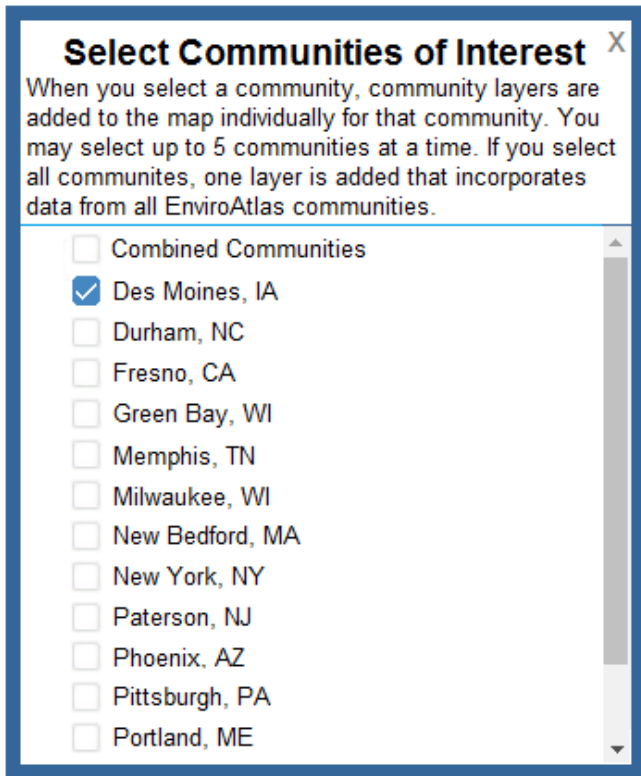
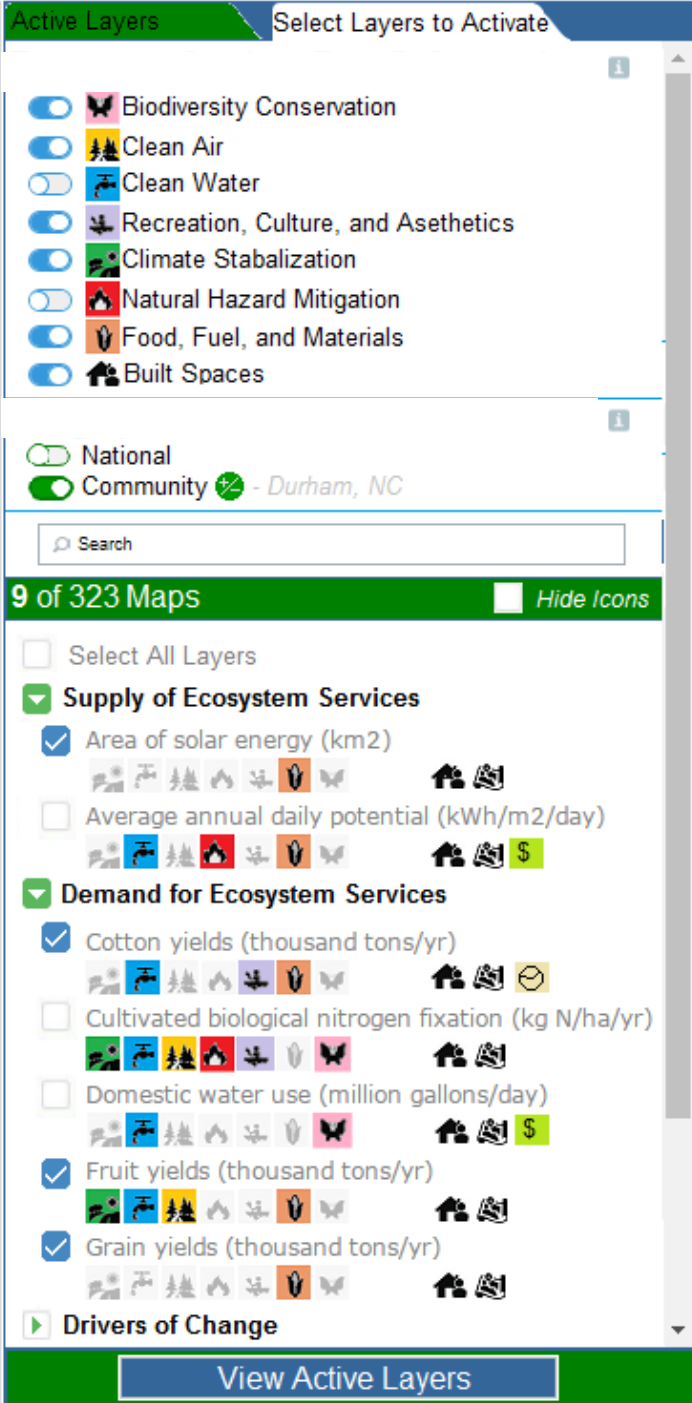


