



Group 1

UC Crime Map

University of Cincinnati

Enhancing safety and connectivity at the University of Cincinnati through a centralized platform, pinpointing active crime areas, and providing real-time guidance tailored to campus needs.

Calvin Yaboah, Grace Holscher,
Joshua Noiman, Chris Dougall,
Sufang Lai

IT2021-003

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Project One: System concept proposal for an interactive map detailing the crimes in the University of Cincinnati area.

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UC Crime Map
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Establish the client and the target system that we will work on for the client by writing the system concept statement

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IT2021-003



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Client Contact Information

University of Cincinnati

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Group 1**UC Crime Map**

System Concept

UC Crime Map aims to revolutionize safety awareness at the University of Cincinnati by providing a centralized platform for students, faculty, emergency services, and administrators. Unlike the current inundation of confusing reports, our interactive map will streamline information, pinpoint active crime areas, and provide clear guidance. Tailored specifically to UC, UC Crime Map will tackle the challenge of unfamiliarity with local streets and highlight consistent crime hotspots.

While existing apps like Next Door and SpotCrime offer generic solutions, UC Crime Map will offer a more focused approach. By integrating real-time data from first responders and implementing a potential community incident report system, it will foster a safer campus environment. Our project aims to enhance safety and empower the UC community with vital information, ultimately fostering a sense of security and connectedness.



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UC Crime Map

Technical Summary

The UC Crime Map is a comprehensive web-based application designed to provide real-time and interactive information about crime activities within the University of Cincinnati campus and its surrounding areas. Targeting students, faculty, emergency services, and administrators, the UC Crime Map aims to streamline the dissemination of critical information, enhance situational awareness, and improve campus safety.

The system aggregates data from various sources, including reports from first responders, 911 operators, and administrative updates. Through a user-friendly interface, administrators are empowered to update the map promptly with accurate information regarding reported activities, their locations, and appropriate actions to take. This ensures that all stakeholders have access to the most current and relevant data.

For students and faculty, the UC Crime Map serves as a vital tool for understanding the security landscape of their environment. With the ability to view the map in real-time, users can identify areas with reported crime incidents, track the status of ongoing events, and make informed decisions about their movements on campus. Additionally, the map provides contextual information, such as nearby street names and landmarks, to aid users in navigating unfamiliar areas.

One of the key features of the UC Crime Map is its ability to distinguish between active crime incidents and cleared areas. This helps users assess the level of risk associated with different locations and plan their activities accordingly. Moreover, the system identifies areas with consistent crime reports, enabling users to recognize patterns and take proactive measures to mitigate risks.

While there are existing applications such as Next Door, SpotCrime, and the Citizen App that offer crime-related information, the UC Crime Map stands out for its tailored focus on the University of Cincinnati community. Unlike these general-purpose platforms, the UC Crime Map provides campus-specific data and resources, ensuring relevance and accuracy for its users. While there is a similar application called Rave Guardian targeted at universities, it lacks the interactive map functionality offered by the UC Crime Map. By combining real-time data visualization with comprehensive incident reporting and management capabilities, the UC Crime Map sets a new standard for campus safety applications.



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Project Two: Contextual inquiry and analysis for the interactive crime map system at the University of Cincinnati.

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2. System Concept

UC Crime Map aims to revolutionize safety awareness at the University of Cincinnati by providing a centralized platform for students, faculty, emergency services, and administrators. Unlike the current system of confusing, long, and poorly formatted reports, our interactive map will provide live updates, pinpoint active crime areas, and provide clear guidance. Tailored specifically to UC, UC Crime Map will tackle the challenge of unfamiliarity with local streets and highlight consistent crime hotspots.

While existing apps like Next Door and SpotCrime offer generic solutions, UC Crime Map will offer a more focused approach. By integrating real-time data from first responders and implementing a potential community incident report system, it will foster a safer campus environment. Our project aims to enhance safety and empower the UC community with vital information, ultimately creating a sense of security and connectedness.



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Tailoring Scope and Process

3. In order to tailor the assignment scope, the team identified those who would be primary users affected by the UC crime alerts. We narrowed down the primary users to be students of UC, students who live on and off campus, students who commute by walking, and students who commute by driving. We also interviewed a few students who do not come onto campus as well, to see their perspective of the alerts from an unaffected perspective. By narrowing down the number of people we were to interview, we got a more detailed understanding of the current UC Crime alerts system features advantages and disadvantages, based on the type of user receiving the alerts.

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Preparation Process

4. The team discussed the application as well as the users that may use it. Based on that information, we created a series of questions that would note the demographic of the interviewee along with questions relating to their thoughts on the current state of the crime alert system as well as their thoughts on our potential updates to the system. We then organized these questions and created a form which asked them. Each team member then sent out the form to people and asked them to fill it out.

