

## HOME - LANDING PAGE

**Description:** Main menu

**Interaction::** not yet defined

**Description:** Lead Image and text

**Description:** Feedback button

**Interaction:** opens the feedback panel

**Explanation:** The point of putting feedback on the home page is to hilighlight the importance for us to get feedback.

**Description:** I want to play button

**Interaction:** starts a game in the area of lead image

**Description:** Read more button

**Interaction:** slides viewport to the top of the first section

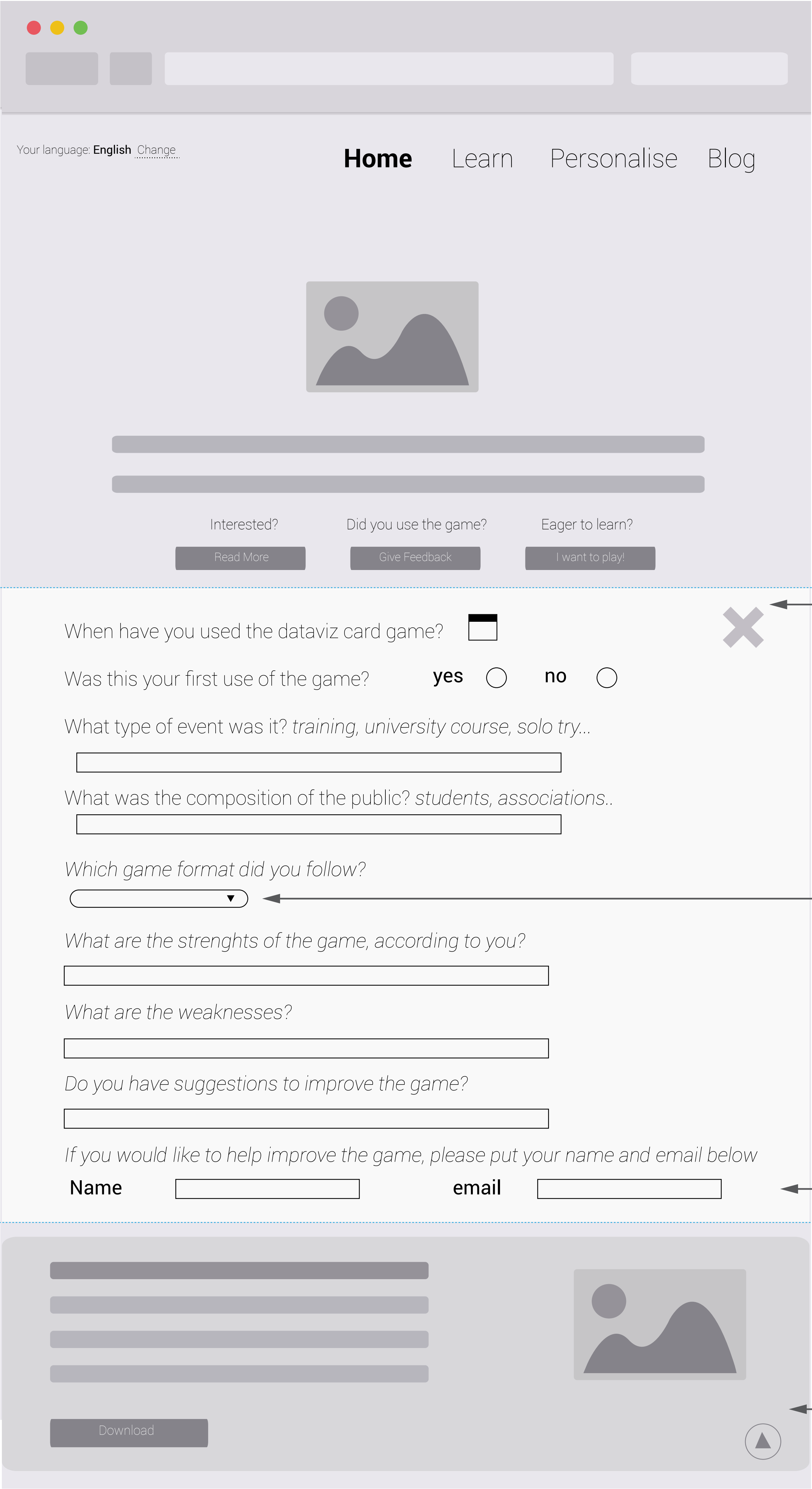
**Description:** Download sections

**Interaction:** The sections act as both a step by step introduction to the game and a download section. The text includes links to read more about each section in the "Learn" page.

**Explanation:** the goal is to put the game resources font and center, allowing people to get a look even before reading further about the game.

**Description:** Footer, where the About section is located

**Interaction:** Link to the About page



## HOME - FEEDBACK 01

● **Description:** Feedback panel

**Interaction:** slides down to open up when the user clicks on the Feedback button. The viewport gets centered on it. Text animation not yet defined.

● **Description:** dropdown list

**Interaction:** user clicks to find options including the various game formats documented on the website

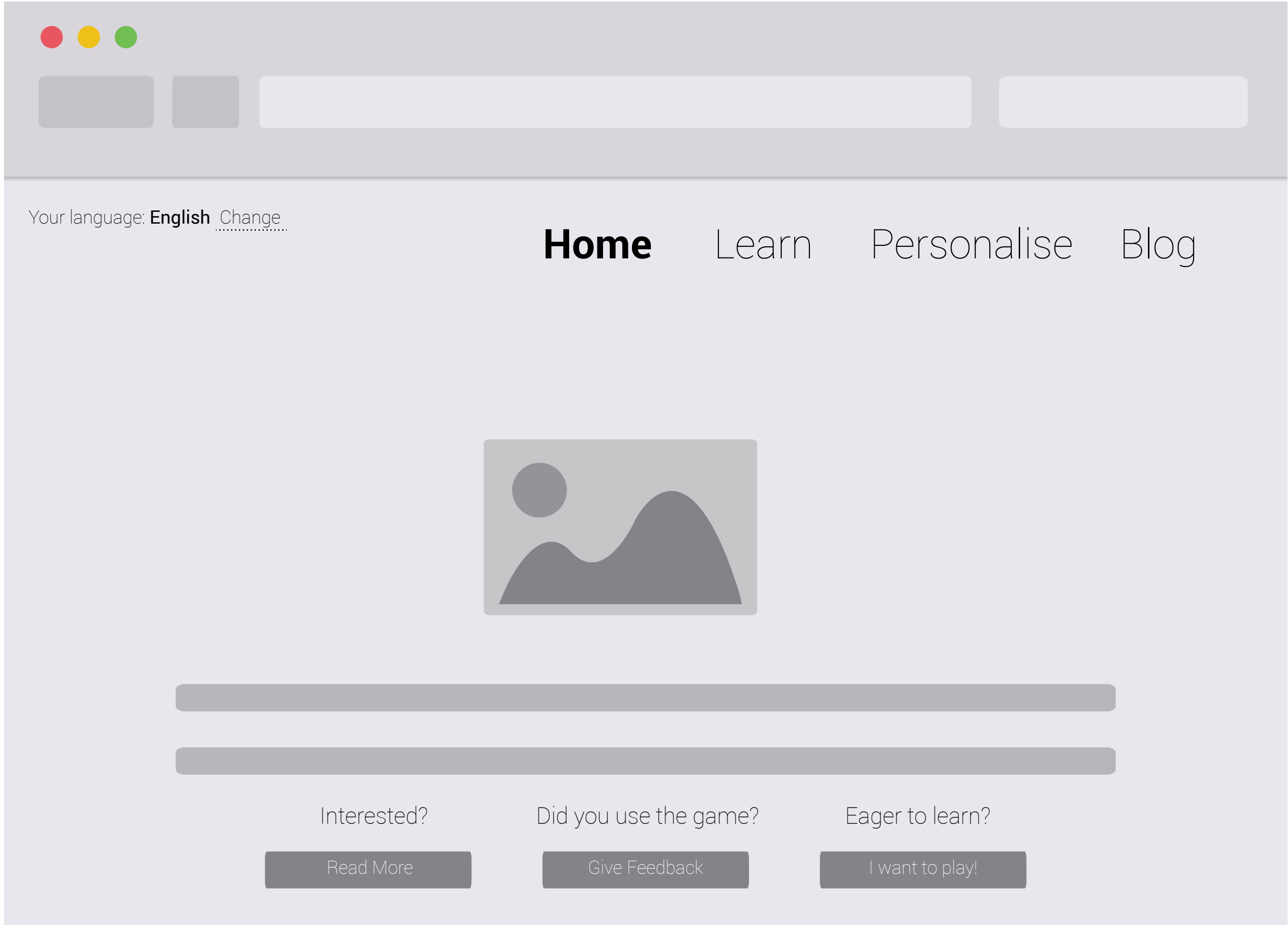
**Explanation:** This is pre-filled thanks to a spreadsheet list

