The Define Progression Interface

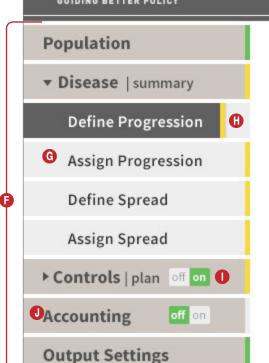
- ADSM logo and link to wiki or info page
- Project Title Cannot be edited from within the application
- Project Description hovering over the text area increases the opacity of the edit icon. Clicking on the icon activates an in-line edit session for the description. The user should be able to change this without triggering a full project save.
- Scenario Variation title
- Save Status indicator
- Input Navigation Has been slightly restyled with the addition of color, better clarity in section hierarch, and collapsible sections.
- Indent subsections and reduce font style to semi bold
- Additional styling on selected tab darker background, white text, lefttranslated indicator with drop-shadow
- In-Navigation section toggle allows the user to toggle Controls and Accounting on or off directly from the nav menu
- Accounting Tab I pulled this out of the controls section as it seems to be a completely different area of the application. We can discuss whether or not to proceed with this change.
- Blank state informative message that disappears with the user's first interaction
- Toolbar not fully defined with the functions panel



Descriptive Project Title

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





Disease Progression

Cattle Progression Agressive

Cattle Progression Moderate

Cattle Progression Slow

Swine Progression

+ define new disease progression

About Disease Progression

Dismiss

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Validate Scenario

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Progression Details

A Hovering over an existing progression produces the highlight shown around "Cattle Progression Aggressive" here with the edit pencil icon in low opacity.

Clicking on a list item fixes the background and either makes visible the details panel (d), or repopulates the details panel with the pertinent associated data.

3 Edit icon - clicking the icon introduces an in-line text edit field only for the title. Clicking or tabbing out of the field changes the title.

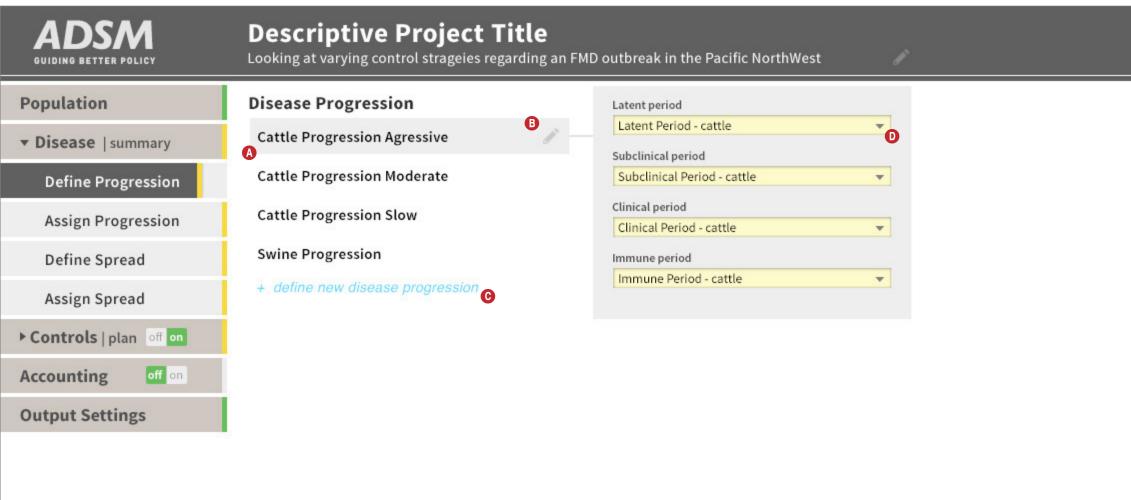
note: it is understood that additional functionality in parity with the exiting interface should be represented here and should include action for "edit" and "delete"

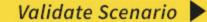
- Oefine New Disease Progression action link - clicking creates an in-line text field for the creation of a new title in the place of the link, shifts the link down, and moves the association of the Details Panel to the new text entry field.
- Progression Details panel shows the associated functions for the periods within a progression and allows the user to adjust those functions

Required fields are indicated with a light yellow background. If a field has been populated and is presently associated with a run scenario and a set of results, interacting with the input field will prompt the user to select one of three paths forward:

- Cancel the action
- 2. Overwrite the existing data (and delete the results set)
- 3. Create a new "variation" of the scenario see pg 4

ASDM - Defining Disease Progression December 2, 2014 9:30 PM





Base Scenario

changes pending..

