NAADSM

Spread Model Application

Experience Design Brief

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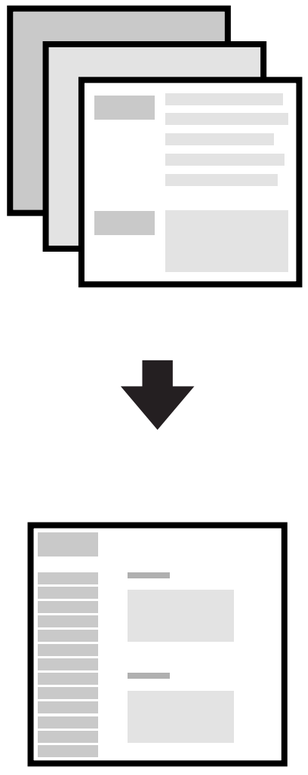
Design Goals



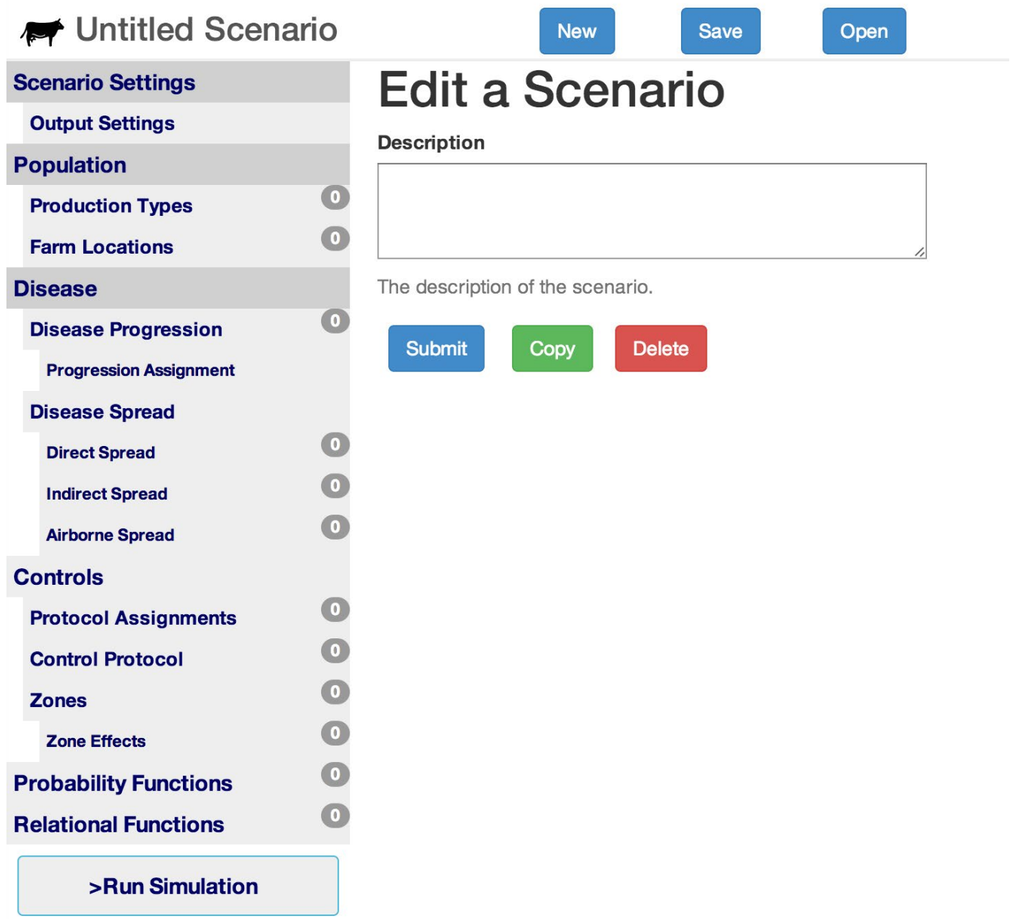
Minimize the amount of states a user has to navigate through for each section. (minimal pop-ups, etc)

Establish a basic user interface consistent with modern application and website navigation themes.

Structure visual elements for intuitive use among new, existing, and out of country users.

Target Audience: Veterinarians and Epidemiologists. (Educated in this field)

User Interface



Cleaning up the user interface will allow for quick, intuitive navigation throughout the program. Goals would include the following:

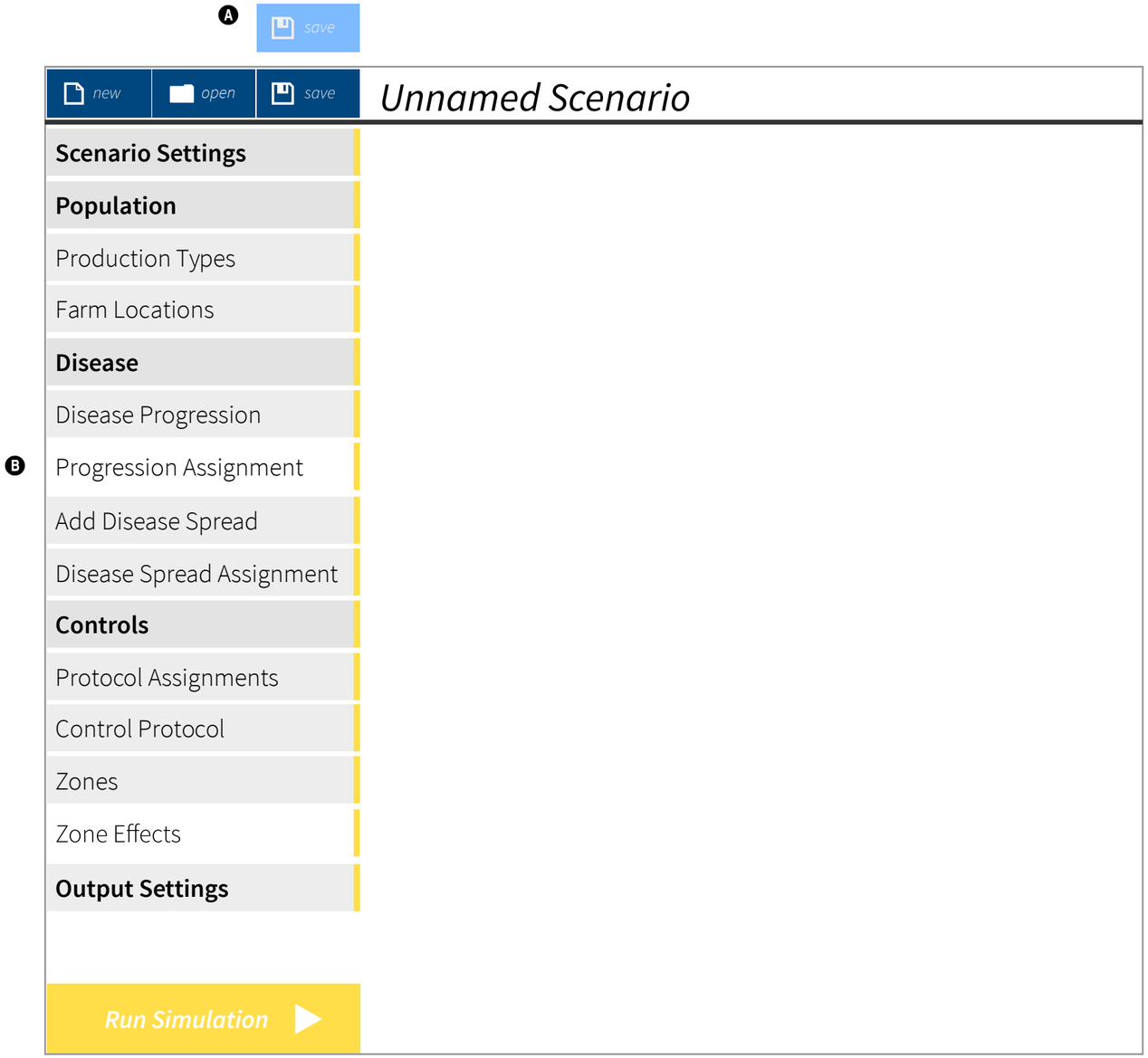
- Adding a visual system for progress tracking
- Arranging elements within the application for unobtrusive, yet intuitive placement.
- Introducing simple icons where needed to introduce a familiar visual for new, foreign, and existing users.

User Interface // Elements and Icons

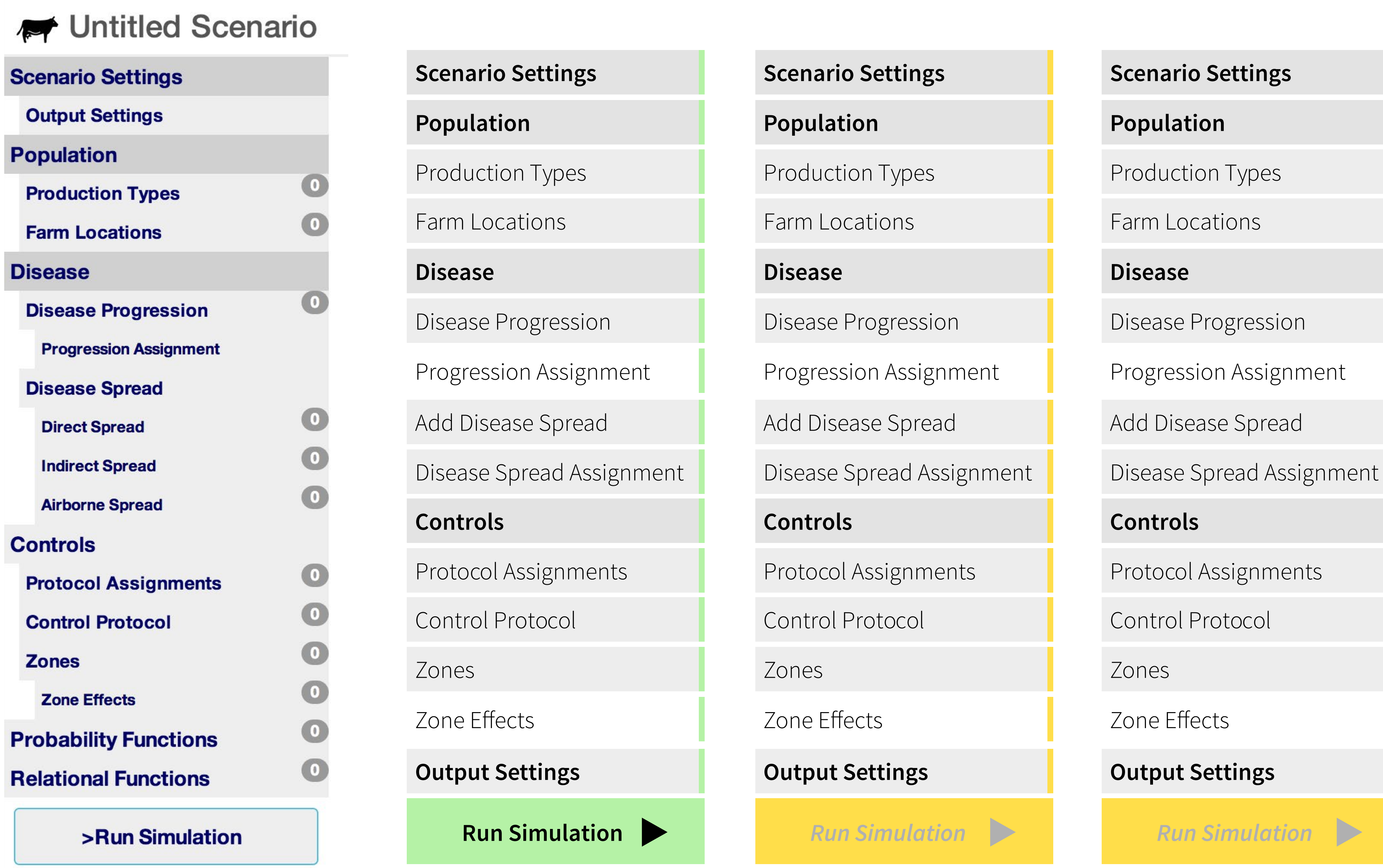
Ⓐ Save button would appear with lighter background, indicating unsaved changes to the scenario