● **Description:** contact info question

**Explanation:** visitors who agree to help the game receive a longer survey form afterwards to give detailed feedback  
This is a way to avoid having a long list of questions on the website itself. Better for mobile as well.

● **Description:** dataviz card set section

**Interaction:** : this part gets pushed below by the feedback panel



HOME - FEEDBACK 02

**Description:** Thank You message

**Interaction:** Appears after validating the form. The message contains a link to close the Feedback panel



## HOME - GAME 01

**Description:** Dataviz quiz game

**Interaction:** launches when the visitor clicks on "I want to play!".

**Description:** Play again button

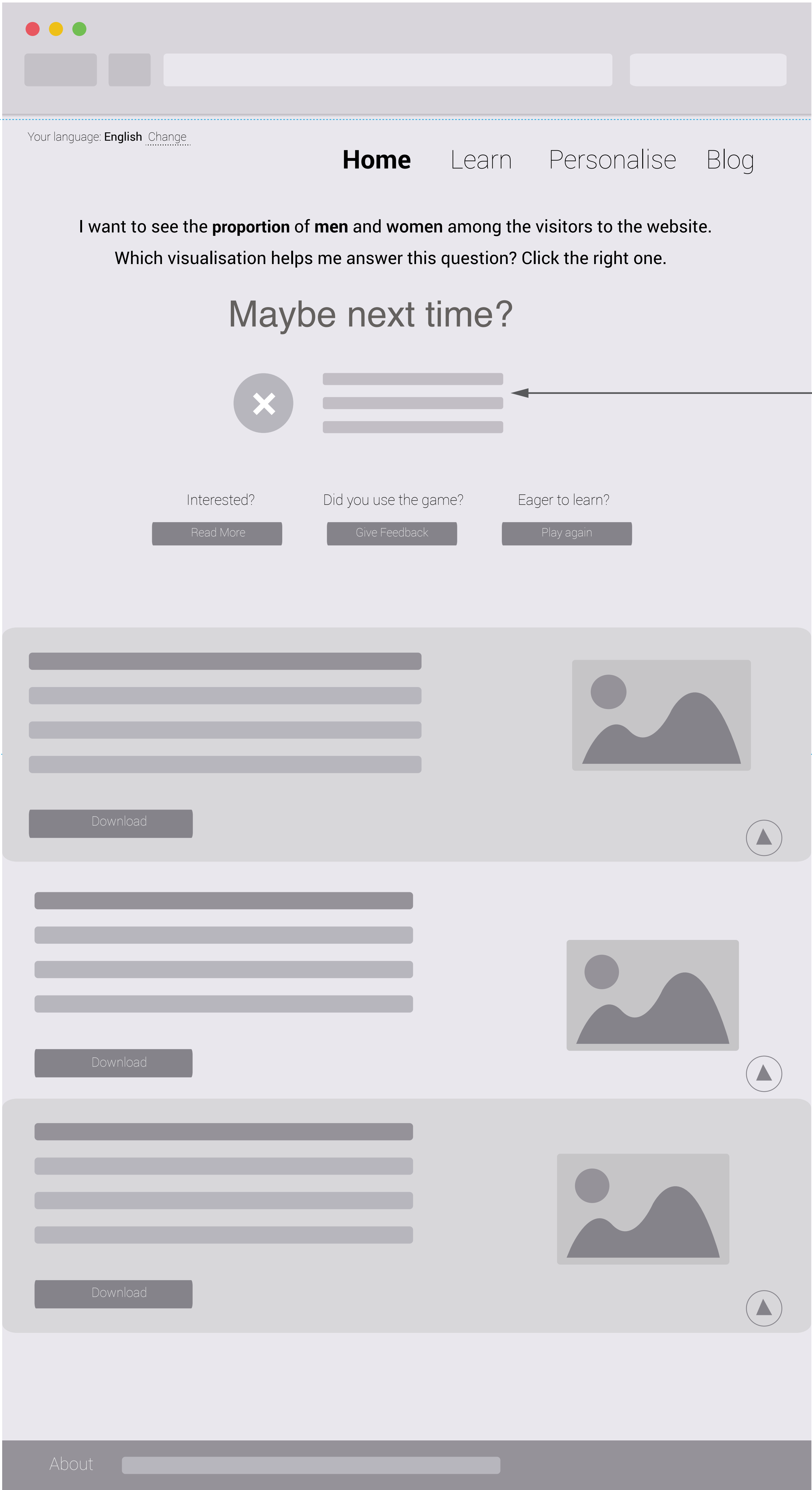
**Interaction:** Starts a new game. Appears when the game has been launched at least once.