# EA Mock Up

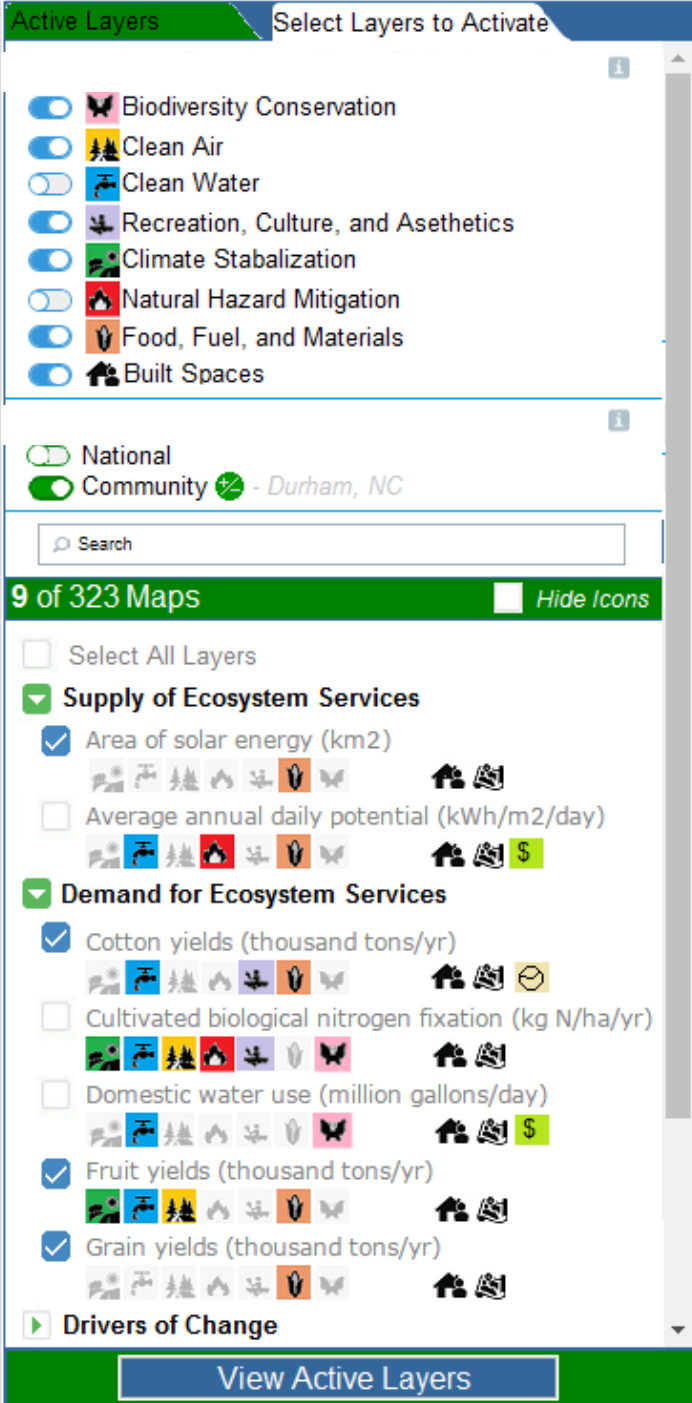
April 18, 2016

Filter/Search Ideas



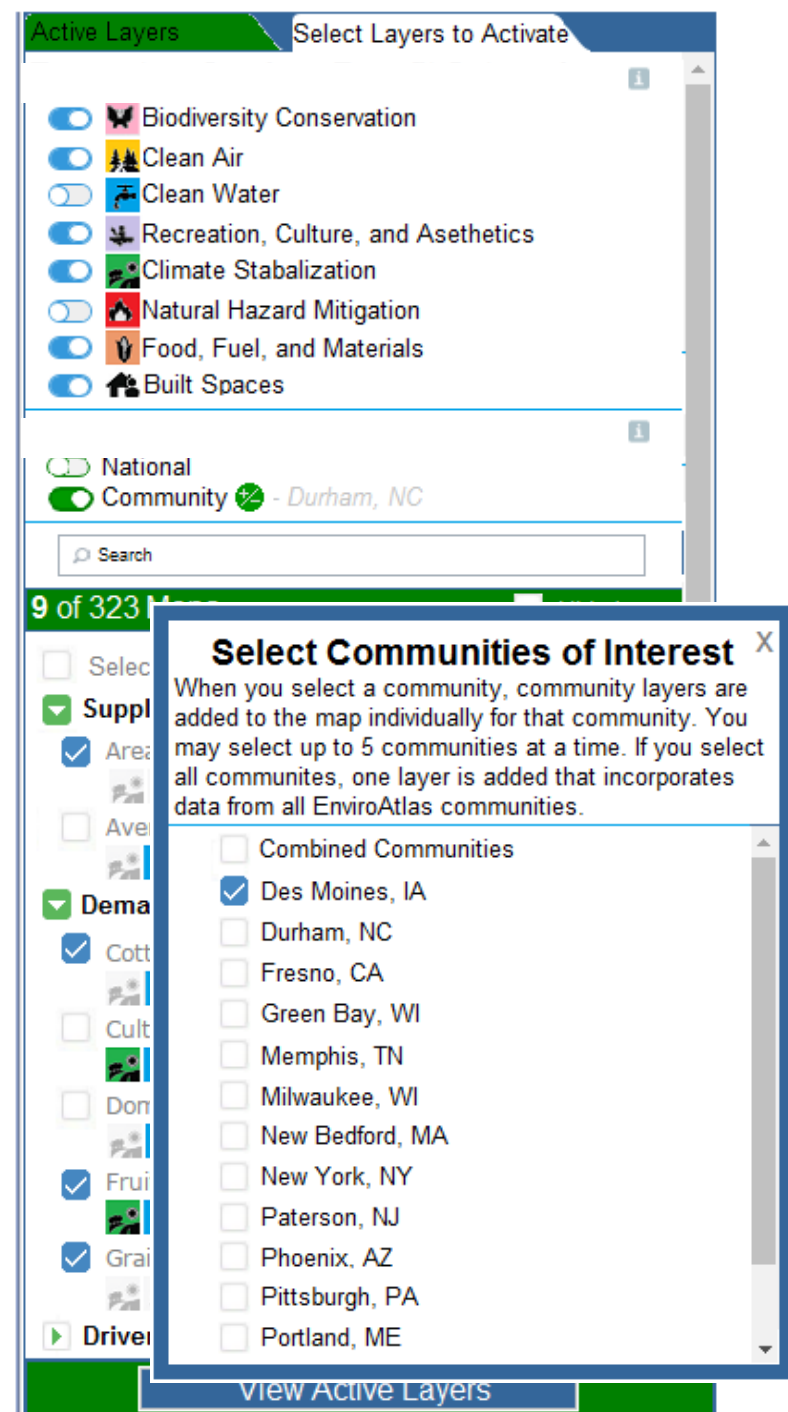
## Overall Structure

1. We really like the linear look and structure of this mockup because it is clean and simple and the user can see all the important features at once.
2. BC Selection – select BC categories using toggles – We like that the toggles are different than checkboxes because they function so differently.
3. Geography Selection – select National and/or Community from this screen, individual community selection hidden until +/- button clicked to make better use of space.
4. Search Bar
5. Results – instead of listing alphabetically, list by (minimize-able) subcategories; Redoing the subcategories to align with Supply/Demand/Drivers of Change instead of current structure to reduce # and better educate. Actual wording will change



