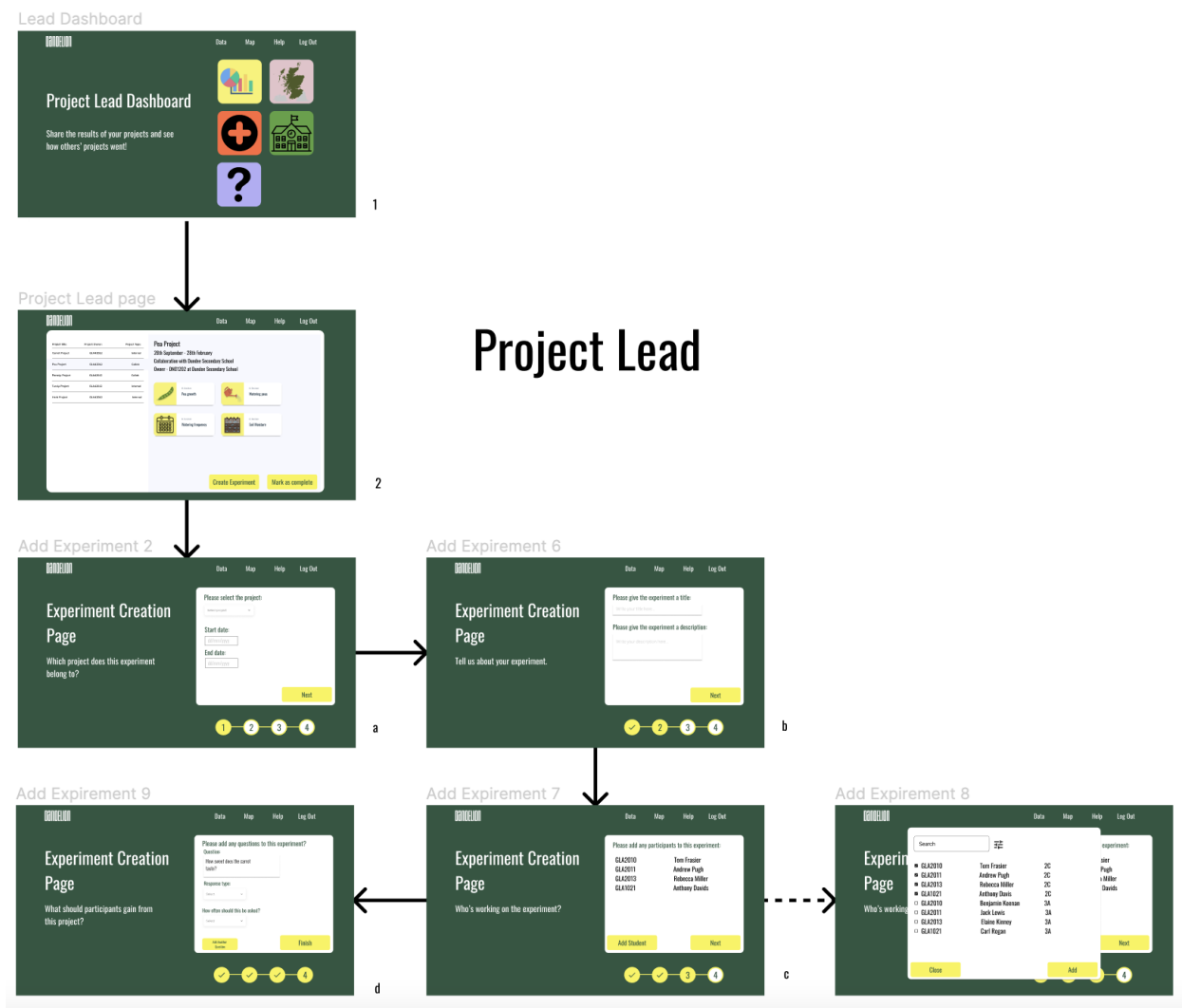
2c - The participant answers attitudinal/qualitative questions.