## HOME - GAME 02

**Description:** Explanation of the answer

**Interaction:** launches when the visitor clicks on "I want to play!".

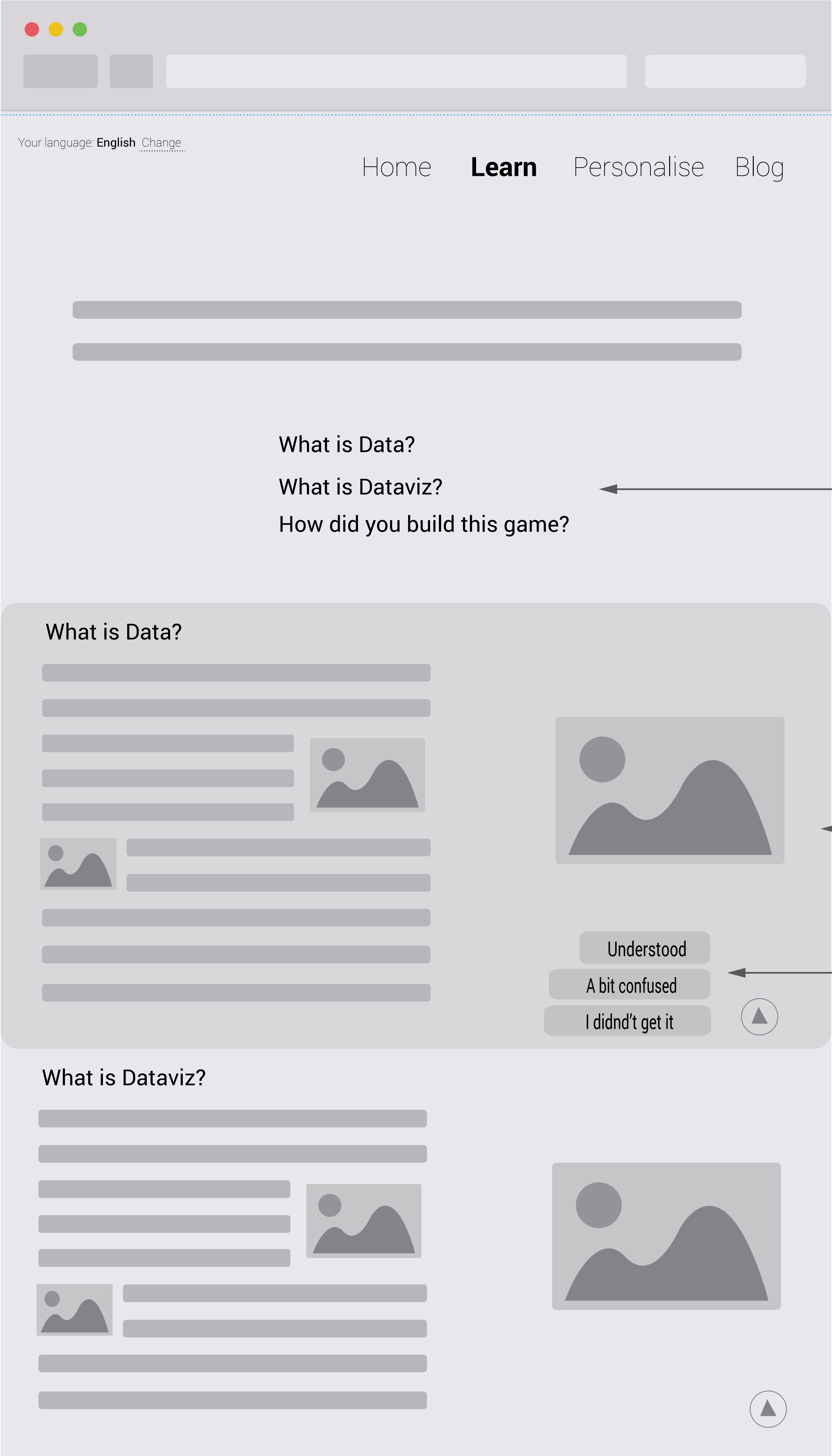


## HOME - GAME 03

**Description:** Explanation of the answer

**Interaction:** launches when the visitor clicks on "I want to play!".





## LEARN

**Description:** Table of content

**Interaction** internal links to the various sections

**Description:** Learning section

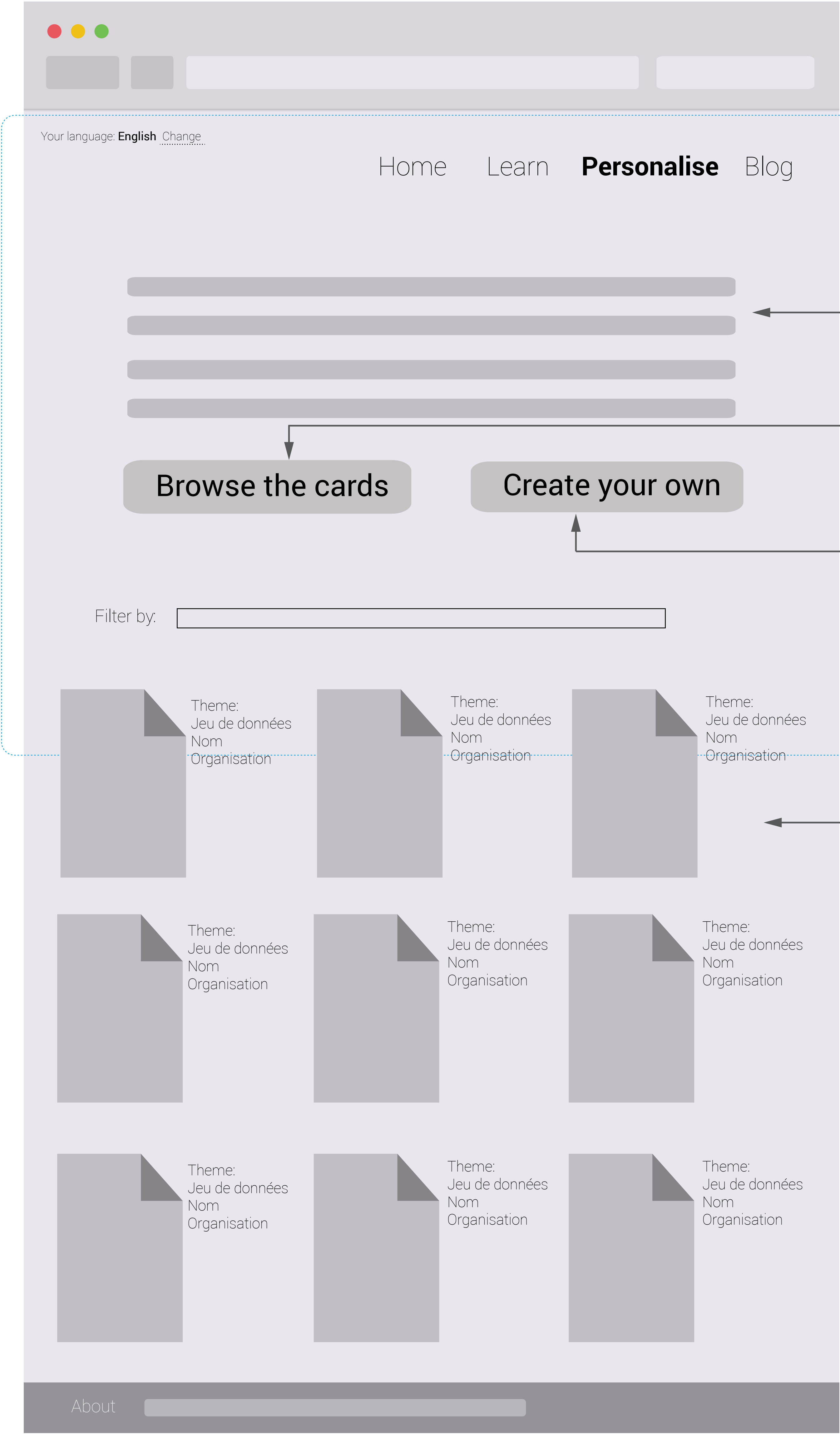
**Interaction** includes links to external resources

**Description:** Feedback buttons

**Interaction** for the visitor: a message is displayed saying that we will do our best to improve the explanations and examples. For the administrator: creates a log in a spreadsheet..