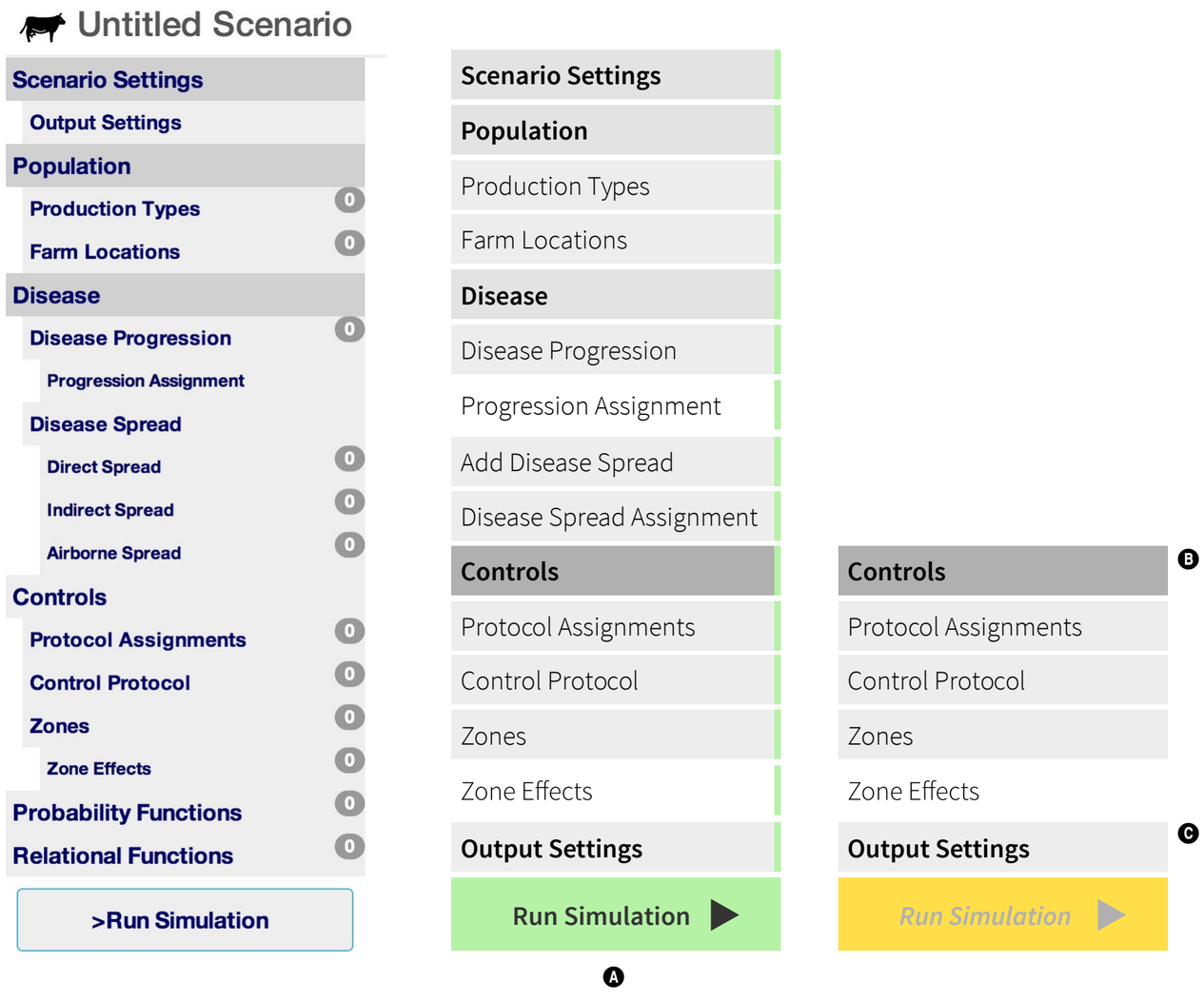
Ⓑ Rearrangement of header elements allows for tabbed browsing in the future, in addition to visually organizing the space.