2d - The participant answers a quantitative question.

3 - The Instructions page. This is adaptable based on requirements, however we envision this page having a video instruction manual on how to use the system.

Project Lead

The third flow we have described is the Project Lead flow. This is representative of a user who takes responsibility for projects in the initiative. These users are delegated by Superusers, and have the second-most authority in the system. They can manage their own project, manage experiments inside of it and manage the questions asked to the project participants. In effect, they maintain the structure of a project.



1 - The Project Lead dashboard. This is the first page that a Project Lead will see when successfully logged in. The icons on their dashboard are responsible for the same actions on the Participant where the icons are identical. From this page the user is also able to upload observations from the Add Data icon and navigate to the Project Management page.

2 - The Project Management page. On the left panel the user can see the projects they are responsible for, along with whether the project is local or collaborative. On the right panel they can see the experiments inside of the project they have highlighted. When clicking on an experiment they have the ability to manage it - for example, changing the questions to be asked on the project or its participants. They also have the ability to mark an experiment as complete. Finally, they can create a new experiment inside of a project.

2a - The user selects which project the experiment belongs to - by default this will be the project the user has highlighted on the Project Management Page. They then enter a start and end date.

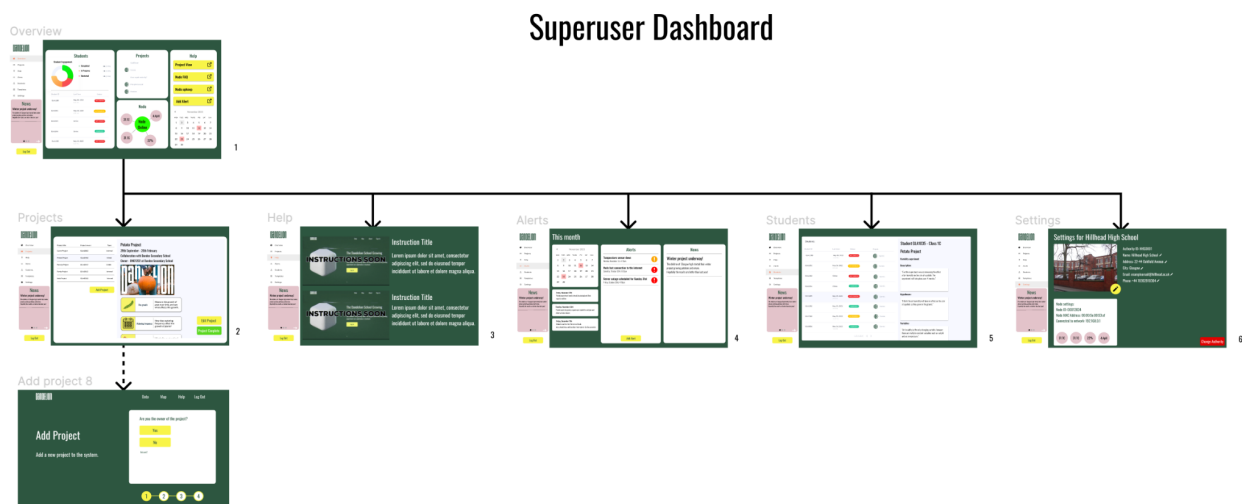
2b - The experiment is given a title and description.

2c - Participants are added to the experiment. This is achieved by searching and filtering through students in the School's data.

2d - Questions are added to the experiment.

Superuser Dashboard

Finally, the Superuser Dashboard is described below. This user has the ultimate authority in a given school, and is responsible for maintaining the projects it takes part in.



1 - Overview Page. The main page of the Dashboard, and the one the user sees once successfully logged in. From here the user can see their students and their engagement level, the projects their school is taking part in along with which of them are collaborative, their node's health and associated sensor readings and a Help panel with links to specific sections of the Instructions page. In addition, on the right pane there is a calendar showing the current date and upcoming deadlines, along with a News section on the bottom left - which would hold both global news (Glasgow High has started its potato project) and invites to collaborative projects.