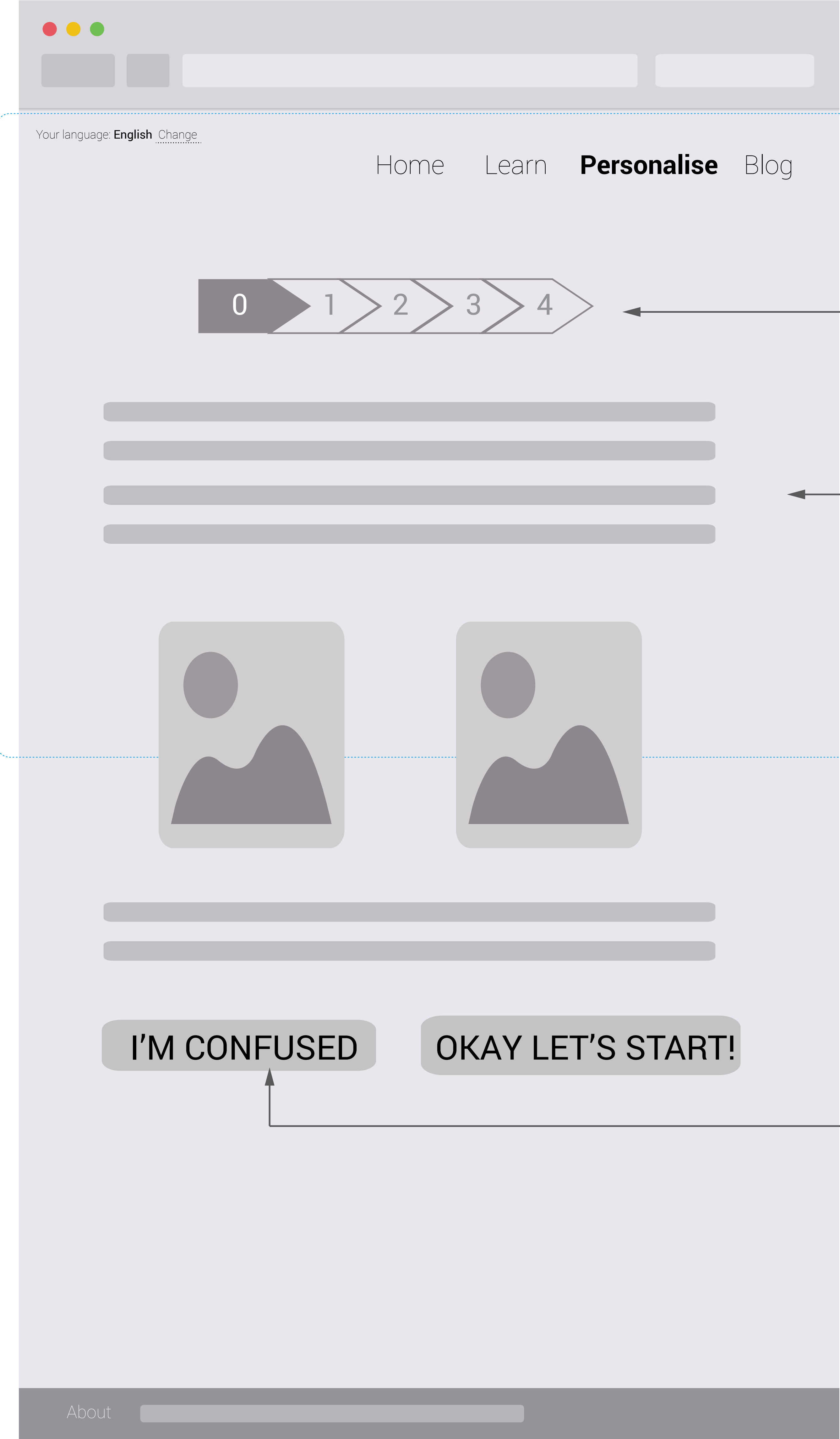
**Explanation:** it helps us improve the writing of the pedagogical parts of the website, by knowing if some people do'nt understand

PERSONALISE - USER-CREATED CARDS





PERSONALISE - INTRODDUCTION



**Description:** Progression bar

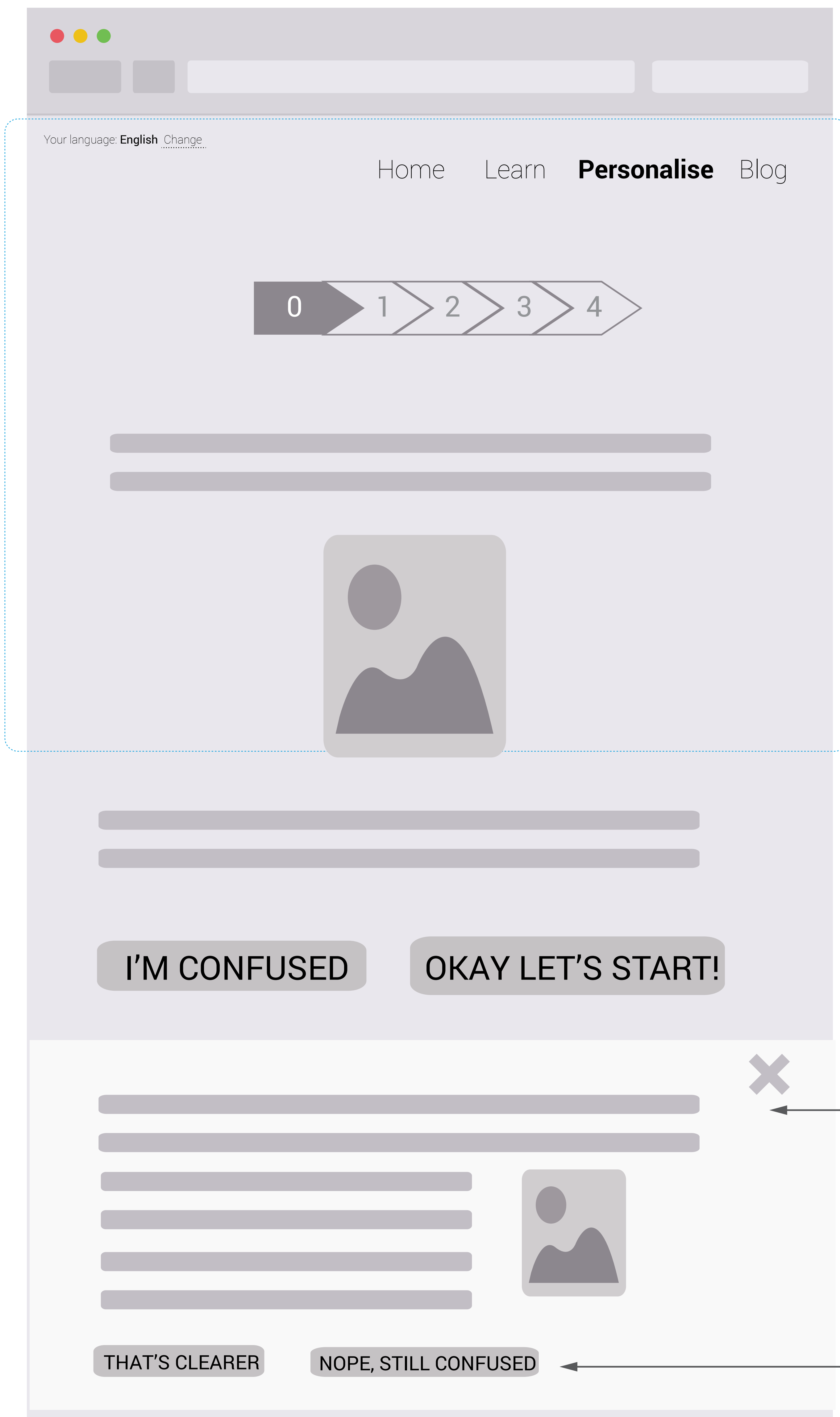
**Interaction:** displays the progress through the story card creation process. Can be clicked to backtrack to the beginning.

**Description:** Lead text explaining the process of creating a story card

Explanation of key terms: data dimensions, categorical vs numerical data etc. With illustrations.