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Interview

5. Interviews

- Number of Interviews: 18
- Selection Criteria: Direct users of the UC crime map, including UC students and faculty

List of Interviewees with Their Roles and Responsibilities:

Roles

- 18 students in total:
 12 live on campus
 4 drive
 6 commute
 2 do not go to campus currently (co-op or online)

- Are you a student or faculty member? Do you work on campus?
- Do you live on campus? If not, how far do you live from campus?
- Do you commute to campus? If yes, do you drive or walk?
- Are you from the Cincinnati area?
- How much time do you spend on campus per day/week?
- How often do you find yourself needing to navigate unfamiliar areas of the campus or surrounding neighborhoods?
- How do you currently stay informed about safety and crime-related incidents on campus?
- What do you think of the current alert system for crimes around campus?
- Are there any things you think would improve the UC alert system?
- Would you use a "crime map" that will provide real-time crime activities and interactive map indicating active crime areas as well as areas with high amounts of activity in the past within the University of Cincinnati campus and its surrounding areas, if UC provided one?
- How concerned are you about privacy when using crime alert apps and would you be comfortable sharing your location?
- What features or functionalities would you like to see in a "crime map" application?
- What crime-related information is most important for you to have access to feel safe and informed?
- What do you think makes a crime alert app stand out compared to others?
- Are there any accessibility features you would like to see in the app?



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Meeting Summary

6.The participants were asked to fill out the forms for the interview. The questions listed above were asked in the form. From this form interview, we gathered a decent amount of data, including the type of people that would benefit from the app. Of 18 interviewees, 17 said that they would use the app. Of those 17, 12 lived on campus, 4 said they drove to campus, and one said that they did not come to campus but still might use it. This means that while 94% said they would use the app, 100% of the students who regularly visit campus said they would use the app.

Regarding the current alert system, there were mixed reviews; some students found it helpful, while others felt it needed improvement. Students expressed significant interest in a crime map application that provides real-time crime activities and an interactive map. They emphasized the necessity for a more detailed and timely alert system.

***Privacy concerns:** Privacy concerns varied among students, with most being comfortable sharing their location if it would enhance their safety.

***Desired features in a crime map app:** Students desired real-time updates and interactive crime maps. They wanted detailed crime information, including the type, time, and location of incidents. Accessibility features, such as enhanced text for visually impaired users, were also important. Additional functionalities suggested included auto-calling emergency services and integration with other safety tools.

For the most crucial crime-related information, students wanted specific details about crimes, including the exact location, type of crime (e.g., robbery, gunshots), and the frequency and history of crimes in particular areas. This feedback underscores the need for a comprehensive and user-friendly crime mapping application to improve campus safety.



In the development of the UC Crime Map project, various types of raw data were collected to ensure comprehensive coverage of the relevant information. This data is crucial for analyzing the crime patterns and enhancing campus security. The types of raw data collected include:

The demographic questions gather data on:

whether respondents are students or faculty,
their residence and work status on campus,

commuting details, familiarity with the Cincinnati area, time spent on campus, and

Campus navigation habits.

Project 1 Project 2 Project 3 Project 4 Project 5 Project 6

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Data Collection

7. The demographic questions gather data on whether respondents are students or faculty, their residence and work status on campus, commuting details, familiarity with the Cincinnati area, time spent on campus, and navigation habits within campus or nearby areas. This data helps to understand the background and campus engagement level of respondents.

The UC Crime Map Questions focus on how respondents stay informed about campus safety, their opinions on current crime alert systems, and potential improvements. They also assess the interest in a real-time crime map, concerns about privacy, desired features for a crime alert app, important crime-related information, factors that make an app stand out, and needed accessibility features. This information aims to guide the development of an effective and user-friendly crime alert system tailored to the needs and preferences of the University of Cincinnati community.

Question #1

Are you a student or faculty member? Do you work on campus?

Student on campus

Student

Yes

Yes

Student

student and No.

Student

Student

Student

I am a student no I do not have a campus job

Student and no

Student

I am an student. NO I do no work.