## Functionality Notes and Ideas

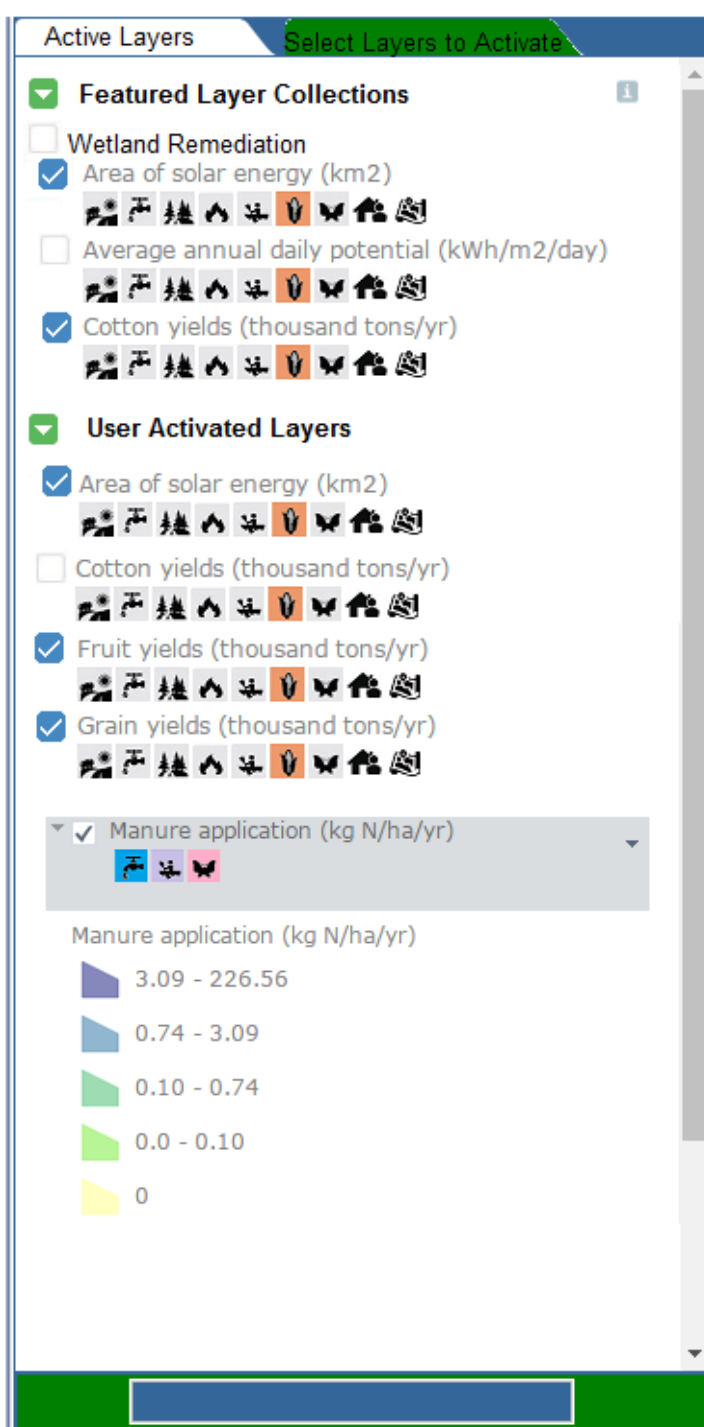
1. BC Toggles –
  1. results should automatically re-adjust to reflect change
  2. “# of ### Maps” should also automatically update
2. “Built Spaces” will change to something more encompassing
3. Colored BC Icons – link to (to-be-created) infographics
4. i/information icons – link to info about layer selection/organization
5. Geography Selection – See Next Slide
6. Search bar –
  1. can it have “tips” to help reduce 0 results
  2. can it change the results dynamically while typing?
  3. User will need some way of “undoing”.
7. Results –
  1. Adding icons to distinguish types of layers: national/community; raster/spatially explicit/summary; markets; health; time-activated; etc.
  2. Fact sheet should be accessed via icon.
  3. All icons will link to some kind of information, may just be a sentence description.
8. Checking “on” a layer –
  1. should automatically add layer to Active Layers list
  2. checkboxes in the selection list should always mimic the layers in the Active Layers List
  3. one layer in the Active Layers list should always be “on”
9. View Active Layers Button – should JUST take you to the other tab.
10. Style and colors should make the map look current.
11. Note – BCs and Communities could also be selected via new opening screens (slide 11-13)
12. Note – addition of button to “hide” icons.