White elements on the left navigation bar would normally be accordioned in, showing when the user clicks the button above it. (ie, Disease Progression and Zones)



Experience Design // Progress Tracking





A “all green” lets the user Run Simulation

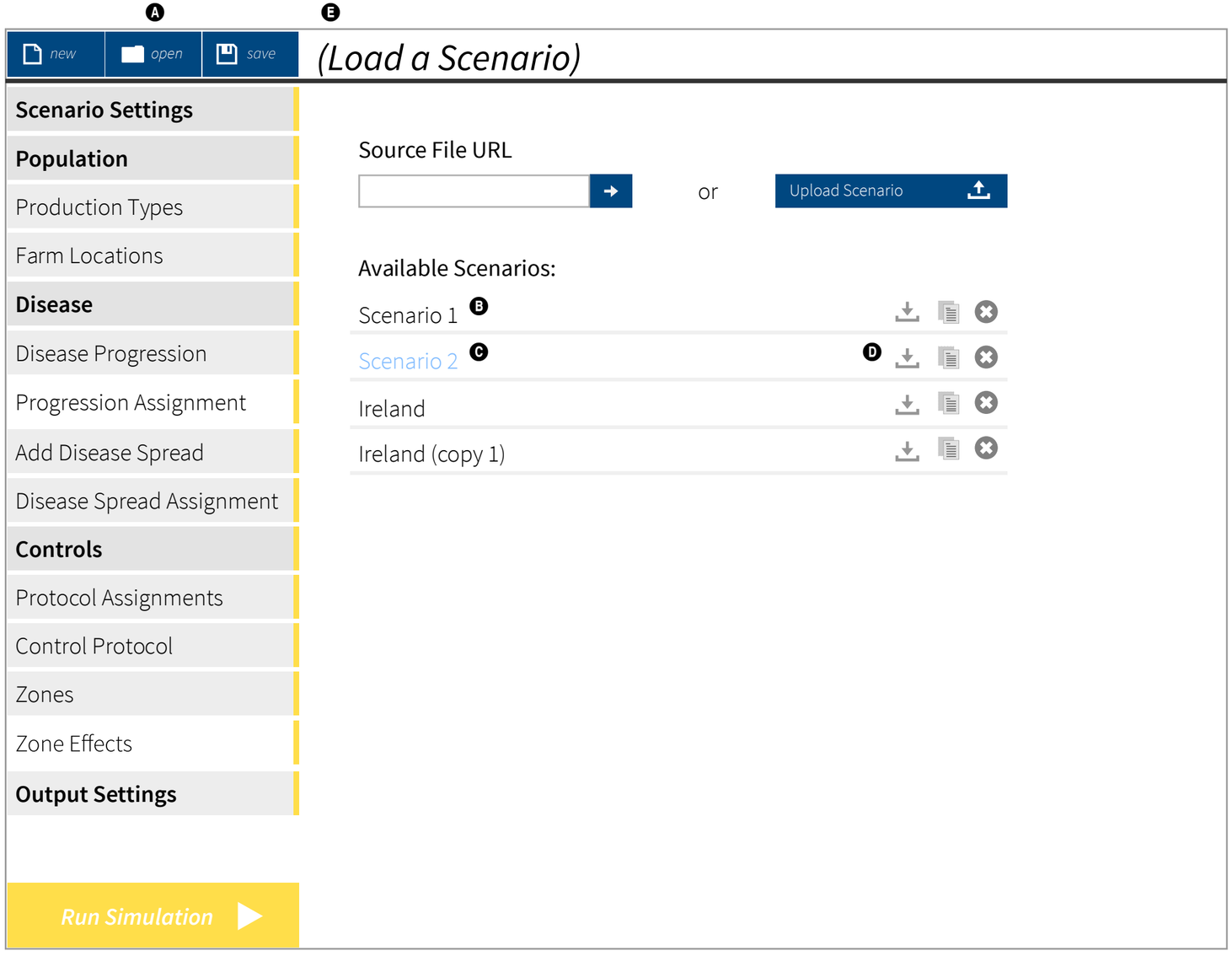
Having a visual representaiton for accomplishment adds another layer of reason for the task at hand. Simply put “I must make all the task bars green” eases the user into the many steps she will need to take to actually get a simulation running.

Conversely, it must be easy for the user to validate exceptions to avoid frustrations. (Ex: Disable all controls, which should mark the “Controls” section as green.)

B User selection is indicated by a darker button color

C Output Settings is now the last thing users will interact with before reaching the “all green” status.

Experience Design // Load a Scenario



A User has selected “open” at top left.