I am a student who has courses on and off campus

student, and no I don't work on campus

Yes

student

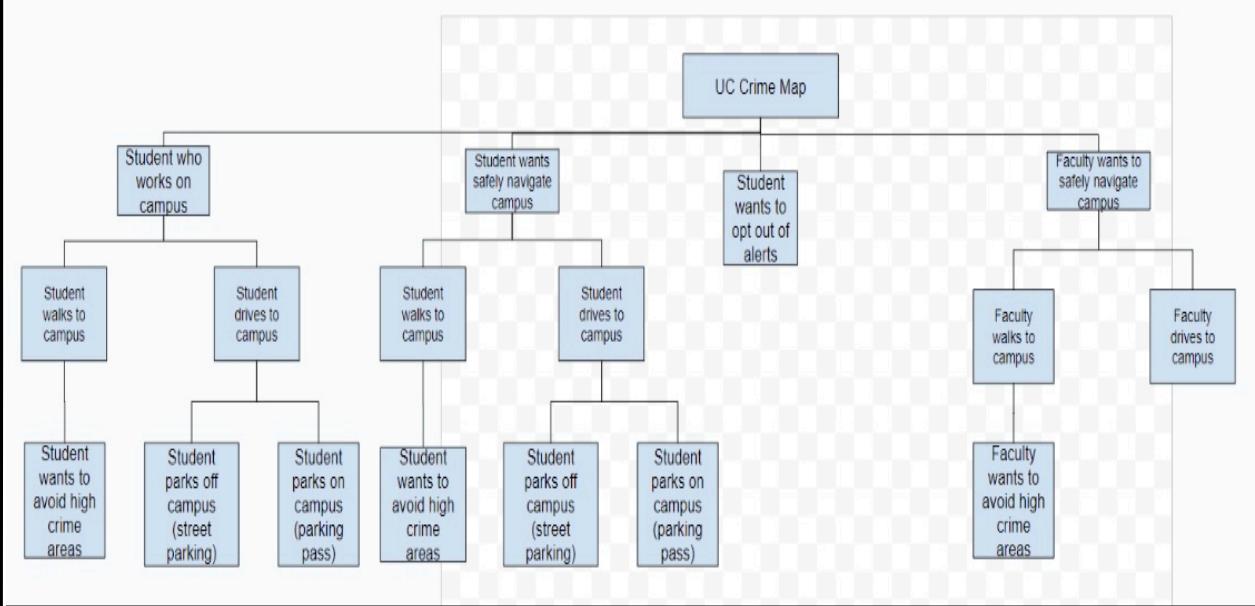
Student; no

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 UC Crime Map

WAAD Construction

8. After reviewing the answers to our questions and evaluating the responses our WAAD was broken down into four categories. The first category is students who work on campus and is broken down into whether they walk or drive to campus. The second category is comprised of students who want to navigate campus safely which then branches out into students who walk or drive. The third category is faculty who want to navigate campus safely and is broken down in a similar manner of whether they walk or drive to campus. The last category is students who want to opt out of UC alerts all together.



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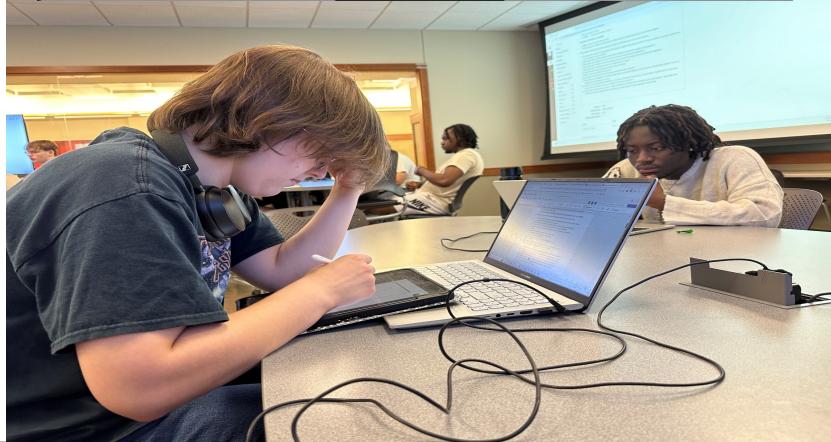
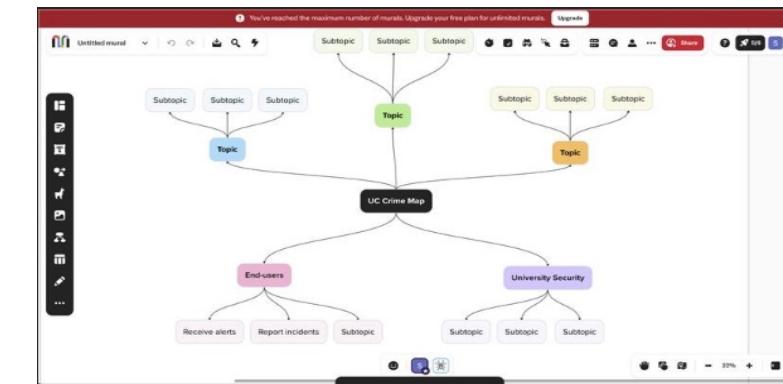
Roles and Flow Model

9. Work Roles:

- Emergency Services -> reporting location data regarding emergencies in the area
- Local Law Enforcement -> Providing updates regarding crimes in the area and giving information regarding previous crime history
- University Security ->
- End-Users -> Receive alerts on crimes and use anonymous crime alert system after cops have been called.