2 - The Project Page. On the left the user can see all of the projects they are taking part in, in addition to an Add Project button. When a project is clicked, the user can see details pertaining

to that project and its experiments, along with buttons that allow them to edit project details and a button that allows them to mark the project as complete.

3 - The Instructions Page. A 'hub' for instructional videos on the system, subject to changing requirements.

4 - The Alerts Page. This page details all of the alerts the user has received and any upcoming deadlines. On the left panel is a calendar with the current data and upcoming deadlines, and below this is a section detailing these deadlines. The middle pane shows a series of alerts sent to the user, along with a button allowing them to add an alert. On the right is a News panel, which contains global news and any invites the user has received.

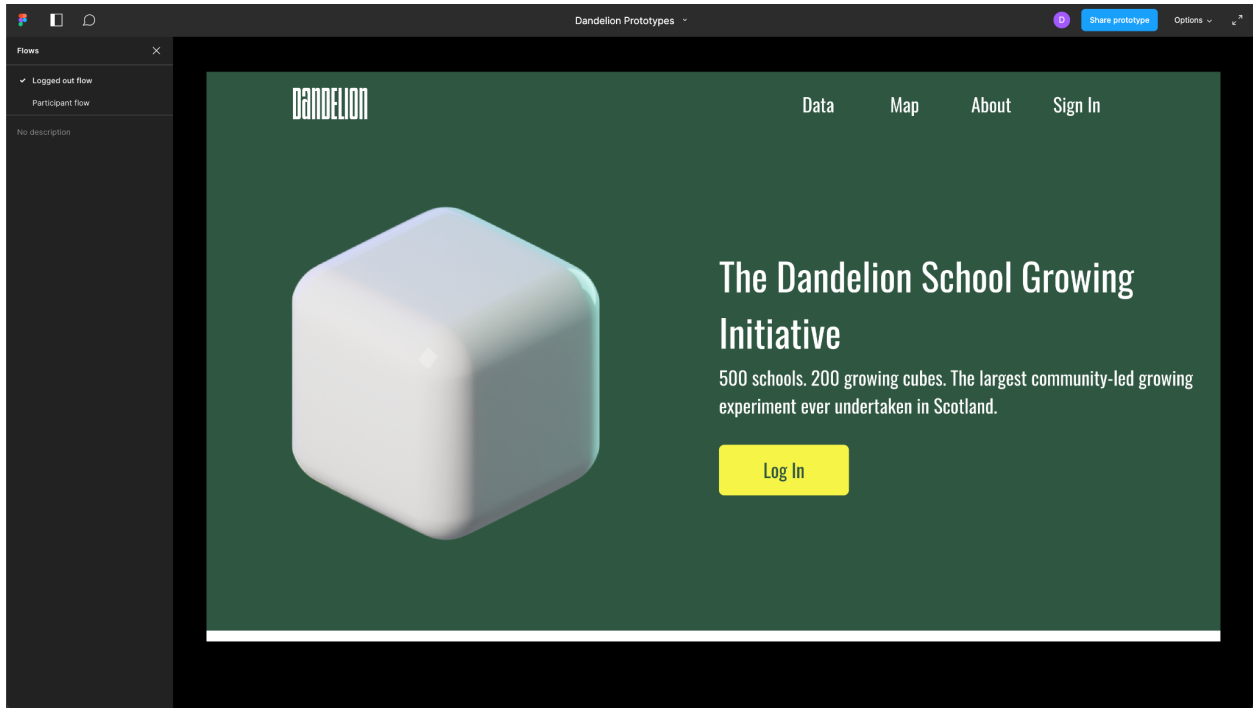
5 - The Student Page. On the left is a list of all students on the system, along with when they were last online, which project/s they are taking part in and their current status i.e. whether their experiment is in progress/complete etc. On the right panel shows the user's most recent observations, along with the project's general description given by the Project Lead.