**Description:** Button I'm Confused

**Interaction:** clicking on it opens a panel with an example or a longer explanation



## PERSONALISE - I'M CONFUSED

**Description:** Clarification panel: opens when a visitor clicks on I'm confused. .

**Description:** Feedback button

**Interaction:** for the visitor: a message is displayed saying that we will do our best to improve the explanations and examples. For the administrator: creates a log in a spreadsheet.

**Explanation:** it helps us improve the writing of the pedagogical parts of the website, by knowing if some people do'nt understand

Your language: **English** Change...

HomeLearn**Personalise**Blog

01234

THEME

DATASET NAME

Numerical

Categorical

DIMENSION 1

DIMENSION 2

DIMENSION 3

I'M CONFUSED

I'M DONE!

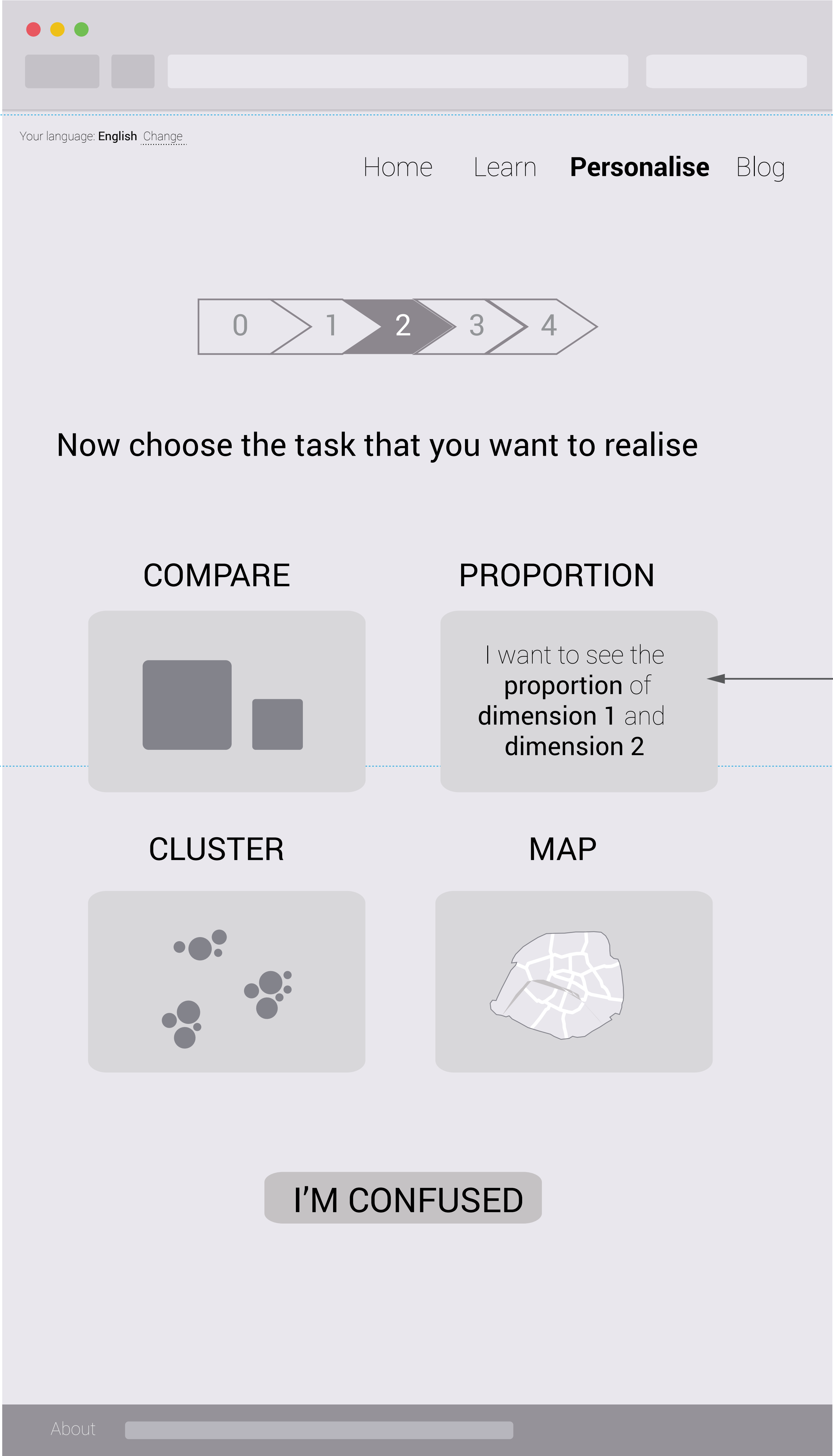
About

PERSONALISE - DATA INPUT 01

- Description: input form.

Interaction: the visitor inputs theme of the card they're creating along with the name of the dataset it's inspired by, if this dataset exist.
- Description: input form.

Interaction: the visitor inputs the dimensions that they have chosen in the previous step. At least one is required, and the number of dimensions entered influence the next step.



PERSONALISE - TASK SELECTION

**Description:** Clickable blocks of text styled in CSS and autogenerated: dimension entered by the visitor + pre-set sentences.. The number of blocks depends on the ttype and number of dimensions entered by the visitor.

**Interaction:** the blocks initially show only a representation of the task and the text appears when the visitor hover over one block.

**Explanation:** the point here is to make the visitor thinks about the task they want to accomplish before they decide on their choice.

PERSONALISE - DATA INPUT 02

Your language: **English** Change...

Home   Learn   **Personalise**   Blog

0 > 1 > 2 > **3** > 4

NAME

ORGANISATION

I'M CONFUSED

I'M DONE!

About

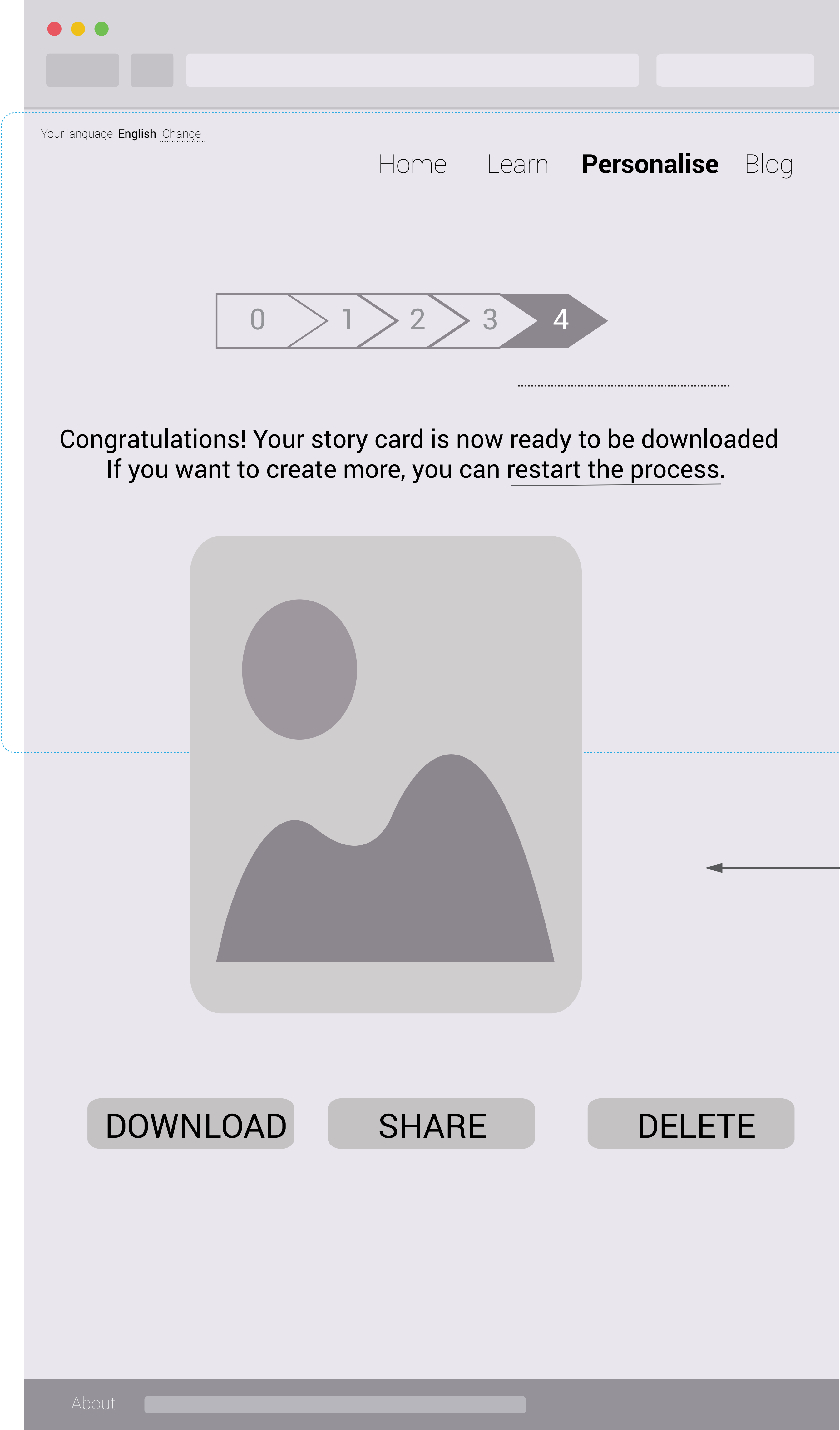
Description: input form.

Interaction: the visitor inputs theme of the card they're creating along with the name of the dataset it's inspired by, if this dataset exist.

Description: input form.

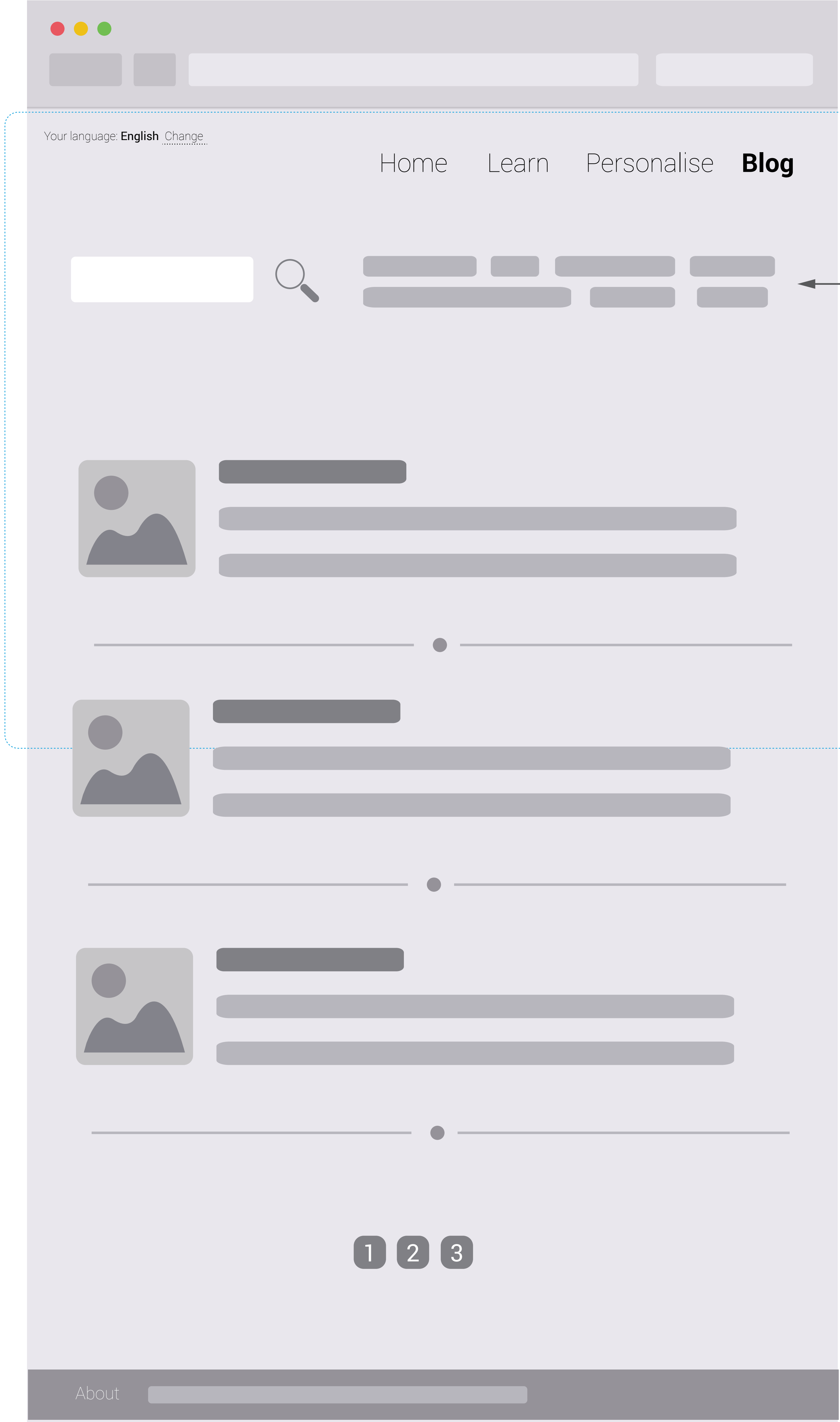
Interaction: the visitor inputs their personal info in order to associate their name to the card they produced. The organisation is optional and the name can be a pseudonym

