

Water/Wetland Website – SMART Goal Versions alternative overall goals, each followed by a SMART table. These are written to work well for education, conservation, and grant-facing contexts. Overall goals:

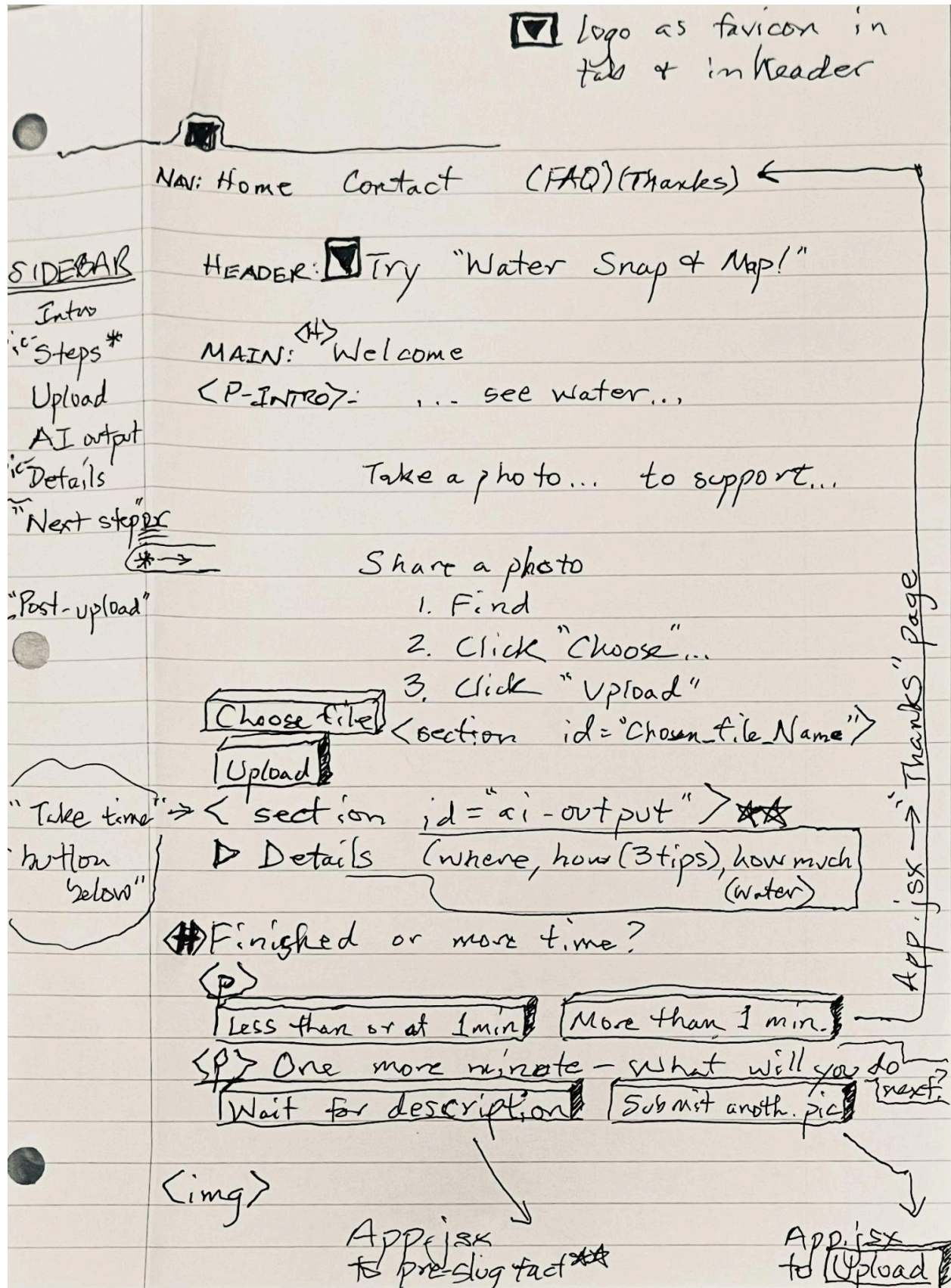
- Domain name? More than one? _.org;
- Web host?
- See “Process” at top - Where to store:
 - Pictures? (What setup is best for future researchers? Are pictures part of database?)
 - Database tables?
- Survey page: Have you visited before? If yes, did you:
 - Learn or read ___? ...submit a picture?
 - Everyone: Did you see a fact? How did you hear about WSMAP? List partners, LinkedIn, Other (event, person, organization, (news___)
- Mobile app
- Accessibility (with both formats - mobile and website)
- Sidebar moves with scroll
- Footer
- Contributions - Volunteer to code, (anyone can submit pictures)

Slides 27 & 29 - See next 2 "Wireframe " images...

Notes for me from my wireframe creation and classmate reviews:

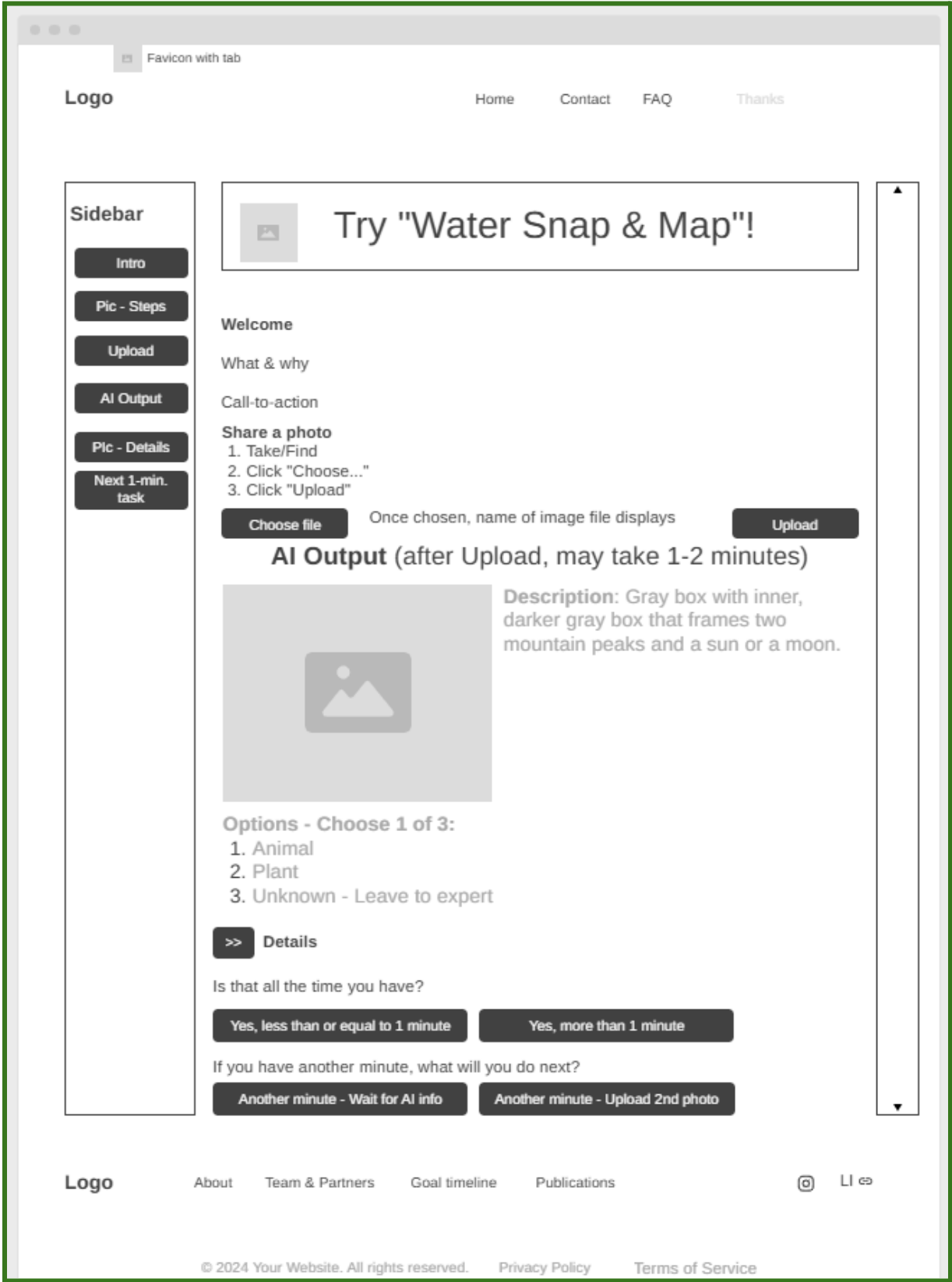
1. Goal of 15-second skim and to fit key parts on 8-inch tablet-screen
 - a. Sidebar (Add “Action” page for “Upload” and add 2 more” - activities with River Conservancy(s), calendar to take monthly photo of same spot; find another place to photograph with “Map” page)
 - b. Hiding most of the “AI Output” section
2. Add note to AI-output section about taking 1-2 minutes
3. Add 2-5 words to “Details” label
4. Rewrite 4-button section’s header &/or question
5. AI: Phase 1 only description (Delay focus of identification on one aspect of image, offer options, and user selection to Phase 2