Machine Roles:

- Central Database -> collecting and keeping data regarding active crimes and a history of alerts
- App Interface -> easy to use app to visualize data including notifications



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Project Three: Requirements and modeling for the interactive crime map system at the University of Cincinnati.

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1. System Concept

UC Crime Map aims to revolutionize safety awareness at the University of Cincinnati by providing a centralized platform for students, faculty, emergency services, and administrators. Unlike the current system of confusing, long, and poorly formatted reports, our interactive map will provide live updates, pinpoint active crime areas, provide clear guidance, and allow for customizable settings and accessibility features. Tailored specifically to UC, UC Crime Map will tackle the challenge of unfamiliarity with local streets and highlight consistent crime hotspots.

While existing apps like Next Door and SpotCrime offer generic solutions, UC Crime Map will offer a more focused approach. By integrating real-time data from first responders and implementing a potential community incident report system, it will foster a safer campus environment. Our project aims to enhance safety and empower the UC community with vital information, ultimately creating a sense of security and connectedness.



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2. Project Scope

In order to tailor the assignment scope, the team identified those who would be primary users of the UC Crime Map. We determined the primary users to be students of UC, faculty of UC, first responders, and future UC Crime Map administration. By narrowing down our users we developed models that told their stories. After understanding the user stories, we were able to derive a flow model, a user work model, and a use case task interaction model. Using these models, we were able to better understand our user work roles and the flow of information. The usage scenario was created to better understand how our users would interact with the system itself. Once we had a list of tasks, we created a hierarchical task inventory system which outlined what our system needed to accomplish.



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3. Interaction Design Requirements

These were determined via looking at the WAAD and determining from there what requirements would be needed so that everyone can use this app and feel satisfied with it

Alerts

There will be alerts sent out to students and faculty who have notifications turned on that will let them know when there is a new incident on or near campus. The notification will include what type of crime has occurred, where it has occurred, and what steps should be taken by students and faculty to remain safe.

Interactive Map

The interactive map will depict the University of Cincinnati campus and show active crimes reported as well as areas where there have been crime incidents in the past. The map will show the types of crimes that have occurred as well as the radius of the affected areas.

UC Email Login

The UC Crime Map will be partnered with the University of Cincinnati and will require a UC Email Login to view and interact with the map. All Students who are attending the university should already have access without having to do any further actions.

Real-time Crime Updates

The UC Crime Map will send updates to active crimes to inform users if the current situation is ongoing. If the area has been cleared by authorities UC Crime Map will send out that information and the map will be updated to reflect that.

Historical Crime Information

The UC Crime Map will show historical information on areas in and around campus that have been affected by crime. These areas will serve as an indicator of the amount of precaution users should take when in those areas and may choose to plan a route to avoid them.

Community Report Functionality

The system will allow users to report any suspicious crime activities if they witness some in the community report section. Users will be able to mark the locations where those activities occur and may be able to upload a picture of the crime scene. User report crimes will be flagged differently than the officially published crimes to keep the community informed that there might be a potential threat. Only the users who have verified their identity can use this functionality to protect from fake reports or other malicious use.

Detailed Crime Information

After selecting a crime on the interactive map, an overview description of the crime will be given to the user. The user can select more details and receive a more detailed description of the crime. Users will be able to view details such as crime type, Location of crime, Distance from crime, Time crime was reported, Last time the crime was updated, etc.

Account Customization

After Logging in with UC credentials each user will be able to customize settings to their preference. They will be able to turn on/off notifications, turn on/off location permissions, set location in which they would like to receive notifications, and set the radius in which they would like to receive crime notification for.

Accessibility

UC Crime Map will include a screen reader that will read out alerts and other information to help those with accessibility needs. The screen reader will be a button attached to a message that when pressed will read out the affiliated message



Database

The Database will store information of past crimes and utilize that data to depict the crime activity levels of areas around campus. Users will be able to view past crimes in the database.

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4. Requirement Extraction

Our requirement extraction processes were based on the feedback we received during the interview process and through the WAAD. Based on the questions we asked, we determined certain requirements outlined by our interviewee's responses. The WAAD allowed us to break down our users into different categories, which provided a new outlook on requirements we had not previously considered.

Barriers:

- ⚡ lack of real-time updates of the crimes
- ⚡ constant and repeated notifications on crime can cause panic
- ⚡ current crime recorded data is lacking (accessible via a pdf filled with lots of things and not much explanation)
- ⚡ All different types of students. Not all will need the notifications
- ⚡ Hard to tell where crimes are happening if you don't know the area
- ⚡ without a central system that allows for customizable and accessible features



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5. Models Used

For our project we each took one type of model and made one for the project. The model types are listed below:

- a. Usage Scenario
- b. Use Case task interaction model
- c. User Work Model
- d. Flow Model
- e. Hierarchical Task Inventory



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6. Model Justification

For our project we each took one type of model and made one for the project. The model types are listed below:

a. Usage Scenario

The Usage Scenario helps display a walk-through scenario as to how a user may use the application we created.

b. Use Case task interaction model

The Use Case task interaction model helps display a step-by-step interaction as to how a user may interact with the application we created.

c. User Work Model

The User Work Model represents user work roles, sub-roles, and associated user class characteristics. It is essential to identify the operational user work roles as early in usage research as possible.

Main User Roles:

Student/Faculty: These are the users of the app itself. They can edit notification settings, view the map to see active crimes and crime statistics, and report crimes in the area.

Administrators: They organize the data, keep track of active crimes, update them according to status, and stay on top of the crime in the area.

First Responders: these are the people who provide the data shown on the crime map. They give info to the admins so it can be added to the map

d. Flow Model

The flow model gives us an overview of how the work roles collaborate with each other, how the information is exchanged and communicated, and how the services and artifacts flow through the system.

e. Hierarchical Task Inventory

Hierarchical Task Inventory shows how each task breaks down into smaller parts or tasks. This allows the viewer to see the smaller parts of each task in the app. This displays it in a coherent way that way the viewer can see the breakdown which is why it was chosen.



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7. Models

a. Usage Scenario

Narrative/story describing the things the user will do with a proposed system. (captured during usage research data elicitation)

The way someone uses the system/application.

One model that we completed was Usage Scenario. This model helps display a walk-through scenario as to how a user may use the application we created.

Scenario 1: Jon is a student at UC who would like to receive notification through the UC Crime Map app instead of the email system. Jon has not yet set up his account. The next UC crime notification Jon will click the link at the bottom of the email to set up his account. He would like to share his active location and rather get notification with-in a 10 miles range of his current location rather than all crimes in the UC area. So, if he is out of town or away from campus he doesn't get unnecessary notifications.

Scenario 2: Sarah is a UC student with a UC Crime Map alert account already set up and signed in. She is not knowledgeable about the local streets and businesses. When she used to get the UC crime emails she used to get confused about the location of the crimes. Now she uses the UC Crime Map to view details of the crime and know the specific location of the crime in relation to her location.

b. Use Case task interaction model

Mostly linear step-by-step of how a user might perform/ go through a task in relation to the product/system.

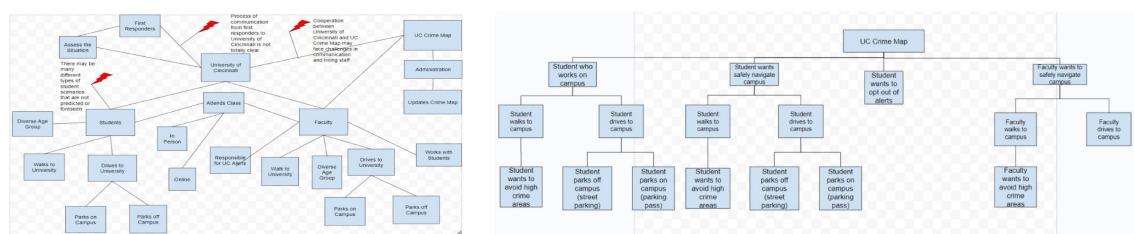
User actions and system responses are often separated into dual "swim lanes"

Another model that we created was the Use Case task interaction model. This model helped display a step-by-step interaction as to how a user may interact with the application we created.

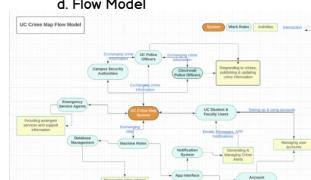
User Setting up Account for Crime Map

| | |
|---|--|
| Receive normal crime alert email | User Receiving crime alert |
| Click on link to application download | Receive Notification for crime in area |
| login/create account with school email | Open application |
| Select to opt out of crime alert emails | View Crime on map |
| Allow notifications | Click on specific crime |
| Allow location sharing | View overview of crime |
| Select 10-mile range for alerts | Click on more details |
| Select Save | View all Details of crime |
| App is now setup and useable | Return to map or close application |

c. User Work Model



d. Flow Model



e. Hierarchical Task Inventory



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Project Four: Design for the interactive crime map system at the University of Cincinnati.

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1. System Concept

1. UC Crime Map aims to revolutionize safety awareness at the University of Cincinnati with a centralized platform designed for students, faculty, emergency services, and administrators. Unlike current reports that can be overwhelming, our interactive map will streamline information, identify active crime areas, and offer clear guidance. Tailored specifically to UC, the map addresses the challenge of navigating unfamiliar local streets and highlights consistent crime hotspots.

In contrast to generic solutions like Next Door and SpotCrime, UC Crime Map takes a more focused approach. By integrating real-time data from first responders and potentially implementing a community incident report system, it aims to create a safer campus environment. Our initiative seeks to enhance safety, provide essential information, and foster a greater sense of security and community among UC members.



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2. Project Scope

2. When creating something like an interactive map, design is very important. Maps need to be easily read and made in a way that they can be understood without strain on the user. The UC Crime Map will have different icons and colors associated with it. We needed users to understand what the icons and colors represent. One of the problems we are trying to solve with the UC Crime Map is that the UC Alert System does not currently show locations or places where crime is more prevalent. We wanted to implement these concepts and design something without adding an additional layer of confusion to students and faculty.



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3. Design Persona

3. Our design persona is focused on students and faculty. Our system is tailored to the University of Cincinnati which is comprised of students and faculty. Students and faculty share many commonalities which was a large benefit for us as our users share the same wants and needs. Students and faculty both could be of any age and have a high likelihood to navigate campus or the surrounding area. Our system is based on adding an improvement to the UC Alert System which sends notifications to all students and faculty at the University of Cincinnati.



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4. Ideation and Sketching

4. We had a pretty good concept of what we wanted for the app already. We discussed potential designs and looked at common map apps and UC related apps and from there decided on a simple design and the main user to use the app. From there we decided that the best view to work from is the student view as it is the main one that people would see. Ideation meant that we were planning mentally and then sketching meant we were putting down a visual plan. To make sure all designers were on the same page, ideation led to sketching as the more you detail your plans, the better they will look.



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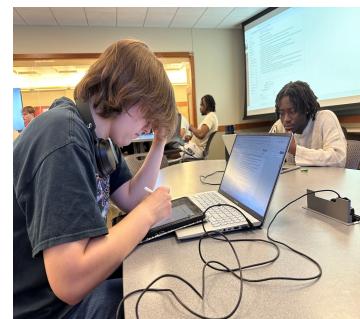
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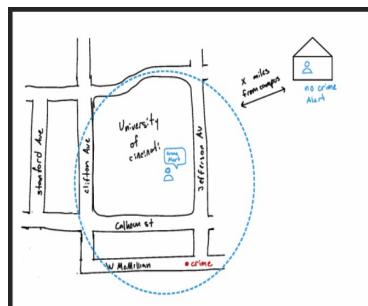
5. Mockups

5. We used sketching software on iPad to draw the story board and some sketches. We used balsamiq to make the wireframe.

6.



7.



8. Our system is an application physical model is not applicable to our system.



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6. Mental Model

9. The mental model of the UC Crime Map was conceptualized based on the current UC Alert System. We wanted to understand the informational flow and how all the actors played their part in the current system. We took in information by sending out surveys and gathering feedback on what users wanted that the current UC Alert System lacked. Once we took in that data and understood the flow of information, we were able to deliver a solution that would enhance the current system. The UC Alerts currently inform students and faculty of incidents that occur around campus which helps keep them safe by sending emails and text messages of what is happening and on what street. The problem with the UC Alerts is that there are students and faculty who may not be familiar with the area and do not have a reference for where those places are.

The UC Crime Map would allow students to see where those crimes are happening in real time and provide updates as appropriate. When thinking of students who are not from the Cincinnati area we also decided it would be prudent to include a "heat map" that shows where previous crimes have occurred, thus resulting in a solution that helps keep students and faculty informed when navigating campus and the areas surrounding. The UC Crime Map is an addition to an already good system to help enhance the safety protocols on campus.