6 - The Settings Page. On this page the user can see their School Image, their school's contact information and their node's current settings and readings/health. From this page the user is able to update any information and change who has authority to change this i.e. hand over Superuser authority to another individual.

Guide to Figma

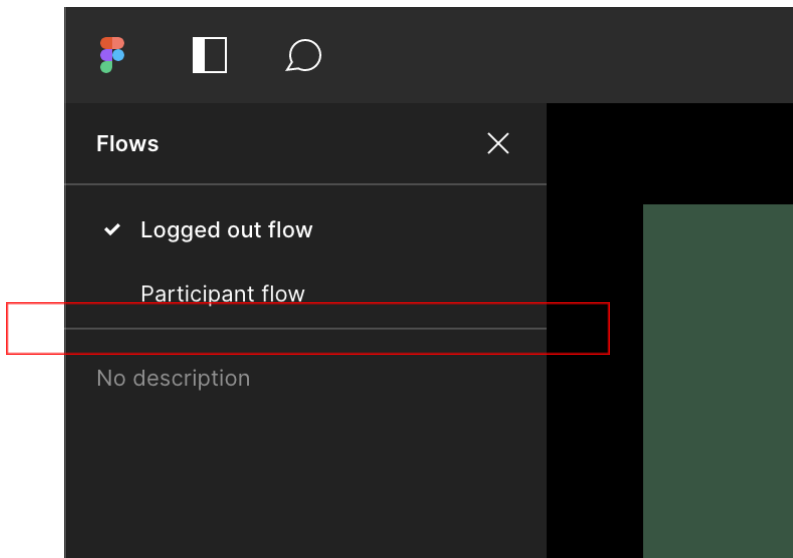
Figma is an interface design tool, and the tool we have used to prototype our designs. Each type of user has a "flow" in the left-hand panel when you open the attached link. Each user represented has a "flow" in the left hand panel when you open the attached link. Each of these flows intends to illustrate what features each user can access, which pages are made available to them, and what content changes on each page depending on the type of user.

When you open the link, you will be taken to the Home Page of the "logged out" user.

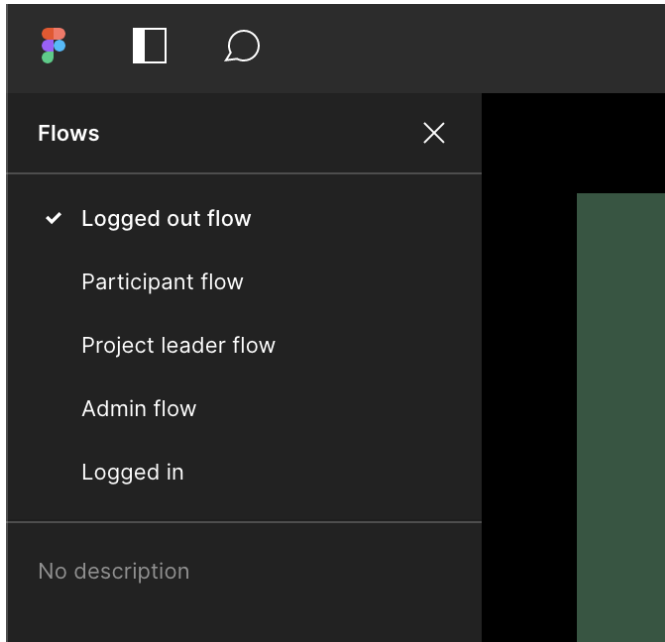


The left hand panel shows a list of flows, there are five of them total

If you do not see five flows, you may need to expand the list as shown below highlighted in red.



If you click and drag this area, it should expand and show the full list of flows.



Figma has been used to create a semi-interactable version of the website. Note that Figma does not support things such as data entry and dynamic interaction. It is mainly used to show how the pages on the site interact with each other - for example, clicking a “Log In” button should take you to a Sign In page, and clicking a “Back” should take you to the previous page.

If you are not sure which elements on any given page are interactable, click on an empty area and it will highlight which elements on the page you click on to perform an action, as shown below:

