

# **Overview of GUI components**

## **Projects**

### **Purpose:**

Each “project” will present a different “whole”.

When a customer builds a new survey – he creates a new “project”.

Just like a coding project.

## **Blocks**

### **Purpose:**

In every project, we’ll hold a list of blocks. Each block will hold a bag of ordered questions.

The blocks will allow a user to save a successful set of question along with their options and settings.

## **Questions**

### **Purpose:**

In every block we hold an infinite list of question.

Every question will provide the maximum level of customization.

Each question will have the following basic set of setting:

- Type of question (multiple choice, graphic, etc).
- Position of answers.
- The question’s text position.
- Ordinal value according to the order in the block.

Note that the user should be able to copy an existing set of question’s setting.

## **The *Preview* mode**

### **Purpose:**

To allow the user to see the survey the same way the subject will see it, without generating new raw data.

## **The analysis view**

### **Purpose:**

This view will provide the users possibility to examine all recorder data.

Along with some graphical view that'll be appealing to the eye.

## **The survey flow view**

### **Purpose:**

This view will allow the user to observe his survey as a whole, and get comfortable summary of his survey structure.

## **Cool nice to haves**

### **Purpose:**

Awesome features that might turn our system amazing.

# Overview of graphical features

*The following section will describe the optimal structure of the graphical interface, along with examples from Qualtrics.*

*Please keep in mind that the images are just for conception understanding purposes.*

## The “projects view” page:

- Each project will be viewed as a record.

All Projects

View:

Sort By: Last Modified

Today

★

test

Last Modified: Nov 10, 2017 9:28 AM

Status

New

Questions

3

Est. Response Time

1

minute

Languages

0

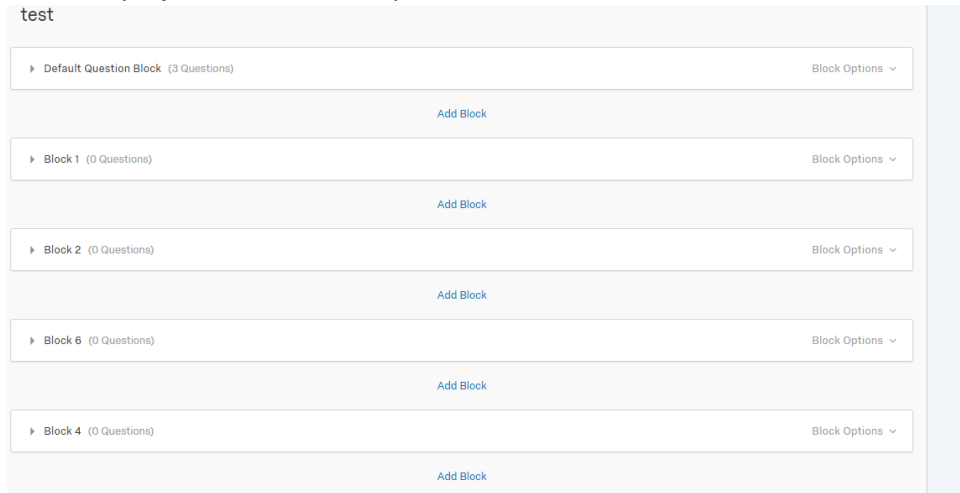
For each project record we'll present the following info:

- Status (New \ Active \ Finished).
- Questions (number of them).
- Filled copies (by different users).
- Last modified date.
- Last date the survey was filled.

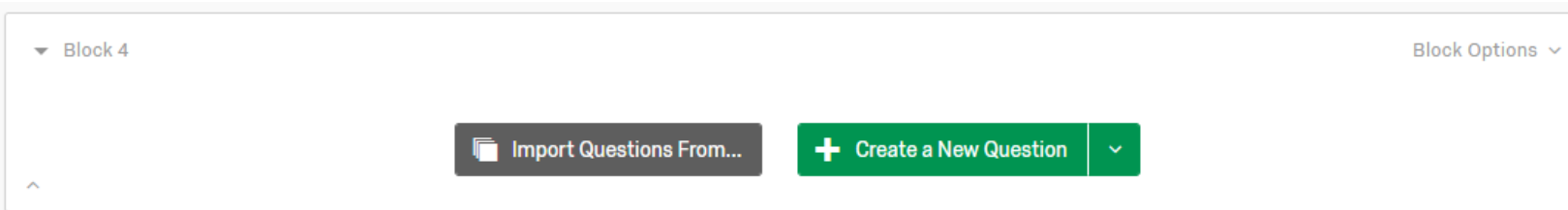
## The “blocks view” page:

### Required features –

- The user can collapse any block (the actual view of it’s data) at any given time.
- All of the projects blocks will be presented as a list.



- Each block will have a visible list of questions objects.
- Each block will have a central button – “add a question”.



- Each block can be renamed.
- Each block will present the number of questions it contains.

### Required tools and mechanisms –

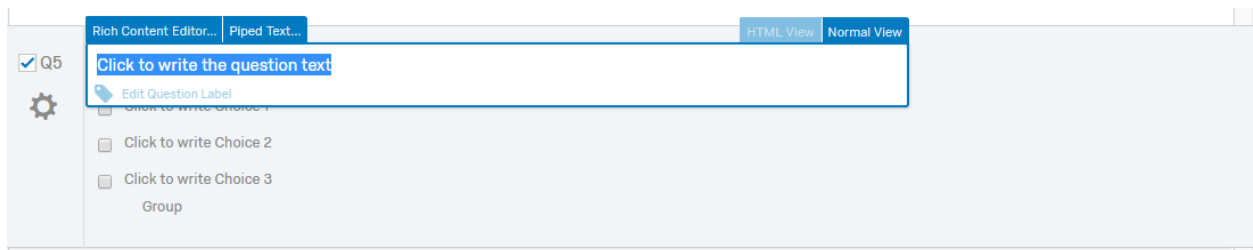
- The ability to change a block’s position in the projects layout.
- Each block will have an options list that’ll contain:
  - The ability to *save a block setting*.
  - The ability to *save a block’s list of questions*.

- Import setting \ questions from a saved block.
- Move a block up\down in the project's layout.
- Delete a block.

## The “Question unit” view:

### Required features –

- The user can change the question's setting (detailed below) at any given time.
- Each text that need to be filled in a question will have a default “click to write question \answer” phrase.
- When a user clicks to edit the text of an answer or a question , it'll update and immediately and undependably from other fields.



- Each question can be renamed (other than having an ordinal label).
- Each question will have the following “must have” settings:
  - Question type.
  - Question text position.
  - Answers position.
  - Validation options.

### Question type

The possible question's types will be –

- Multiple choice question.
- Rating questions (choose the correct column by their description , “always” / “sometimes” etc’ ) .
- Free text question (provide a text box to be filled as an answer).
- Drill down questions (select the correct option from a menu that opens when's clicked).

Each type should have it's own options and limitations (a multiple choice should have an answer limit).

**Notice** that the question type also determines the kind of answers!

### Question position

The position of the question's text. We'll allow the following:

- (a) Upper middle position (default).
- (b) Upper left corner.
- (c) Upper right corner.

- (d) Middle middle position.
- (e) Middle left position.
- (f) Middle right position.
- (g) Lower middle position.
- (h) Lower left corner.
- (i) Lower right corner.

### Answers position

The position of the available answers.

- Multiple choice questions options:
  - A vertical list (default).
  - A horizontal list.
  - A square matrix.
  - Around the question (just for question position d).
- Rating question: none.
- Free text questions:
 

All positions apart from the question's position (a-i).
- Drill down questions: *same as multiple choice questions.*

The image displays two examples of question editor interfaces for multiple-choice questions. Both examples are for a question labeled 'Q6' and have a 'Click to write the question text' placeholder.

The top example shows a vertical list of three choices:
 

- Click to write Choice 1
- Click to write Choice 2
- Click to write Choice 3

The bottom example shows a horizontal list of three choices:
 

- Click to write Choice 1
- Click to write Choice 2
- Click to write Choice 3

### Validation options

For each question we'll provide the option to add a *skip* button, or forcing the subject to select an answer before enabling the *next question* button.

### **Required tools and mechanisms –**

- Each question will provide the option to change it's position in the block's questions list.
- Each question will have a *delete* button.
- The user can add tags to a question. (might be used when filtering or searching).

#### **Display Logic** (Click to write the question text)

Display this Question only if the following condition is met:

Question ▾

Select Question... ▾

### **The preview mode**

#### **Required features –**

- The user should be able to play an authentic simulation on the survey, with the following exceptions:
  - The user can exit the mode at any time.
  - Data will NOT be collected and passed on to the analysis.

### **The analysis view**

#### **Required features –**

- The analysis view will have a few different tabs-
  - The “raw data” tab.
  - The graphical tab.

#### Raw data tab

The tab will present every answer and question as a listing, the columns for every entry will be:

- Question text.
- Selected answer (number and text).
- Block source.
- Date answered.

#### Graphical tab

This tab will present selected info in the formation of charts , piecharts , etc'.

The different info TBD.

## Required tools and mechanisms –

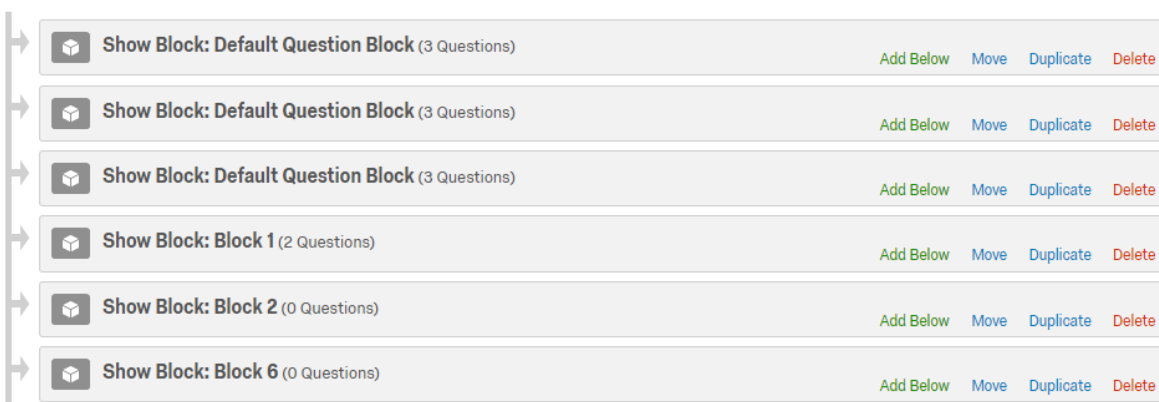
- The major mechanism should be the *filtering* mechanism , allowing the user to filter the raw data according to:  
Date , question type , block ,times the answer was selected , and more.  
The exact list– TBD.
- The analysis view should have a predefined templates that'll define our graphical capabilities.  
(what kind of ways to present the data we want).

## Survey flow

### Required features –

- Allowing the user to move his view by dragging the mouse.
- Change blocks order.
- Appealing graphic signs of continuity between blocks.
- The option the duplicate and delete a block.
- The option to change each block bubble color.
- Presenting beside the blocks name info such as:
  - Number of questions.
  - Number of different types of questions.
  - Name.

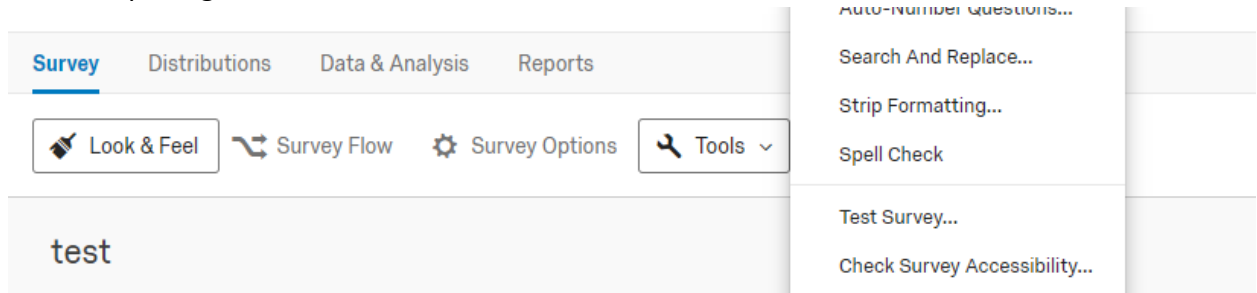
### Survey Flow test





## Cool nice to haves

- Enabling different tools to activate on a block/question.  
Such as spelling check, translation, and more.



- Add “meta” options for each survey.  
Such as dates to be active , choose communication method , and more.
- Sharing options. Enabling the user to share his survey through online platforms.