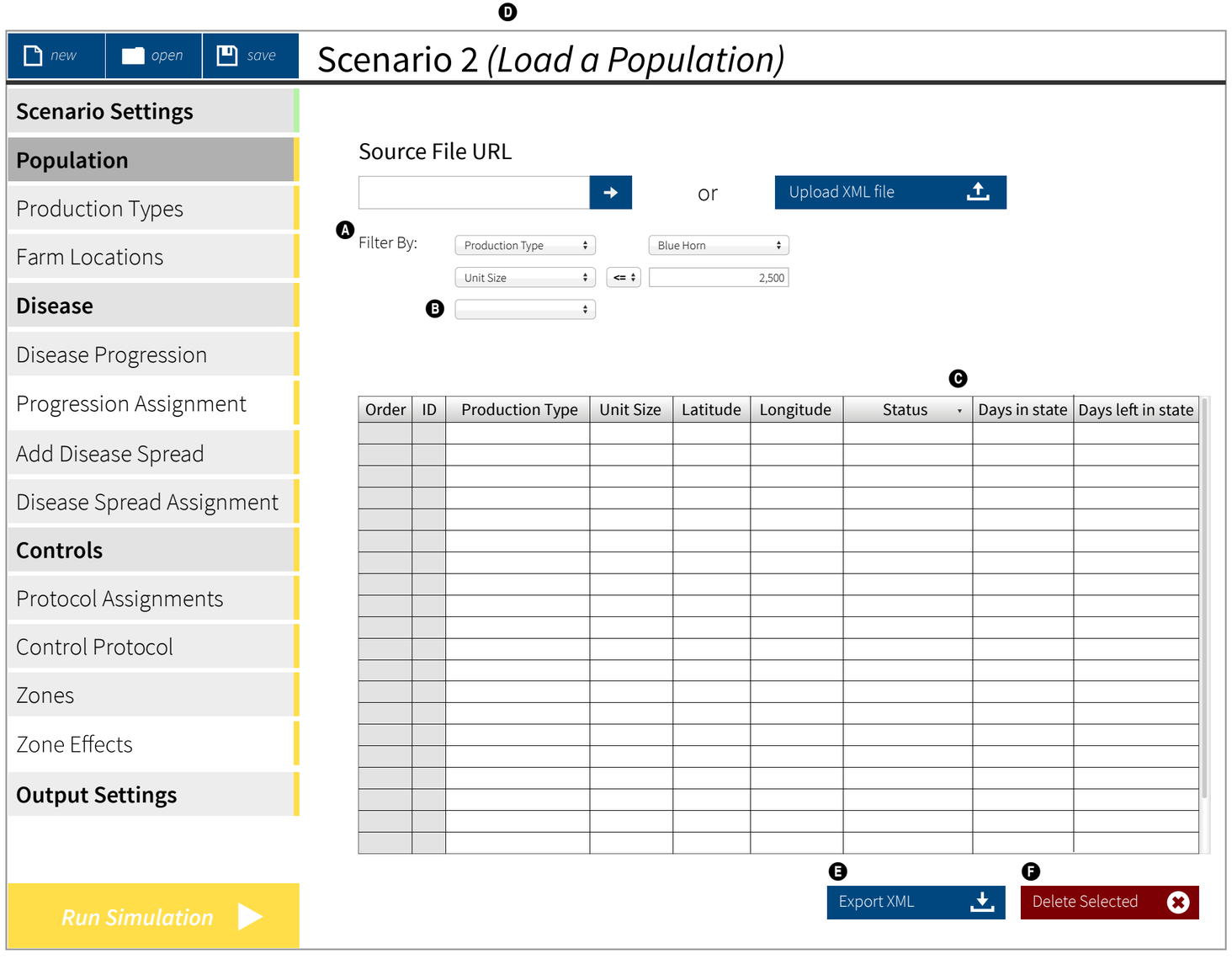
B Confirming a source file URL or uploading ascenario file will place the hyperlink in the “Available Scenarios” table.

C Hyperlink will appear in light blue whenhovered over. Following that, the user has access to three options:

D
- download file (.csv format, etc)
- duplicate file (adding # after name)
- delete file, prompting a confirm

E Italicized title indicates a file has not been loaded yet

Experience Design // Load a Population



A Filters start out blank, providing appropriate dropdown menus for each filter type.

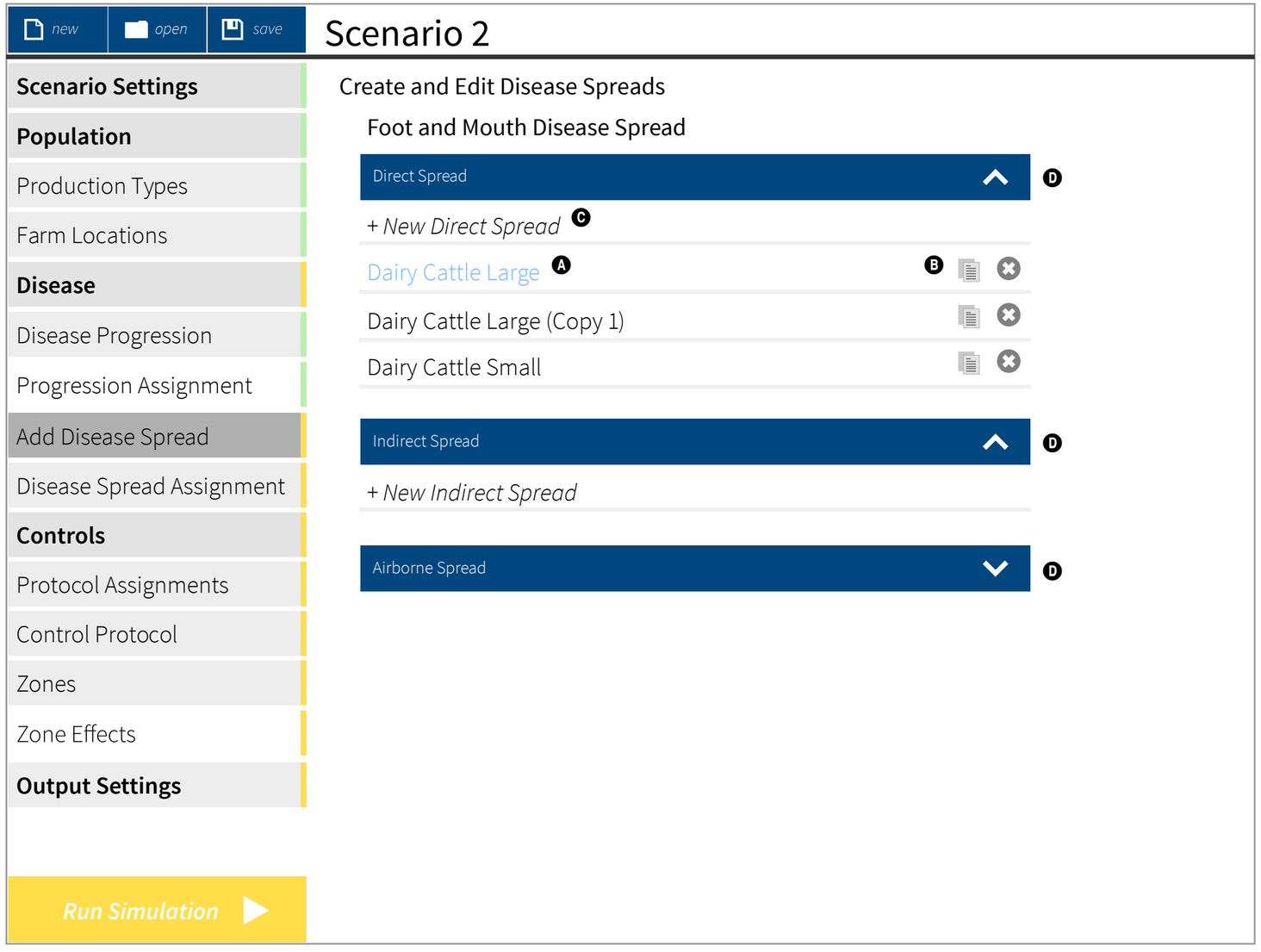
B Each time a filter is selected, a new blank filter dropdown populates below, allowing the user as many filter options as they want.

C Arrows only appear when the top item is clicked to toggle between ascending and descending sort.

D Italics indicate a file has not yet been loaded.

E Export XML if users want to save their modified file, prompting a pop-up naming and destination dialogue.

F Delete Selected allows the user to delete multiple lines via shift+click functionality if desired.

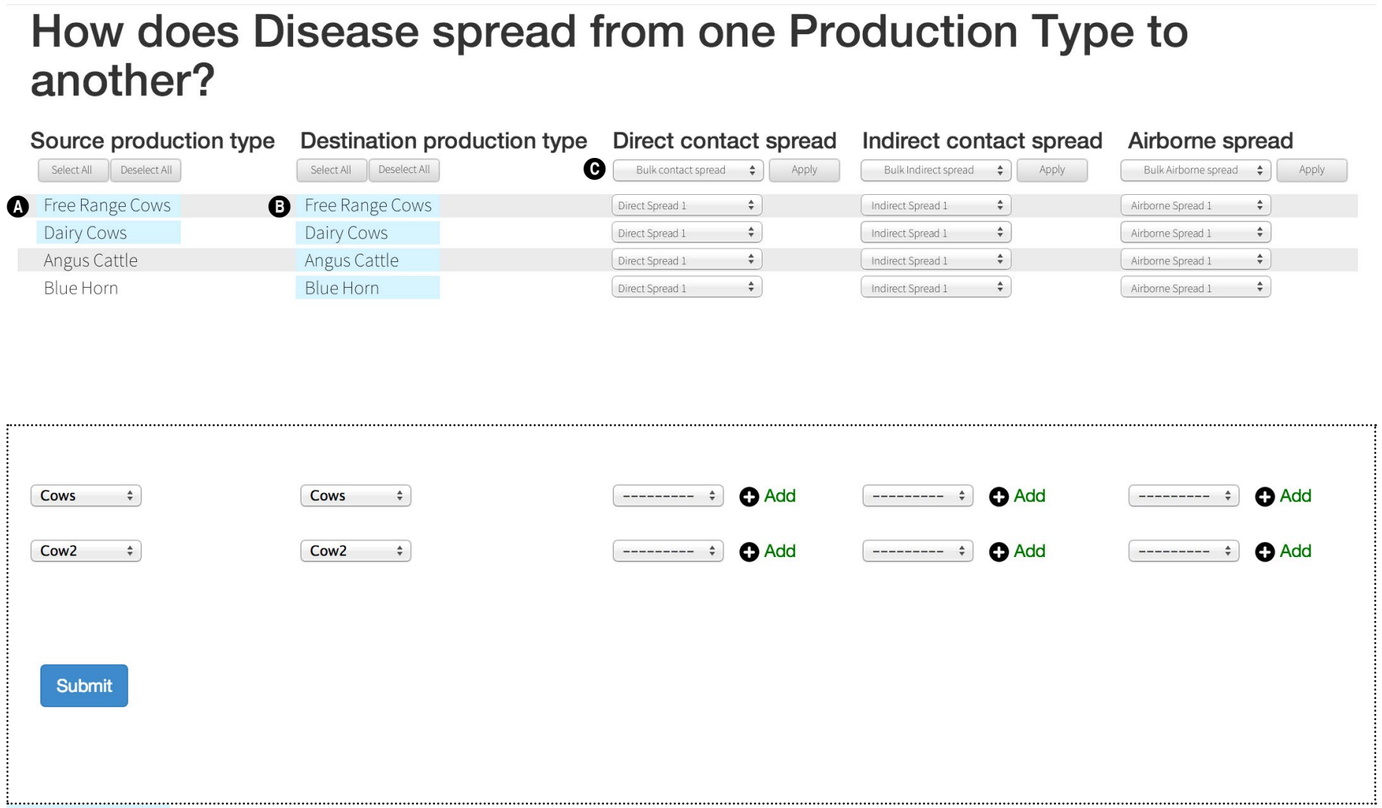


A Hyperlink will appear in light blue when hovered over. Following that, the user has access to two options:

B
- duplicate the file for small changes, (adding # after name)
- delete spread, prompting a confirm

C Clicking on "+ New Direct Spread" or any hyperlinked text in the dropdown bars will open the Spread Creator window that currently exists.

D Spreads can be collapsed and hidden or revealed by clicking on the bar.



Old Method

A **Click Source Production type(s) to toggle selection of multiple types**

B **Click Destination Production type(s) to toggle selection of multiple types**

This method controls the amount of information shown, serving as a filter and a transaction point.

C Bulk apply will have a dropdown for a new contact rate, but will otherwise assign the contact rate to the selected production types.

Users will still be able to create a new Disease Spread from the dropdown.

new | open | save

Scenario 2

- **Scenario Settings**
- **Population**
- Production Types
- Farm Locations
- **Disease**
- Disease Progression
- Progression Assignment
- Add Disease Spread
- Disease Spread Assignment
- **Controls**
- Protocol Assignments
- Control Protocol
- Zones
- Zone Effects
- **Output Settings**

Run Simulation

Create Control Protocols

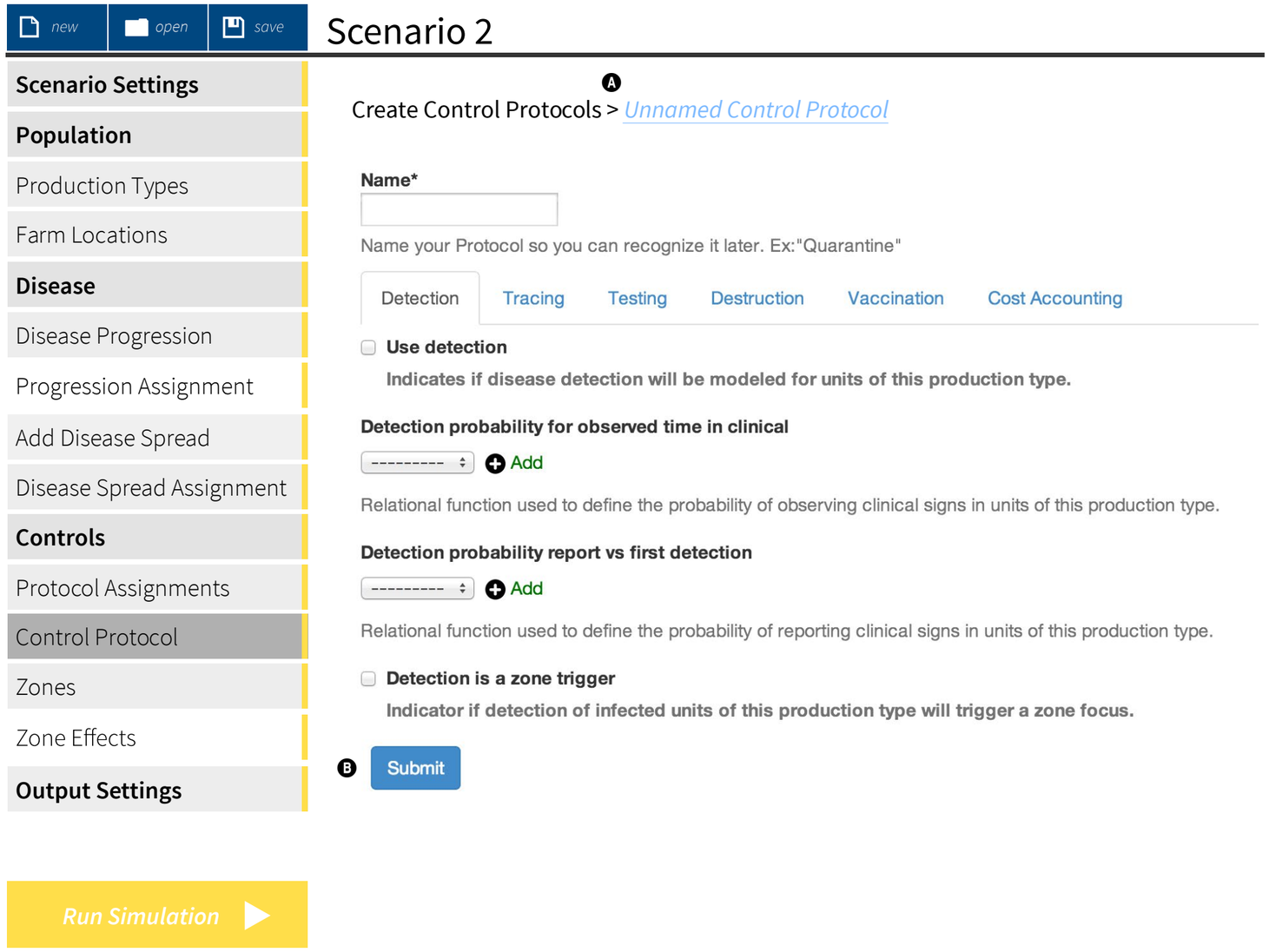
A Hyperlink will appear in light blue when hovered over. Following that, the user has access to two options:

B
- duplicate the file for small changes, (adding # after name)
- delete control, prompting a confirm

C Clicking on "+ New Control Protocol" or any hyperlinked text in the dropdown bars will open the Spread Creator window that currently exists.

See pg. 13 for an alternative method.

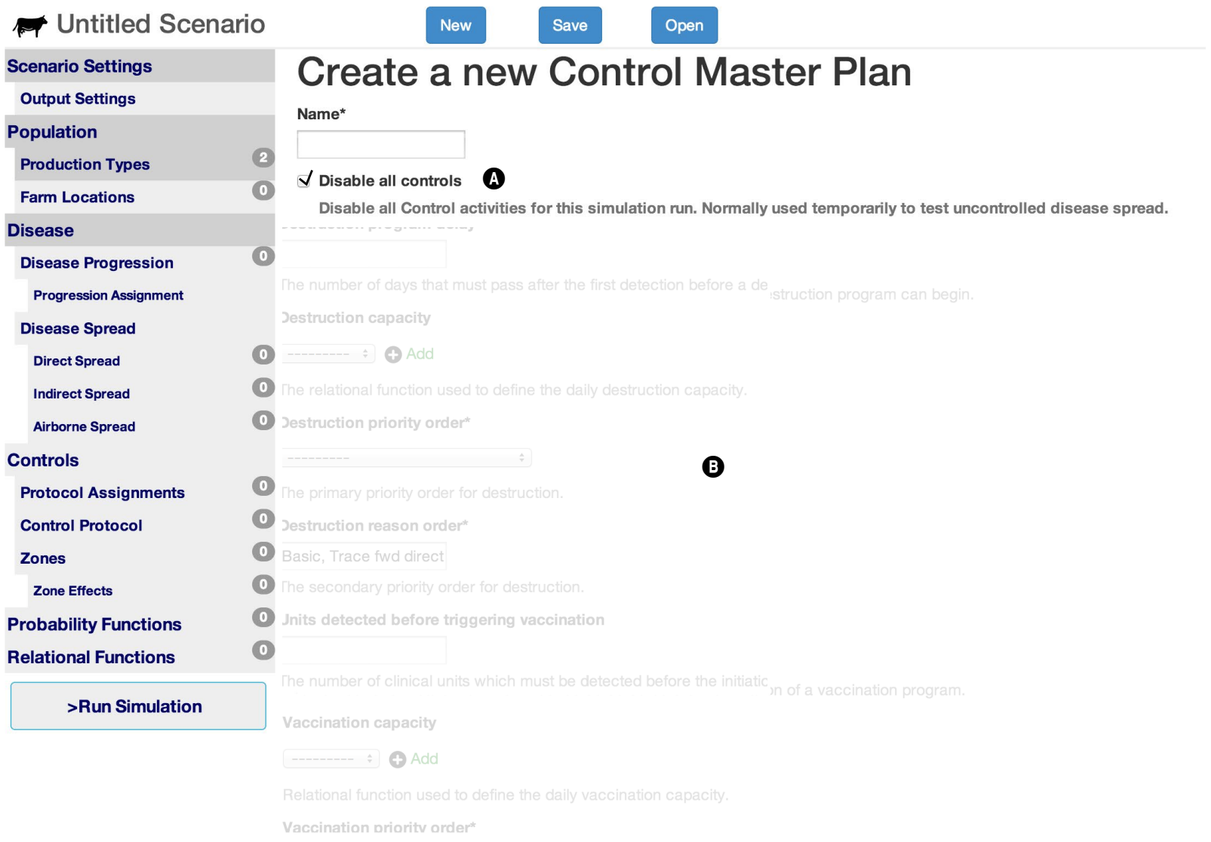
Experience Design // Add Control Protocols



With this method, hyperlinks are nested withinthe main screen. Clicking on “new” or existing control protocols will slide or fade out the list screen and the user will be able to edit or create the protocol without encountering a pop-up.

A Hyperlinks can still navigate the user back to the original screen, prompting a warning if the user has unsaved changes.

B Clicking on the “Submit” button will bring the user back to the Control Protocol main screen, where they can select their newly created protocol, or create a new one.



Collapse controls when disabled above

A **Disabling all controls should inhibit the user**

B Grey out everything underneath and prevent interaction with any elements below.

This element can be repeated for any section that gets disabled.