## Community Selection Functionality Notes and Ideas

1. Button beside community toggle to access community selection list –
  1. another window opens somehow (as pop-up, as drop down, as area that pushes down the layer selection list) with the communities list.
2. New Community Selection Area
  1. Select individual communities- the community layers are added separately for each community.
  2. Limit number of communities at one time? Functionality thoughts? Discuss.
  3. When the user selects max # of communities, the others should “grey-out” until one is unchecked.
  4. Select combined communities- adds community layers as one layer for all communities. (Lots of details to work out with that)
  5. Select combined communities- can’t also select individual communities (grey them out if possible).
3. Dynamically list selected communities next to +/- button.
4. When finished choosing communities, user clicks the X at the top to return to the previous window.
5. Communities can also be selected via new opening windows (slides 11-13)

Other Thoughts and Ideas



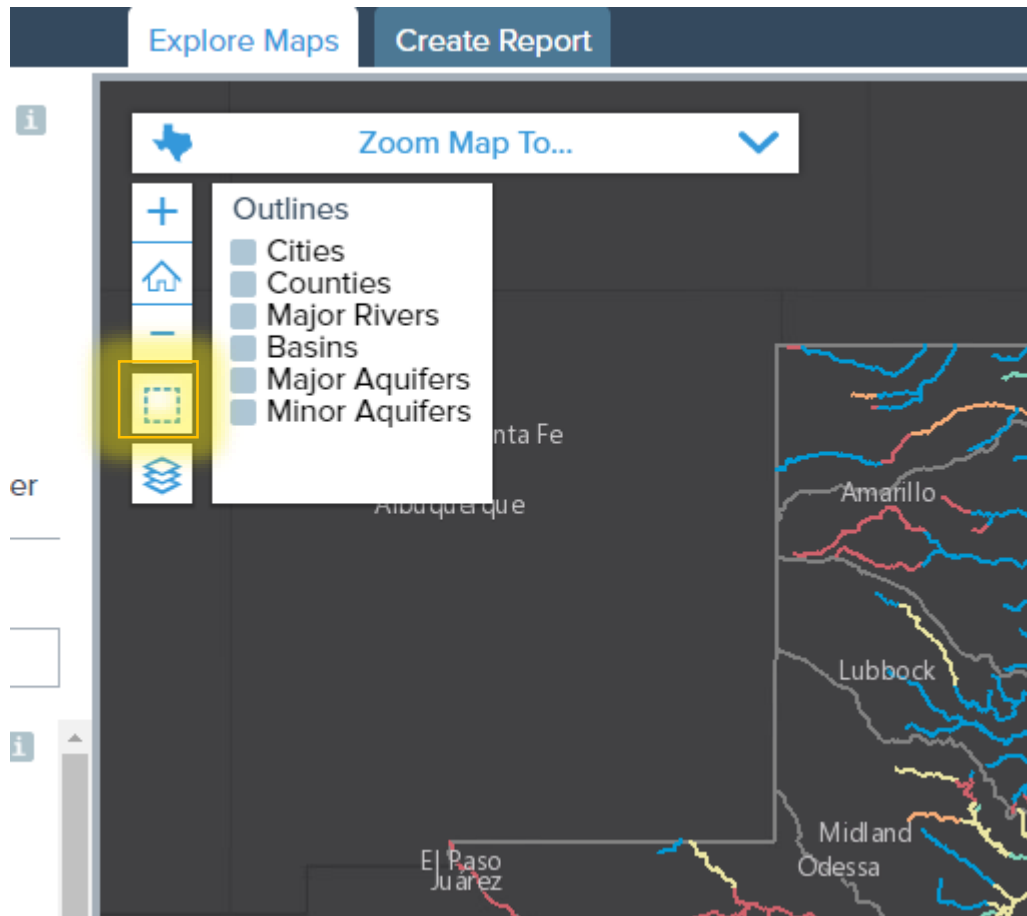
**Active Layers includes both User Activated Layers and “Featured Collections”**  
Featured Collections are groups of layers that can be used in combination to tell a story.

- 5-10 collections of 2-3 layers each that tell a different story.
- One collection is randomly added automatically when map is loaded.
  - User immediately sees a map
  - User doesn't have to do ANY work to get to a map
- Factsheet/info button leads to more information about how the layers are related
- Should be able to add more and switch between collection (from info button too?)

User Activated Layers are the layers added by the user.

General Notes:

- Would like to change the appearance of this list pretty significantly.
- Can we group community layers under one layer name with multiple legend, etc?
- Do we need a max number of layers to not overload the map?



## Boundaries and Demographic Layers added from separate widget.

- Separate widgets for Boundaries and Demographics
- Fundamentally different than the other layers and are “overlaid” over ES layers.
- When checked “on”, layers will be added to Active Layers list – same as if added from regular selection results list.
- Some layers will be grouped to reduce total # of layers.
- Dems will be from OEI(?)
  - Hopefully BG level, if not, separate community dems.

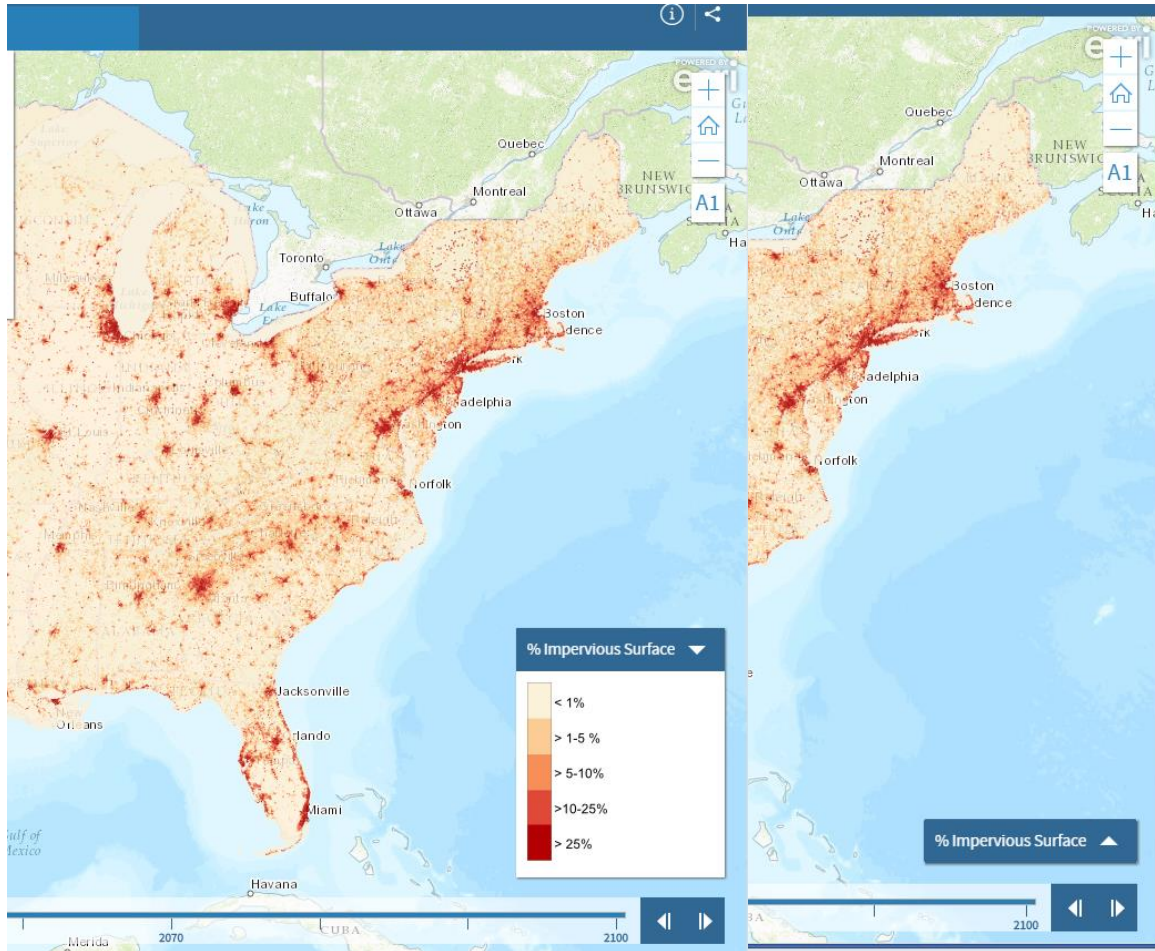
### Boundaries

EnviroAtlas community boundaries  
 HUC (4 Digit) Subregion  
 HUC (8 Digit) Subbasin  
 HUC (12 Digit) Subwatershed  
 States  
 Counties  
 Block Groups  
 Level III Ecoregions  
 Level IV Ecoregions  
 National Hydrography Dataset (NHDPLUS V2.1)  
 Protected Area Status  
 Protected Area Stewardship  
 EPA Impaired Waters Data

<http://www.texaswaterexplorer.tnc.org/map>

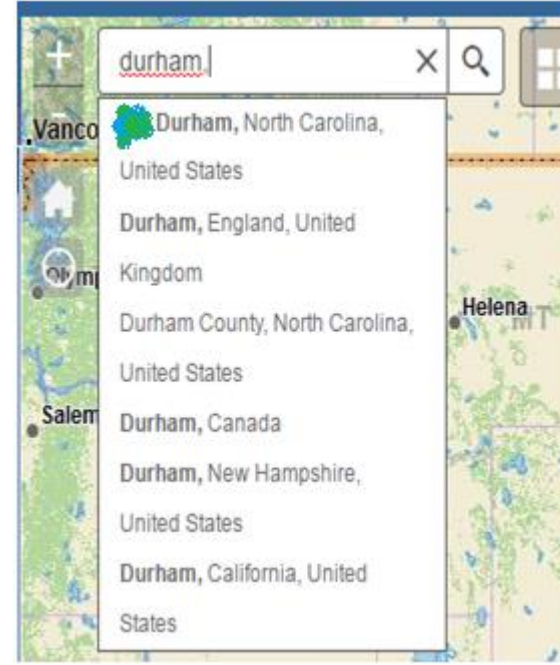
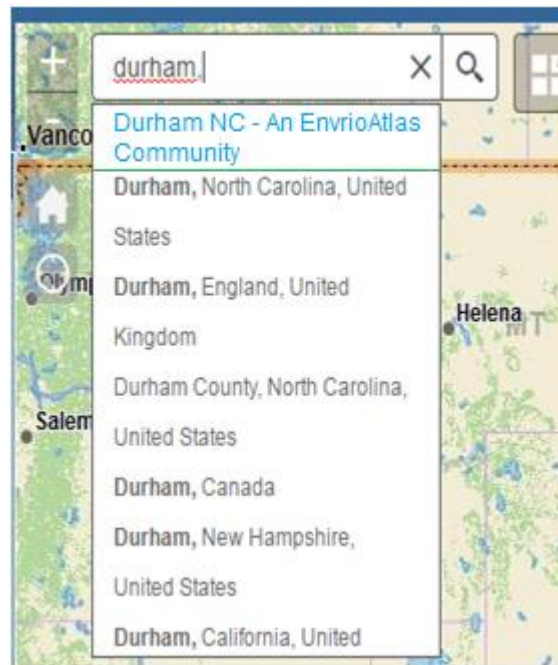
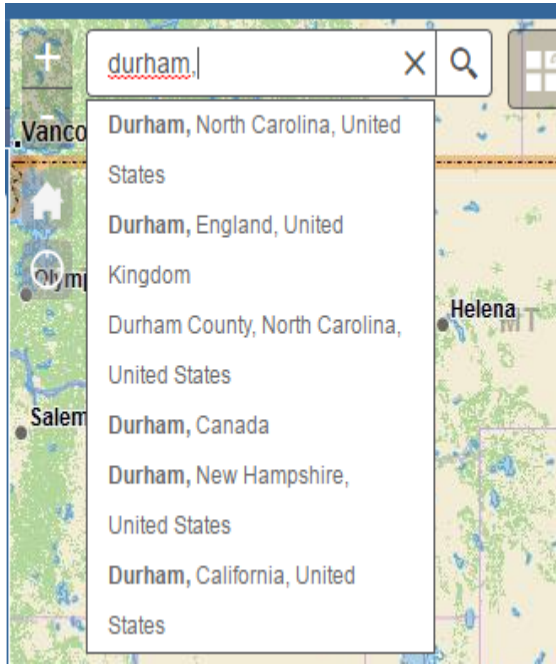


<https://globalchange.epa.gov/ICLUS>



### Legend Widget

- Title bar would just say legend
- Default to bottom right corner
- Big enough for 2 legends then scroll bar added.
- Would like to be movable.



- Can we make EnviroAtlas Communities more obvious in the search results?