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7. Storyboard

10. Frame 1: User gets alert and clicks on alert

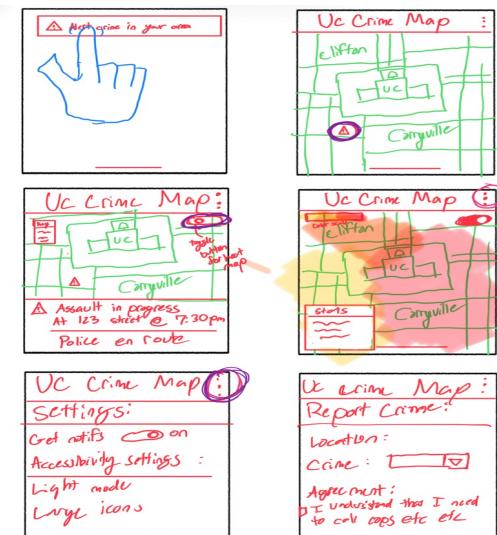
Frame 2: Notification takes them to the crime map and shows an icon that is for the alerting crime

Frame 3: User clicks on icon and sees details on crime

Frame 4: User clicks on toggle button to turn on the head map mode

Frame 5: User clicks the “...” button and navigates to view settings that includes notification settings as well as accessibility settings

Frame 6: User clicks on the “...” button and navigates to the reporting service. They choose the location of the crime and the type. There is a notice saying that this is not the same as calling 9/11 and to call 9/11 before reporting anything on the app



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8. Wireframes

11. Frame 1: User is prompted to login to application or alternatively create an account.

Frame 2: User creates an account with their university credentials.

Frame 3: View of the UC Crime Map.

Frame 4: Show the UC Crime Map with the heat mode setting to show types of crimes and crime frequencies.

Frame 5: Show a user reporting an incident on the UC Crime Map

Frame 6: Confirmation of the report is displayed

Frame 7: UC Alerts showing on the UC Crime Map

Frame 8: Settings menu of the UC Crime Map



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Project Five: Prototype for the interactive crime map system at the University of Cincinnati.

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UC Crime Map
University of Cincinnati

• • •

Enhancing safety and connectivity at the University of Cincinnati through a centralized platform, pinpointing active crime areas, and providing real-time guidance tailored to campus needs.

Calvin Yaboah, Grace Holscher,
Joshua Noiman, Chris Dougall,
Sufang Lai

IT2021-003 <Summer 2024>



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1. System Concept

UC Crime Map aims to revolutionize safety awareness at the University of Cincinnati (UC) with a centralized platform designed for students, faculty, emergency services, and administrators. Unlike current reports that can be overwhelming, our interactive map will streamline crime information, identify areas of active crime, and offer clear guidance. Tailored specifically to UC, the map addresses the challenge of navigating unfamiliar local streets and highlights consistent crime hotspots.

In contrast to generic solutions like Next Door and SpotCrime, UC Crime Map takes a more focused approach. By integrating real-time data from first responders and potentially implementing a community incident report system, it aims to create a safer campus environment. Our initiative seeks to enhance safety, provide essential information, and foster a greater sense of security and community among UC members.



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2. Process

For our prototype we decided to include two user work roles, the first being student/faculty and the second being an admin position. We wanted to include the main features we outlined in our system concept statement in our prototype that were also able to incorporate both user work roles without having to spend too much time on unnecessary features. After some brief deliberation we decided on our core features and decided to implement them into our prototype.

The first feature we chose to include a heat map that shows crime hotspot areas when toggled on. The second feature is active crime locations marked with pinpoints and a radius marker to indicate the area affected by the crime. The third feature we decided to include is crime details, a feature that describes the crime, the location, and steps to take to help keep students and faculty safe. These features are all visible to the student/faculty work role. The admin role can edit the crime details so that the student/faculty roles get accurate information.



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3. Prototype

We started by reviewing the original design for the wireframe and looking into things that we may want to change. From there we started creating the first main page for our student view: our map page. We focused on adding all the main icons and metaphors that would be present throughout the wireframe such as the navigation bar at the bottom and the bar with the info at the top. From there we began to create pages that extend from there, such as the results of clicking buttons on the main page. These included the crime information details that would expand if clicked and the same with the icon key. We also created a page that would be the result of toggling a button that would change the map type. We created a crime report page so that students could anonymously report crimes as well (after calling the police) and a page that could change the setting while using the app. After finishing that prototype, we worked on a different user view, which would be the admin view. This included further functionality such as allowing the admin to create and edit crime details. We included a login page so that the user could log in as either a student/user or administrator.