PERSONALISE - CARD GENERATION



**Description:** pdf card generated via javascript using input from previous steps.



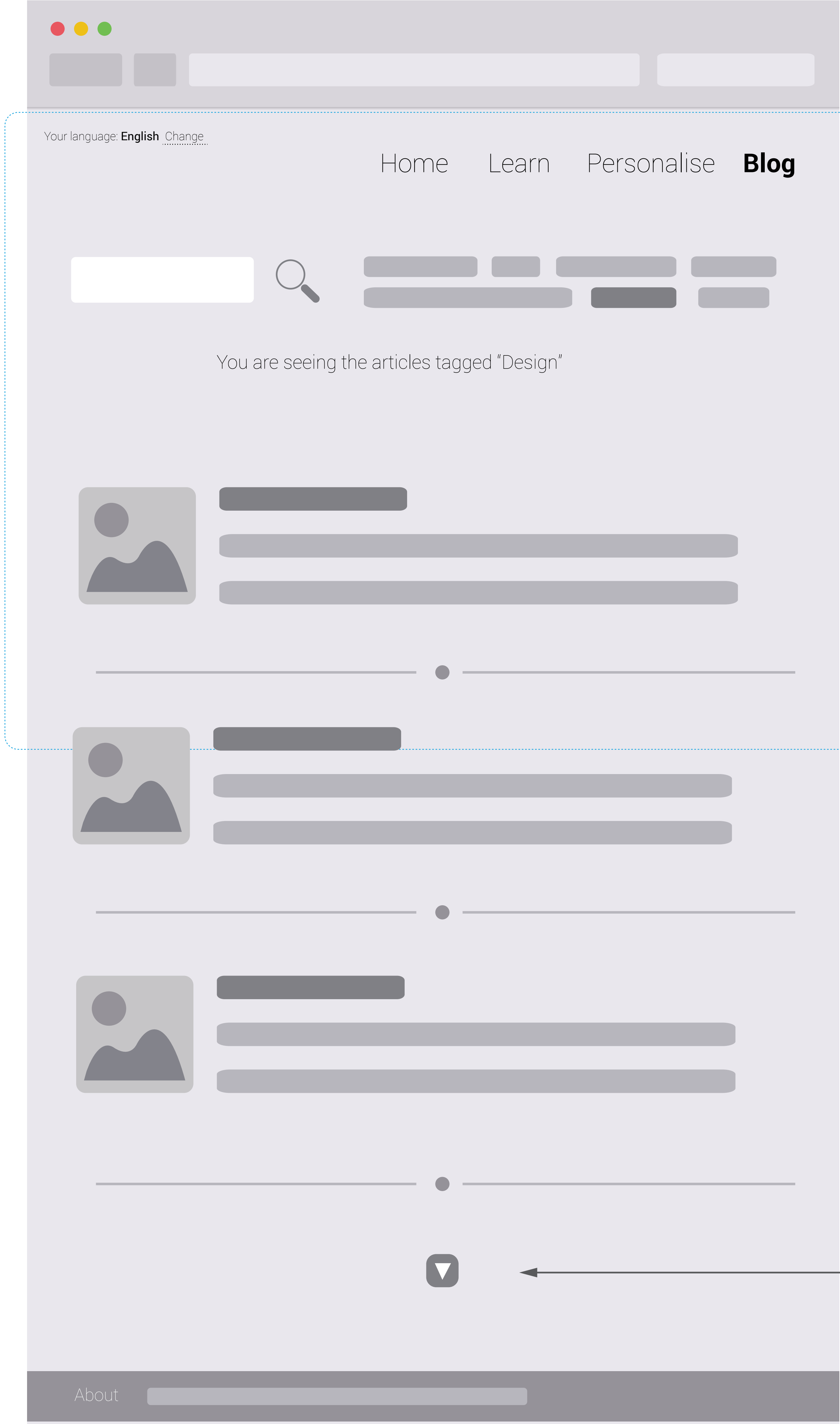


## BLOG - OVERVIEW

**Description:** Search and list of tags

**Interaction:** clicking on a tag filters the blog posts and highlights the tag.

**Explanation:** there will be relatively few blog posts, mostly about the process of creating the game which means few tags as well. People who will read the blog will be able to filter for the part of the process that they wish to learn from. It's also a way to display the various components of the process.

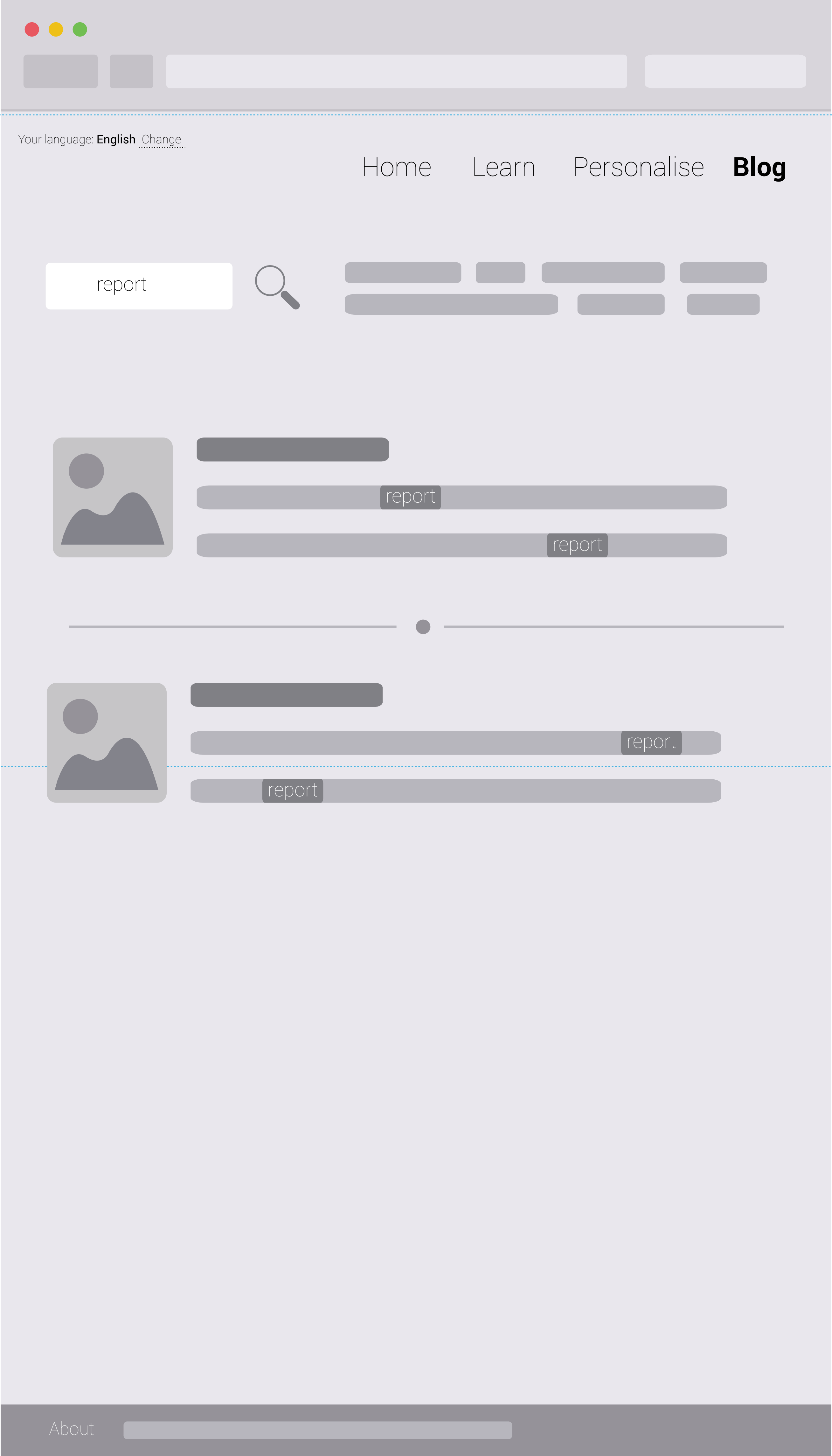


## BLOG - FILTER VIEW

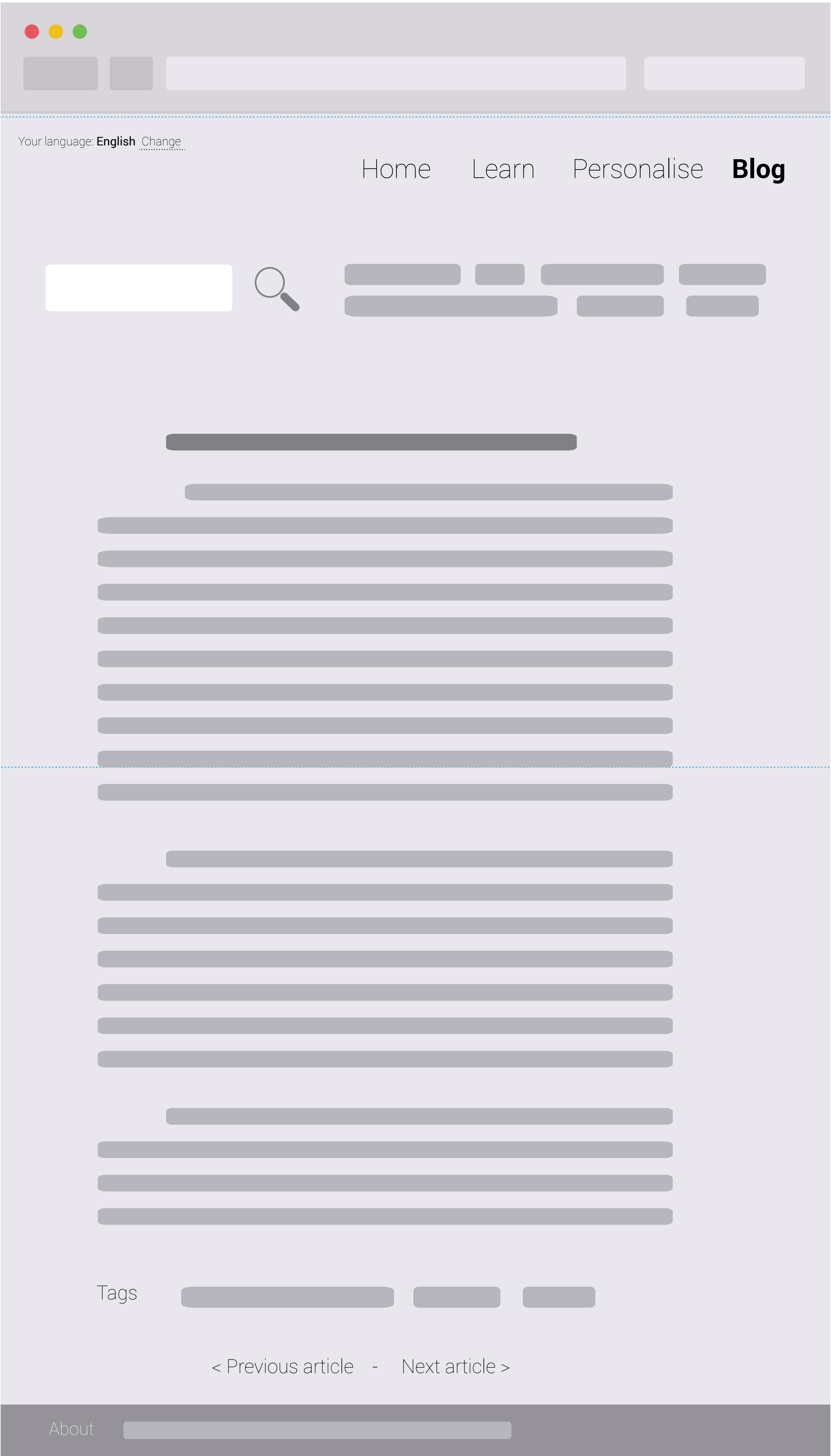
**Description:** See more button

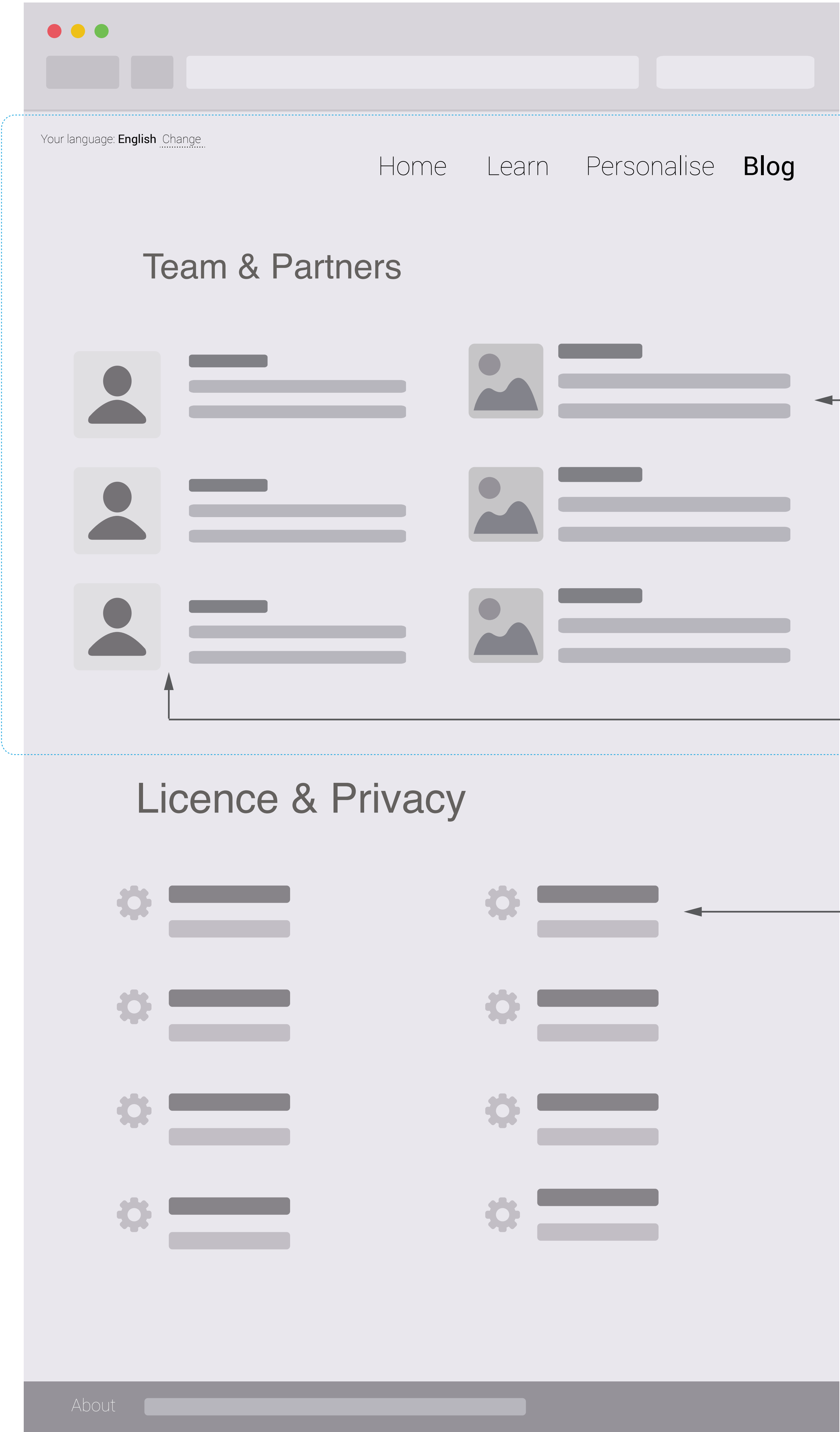
**Interaction:** displays more blog posts

**Explanation:** It's best to avoid pagination in filtered views



BLOG - SEARCH VIEW





Description: Logo and presentation of partners

Description: Picture and presentation of team members

Description: Clear explanation of open source licence and usage of data collected during card creation process