# New Dynamic, Interactive Welcome Screen

- Very basic, first-pass mockup/idea.
- Directs you through the process of selecting Geographies and BCs
- **The selections made in these two screens carry through to the “Select Layers to Activate” tab.**
- Easy to skip/exit at any point, can “turn off” (like the disclaimer)
- Need to think more about the community selection area.
- BC selection screen shows visual representation of reduction in layers via BC choices.
- May be unnecessary with “Featured Collections”?
- Language, format, and structure is all very preliminary



# EnviroAtlas Interactive Map

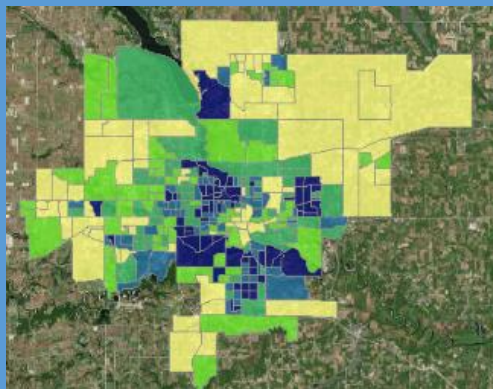
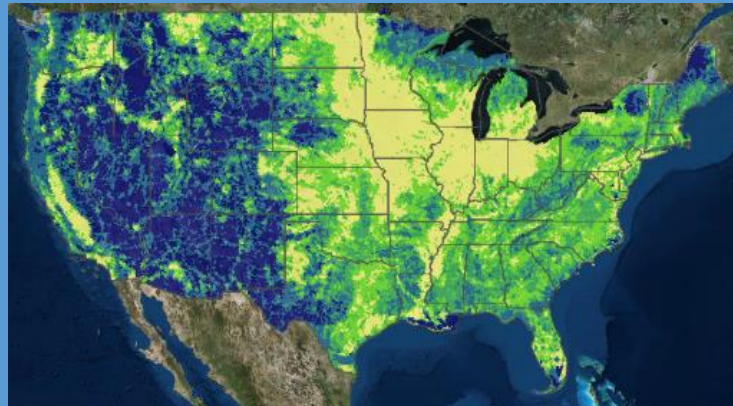


I'm interested in National Data

I'm interested in Community Data

Would you like to zoom to a particular EnviroAtlas Community?

- No Thanks
- Austin, TX
- Des Moines, IA
- Durham, NC
- Fresno, CA
- Green Bay, WI
- Milwaukee, WI



Back

Next

Go to the Map

Show on startup

**Active Layers**

**Ecosystem Services**

- Biodiversity Conservation
- Clean Air
- Clean Water
- Recreation, Culture, and Amenity
- Climate Stabilization
- Natural Hazard Mitigation
- Food, Fuel, and Fiber
- Built Spaces

**Geographies**

- National
- Community

Search

9 of 323 Layers

- Select All Layers
- Supply of Ecosystem Services
  - Area of solar energy production
  - Average annual daily precipitation
  - Demand for Ecosystem Services
    - Cotton yields (thousand bales)
    - Cultivated biological production
    - Domestic water use
    - Fruit yields (thousand tons)
    - Grain yields (thousand tons)
- Drivers of Change

View Active Layers

300mi 49.066 -125.573 Degrees

MEXICO

San Luis

Gulf of Mexico

POWERED BY esri

Esri, HERE, DeLorme, FAO, NOAA, USGS, EPA



- Active Layers
- Ecosystem Services**
- Biodiversity Conservation
  - Clean Air
  - Clean Water
  - Recreation, Culture, and Aesthetics
  - Climate Stabilization
  - Natural Hazard Mitigation
  - Food, Fuel, and Materials
  - Built Spaces
- Geographies**
- National
  - Community
- 9 of 323 Layers
- Select All Layers
  - Supply of Ecosystem Services
    - Area of solar energy production
    - Average annual daily solar radiation
  - Demand for Ecosystem Services
    - Cotton yields (thousand bales per year)
    - Cultivated biological production
    - Domestic water use
    - Fruit yields (thousand tons per year)
    - Grain yields (thousand tons per year)
  - Drivers of Change



# EnviroAtlas Interactive Map



What area of Ecosystem Services are you interested in?

Recreation, Culture, and Aesthetics

Natural Hazard Mitigation

Biodiversity Conservation

Climate Stabilization

Clean Air

Food, Fuel, and Materials

Clean Water

Built Spaces

Back

Next



234 Layers

Go to the Map

Show on startup