Wireframe - Stage 1 (based on my repo's index.html and App.jsx files): Hand-drawn (some function and coding are shown)



Wireframe - Stage 2

Gray font indicates something that won't show or may not trigger initially, including favicon in browser's tab, "Thanks" page, and "AI Output". Screenshot below (also <https://wireframe.cc/uXDMOQ>)



U4M4W1D1 - Web Pages

MC Notes from slides:

Content plan	Process	UX vs. UI
<ul style="list-style-type: none"> Input Output FAQ &/or User Guide About (Me) 	<ul style="list-style-type: none"> <input type="checkbox"/> Domain name <input type="checkbox"/> Web host <input type="checkbox"/> Design layout <input type="checkbox"/> Update content <input type="checkbox"/> Marketing 	<p>The diagram illustrates the relationship between User Experience (UX) and User Interface (UI). UX is represented by a blue circle with icons for Storytelling (book), Engagement (monitor), Objectives (target), and Usability (hand icon). UI is represented by a purple circle with icons for Layout (screen), Visual Design (chart), Branding (crown), and Interactive Design (mouse cursor). Both circles are connected to a central point labeled 'Finalsite UK' and 'UX/UI' with an eye icon.</p>

THE 10 COMMANDMENTS OF USER INTERFACE DESIGN

1	2	3	4	5	6	7	8	9	10
CREATE A STORY	STREAMLINE NAVIGATION	MAKE IT RESPONSIVE	ENSURE ACCESSIBILITY	FORM FOLLOWS FUNCTION	USE PLEASANT COLOR THEMES	DEFINE FONT FAMILIES	BOOST OPTIMIZED IMAGES	MASTER MINIMALISM	ELIMINATE ERRORS
USE REAL IMAGES	USE ICONS	USE COLORED	LABEL LINKS	CLICK	COLOR PALETTE	NO SHIMS	PREFER VECTOR	SOLID COLORS	UNDERSTAND THE USER
WASDIT	MOBILE-FRIENDLY	PARALLAX SCROLLING	ALT-TEXT FOR IMAGES	CHECK BOXES	PICK VIBRANT COLORS	PERFECT BODIES	MINIFY METADATA	NOISY POPUP	404 ERROR
CUSTOM MESSAGES	WIDGET MANIPULATION	FLUID GRID	REDUCE IMAGE AS LINK	GROUP-DOWN LIST	CONTRAST IS CLARITY	SET HEADLINES	PICK BEST FORMAT	OMIT REDUNDANT	READABILITY
BE AUTHENTIC	LEGIBLE CALL TO ACTION	DROP-DOWN MENUS	MONITORING SETTINGS	SLIDER	INDUSTRY RELEVANT	BEER NEUE MYRIAD HELVETICA ADVANTAGE	AUTOMATIC SCALING	WHITE SPACE	COMPREHENSIVE DOCUMENTATION
RATHER SOCIAL	AVOID AMBIGUITIES	MOBILE STANDARDS	SCREEN PRIME ESTATE	ICONS	STICK TO THREE	USE ANNOTATIONS	NATURAL RESOLUTION	WHAT WE DO	SUGGEST A SOLUTION
INTERACTIVE CONTENT	AIRY CONVERSIONS	SCALED TO ANY WIDTH	ISOLATE CONTENT	PROXIMATION	COMPLEMENT COLORS	Aa	USE ALT-TAGS	USE VISUALS	FEEDBACK