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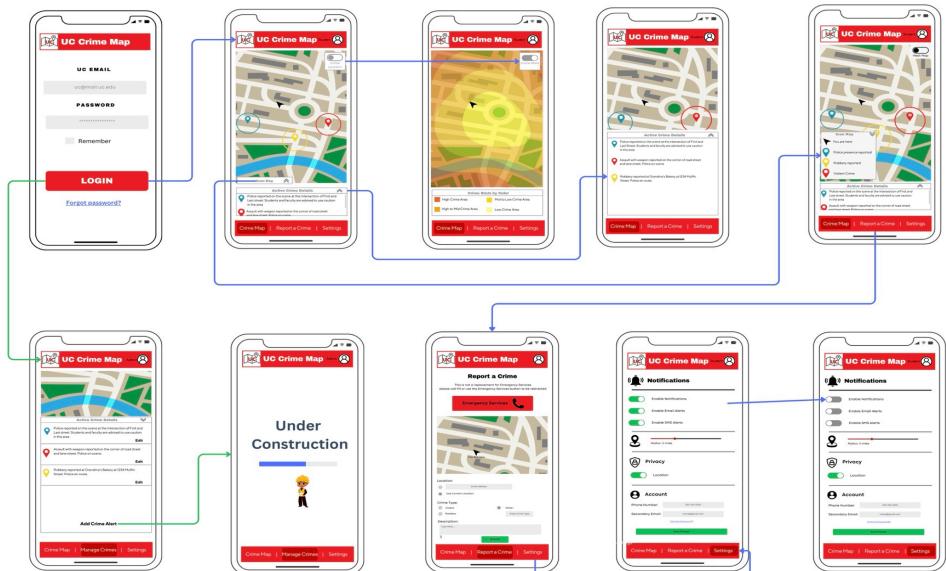


4. Wireframes

The prototype offers two different views: Student/Faculty View and Admin View. In this demo, we focus on the Student/Faculty View, highlighting three primary features: Crime Map, Report a Crime, and Settings.

Imagine you're a UC student or faculty member who wants to view crime information in the area. Open the app and log in with your UC credentials. Once you log in, you will enter the main page, Crime Map, which uses color-coded location icons to indicate different types of crimes happening in the area. An icon key in the bottom left corner explains the crime types and shows your current location if enabled. Click to expand or collapse it. Below the map, you can view scrolling crime details. There's also an icon key for expanding more details and collapsing them upon clicking. In the top right corner of the map, there is a toggle icon that allows you to switch between the active crime map and a crime statistics map that indicates crime intensity with different colors. If you want to report a crime you witnessed, click the Report a Crime menu at the bottom. You can either call 911 by clicking the Emergency Services button or fill out the crime details (location, crime type, description, and pictures) and submit the report. If you want to customize your app experience, click the Settings menu. Here you can toggle notifications and location on/off, adjust the map radius by dragging the progress bar, and Save Changes when done.

In Admin View, there's a Manage Crimes feature for editing and managing crime information, with more functionalities coming soon. Also, there is a small human icon in the top corner that indicates your account type (student/faculty or admin) upon login.



Please click the link here for high-resolution wireframes



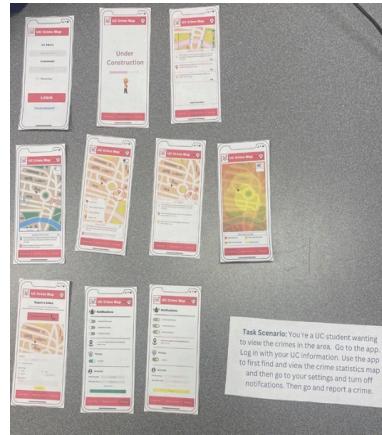
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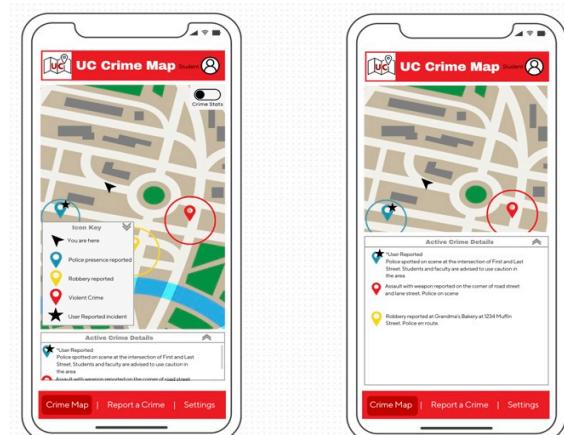


5. Pilot Test

Our pilot test involved conducting a paper prototype exercise in which a participant was given a task and asked to complete it. We learned that things that our team think are obvious are not as apparent to participants. After participant testing, we decided to add a star to reported crimes to show that a student or faculty member reported a crime to distinguish that it has not been verified yet. We also decided to make crime spots clickable which brings up the specific crime details. We could add a tutorial on how to navigate the app when the users first download the app.



Paper Prototype



Updated Prototype

