

Combining Disease Definition and Assignment

With the move to the three column layout, we are also looking at combining the previously separate “define” and “assign” interfaces for disease progression and zones. Here I will examine the new disease progression UI and workflow beginning with a partially populated default screen.

A Progression Tittle - hovering over the title highlights the heading and reveals an edit and duplicate icon. Clicking on the heading puts the progression into focus and opens the progression details in the center column (see pg. 2)

Progression and Assignment

Cattle Progression Aggressive

assigned to:

Cattle 1

Cattle 2

Cattle 3

Clicking on the edit icon allows for in-line editing of the progression title. Clicking on the duplicate icon creates a copy of the progression below the current progression and moves the focus to the editable title field for duplicate (production type assignments are not copied to the duplicate progression.

B Production Type assignment action link - clicking on the “assigned to” action link triggers the assignment edit interaction (see pg. 2)

C Define new progression action link - clicking creates a new disease progression in the place of the link (pushing the link down) with the focus active in the editable progression title field.

ADSM

GUIDING BETTER POLICY

Descriptive Project Title

Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

Population

Disease

Progression

Define Spread

Assign Spread

Controls

Vaccination Triggers

Control Protocol

Assign Protocols

Zones

Define

Effects

Accounting

Output Settings

Progression and Assignment

Cattle Progression Aggressive

assigned to:

Cattle 1

Cattle 2

Cattle 3

Cattle Progression Moderate

assigned to:

Cattle 5

Swine Progression

assigned to:

Swine 1

Swine 2

Swine 3

Swine 4

Swine 5

Swine 6

+ define new disease progression

Validate Scenario

1

Creating/Editing
Assignment using the
Population Panel

Clicking an “assigned to” action link triggers the focused edit interaction shown here, and causes the Population Panel to open, if it is not already revealed. Production types can be added or removed from the assignment field using the same interaction specified in the “Vaccination Input UI” document.

- A** Cancel action link - clicking closes the edit interaction and discards any changes
- B** Save action link - clicking saves any changes made and closes the edit interaction
- Clicking on any link outside of the edit box or the population panel will also close the edit interaction and discard any changes.
- C** Progression Assignment column - indicates whether or not the production type has been associated with a disease progression
- D** Control Assignment column - indicates whether or not the production type has been associated with a control protocol
- E** Zone Assignment column - indicates whether or not the production type has been associated with zones
- The production type list should be sortable by assignment type by clicking the icon in the column header
- F** Hovering over a green assignment indicator shows the name of the association in a tool tip

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Validate Scenario

Progression and Assignment

Cattle Progression Aggressive

assigned to:

Cattle 1

Cattle 2

Cattle 3

Cattle 4

Cancel

Save

Cattle Progression Moderate

assigned to:

Cattle 5

Swine Progression

assigned to:

Swine 1

Swine 2

Swine 3

Swine 4

Swine 5

Swine 6

+ define new disease progression

Population Production Types

C

D

E

| | | | | |
|----------|-----------------|-------------|-------------|-------------|
| Cattle 1 | (12,000 units) | <div></div> | <div></div> | <div></div> |
| Cattle 2 | (132,000 units) | <div></div> | <div></div> | <div></div> |
| Cattle 3 | (5,000 units) | <div></div> | <div></div> | <div></div> |
| Cattle 4 | (21,000 units) | <div></div> | <div></div> | <div></div> |
| Cattle 5 | (56,200 units) | <div></div> | <div></div> | <div></div> |
| Cattle 6 | (12,000 units) | <div></div> | <div></div> | <div></div> |
| Swine 1 | (5,000 units) | <div></div> | <div></div> | <div></div> |
| Swine 2 | (300 units) | <div></div> | <div></div> | <div></div> |
| Swine 3 | (1000 units) | <div></div> | <div></div> | <div></div> |
| Swine 4 | (7,895 units) | <div></div> | <div></div> | <div></div> |
| Swine 5 | (1,234 units) | <div></div> | <div></div> | <div></div> |
| Swine 6 | (5,672 units) | <div></div> | <div></div> | <div></div> |
| Other 1 | (12,000 units) | <div></div> | <div></div> | <div></div> |
| Other 2 | (12,000 units) | <div></div> | <div></div> | <div></div> |
| Other 3 | (500 units) | <div></div> | <div></div> | <div></div> |
| Other 4 | (3 units) | <div></div> | <div></div> | <div></div> |
| Other 5 | (567,124 units) | <div></div> | <div></div> | <div></div> |
| Other 6 | (12,000 units) | <div></div> | <div></div> | <div></div> |
| Other 7 | (1,000 units) | <div></div> | <div></div> | <div></div> |
| Chickens | (12,000 units) | <div></div> | <div></div> | <div></div> |

Swine Progression

Production Type Groups

Chicken-Swine

+ define new

2