Functions Panel

- A Focused field styling is demonstrated here
- Function Panel is triggered when the user activates the focus on a function input field or by clicking the Functions button in the right toolbar
- Assign action link the link becomes enabled if a function field is in focus and the presently selected function in the Functions Panel is different from the one currently populating the focused field. Clicking the link populates the field with the new function.
- Relational Function drop down any existing relational function can be selected from the combo-box then viewed or edited
- Probability Function drop-down any existing probability function can be selected from the combo-box then viewed or edited
- Function visualization
- **6** Function parameters
- List of parameters that reference the present function. In the current UI, these are navigable links. I have represented them here this way as well, but the lack of visibility in backwards navigation gives me pause for the implementation of this functionality
- New button clicking produces a blank state for all function inputs.
- Edit button see page four for interaction details

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Accounting

Descriptive Project Title

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

Base Scenario

Population ▼ Disease | summary Define Progression Assign Progression Define Spread Assign Spread ► Controls | plan off on

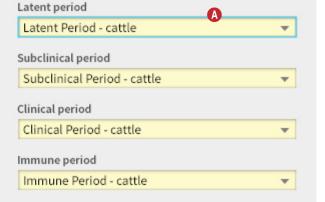
Cattle Progression Agressive

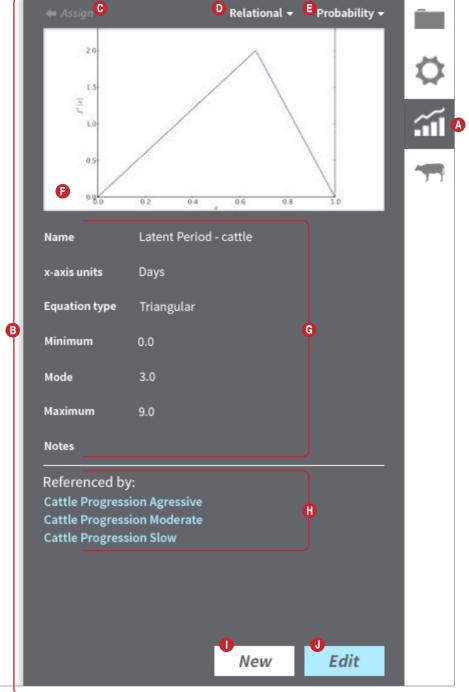
Cattle Progression Moderate

Cattle Progression Slow

Swine Progression

+ define new disease progression





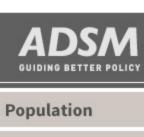
Revised Edit Interaction

⚠ This interaction introduces what I hope will be a feasible implementation of Scenario variations. At a conceptual level, the user should be able to create a "Base" or "Control" scenario from which she can create and save, in-association, numerous variations of parameters and saved results for comparison. The variations would be accessible from a tree-like structure located within the File tab of the toolbar.

I am also proposing this interaction as an alternate to the ubiquitous "Delete Results and Save Changes" button in the current implementation of ADSM. Asking the user to choose between these options makes her aware than an edit has particular ramification before going through the effort of creating that edit. Additionally, by choosing the path for change before initializing any changes simplifies the final "save" action significantly. It may be that contextual tips are still necessary for the "+Variant" and "Overwrite" actions. but I believe that building this paradigm into all data edit actions (for changes that will impact processed results) and the proposed file management system should make the process transparent to the user quite quickly.

note: if there are no results presently associated with an edit or create new action, or if the user has already initiated a new Variant, this selection process is moot and will not be presented.

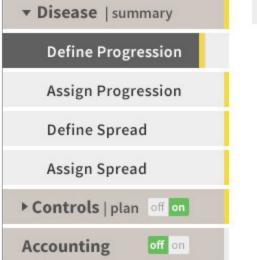
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Descriptive Project Title

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





Disease Progression

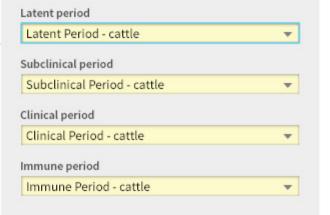
Cattle Progression Agressive

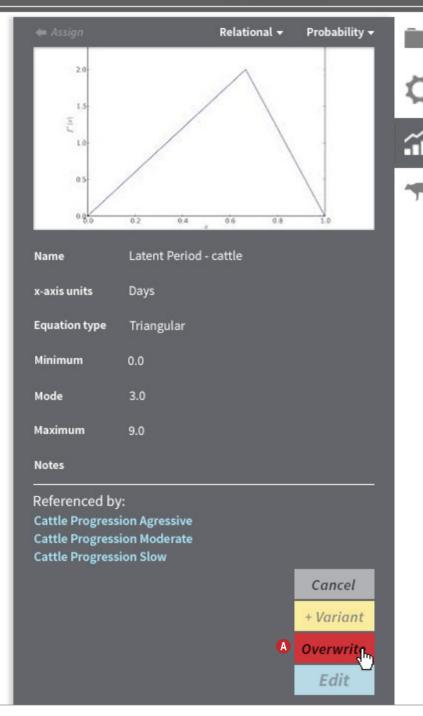
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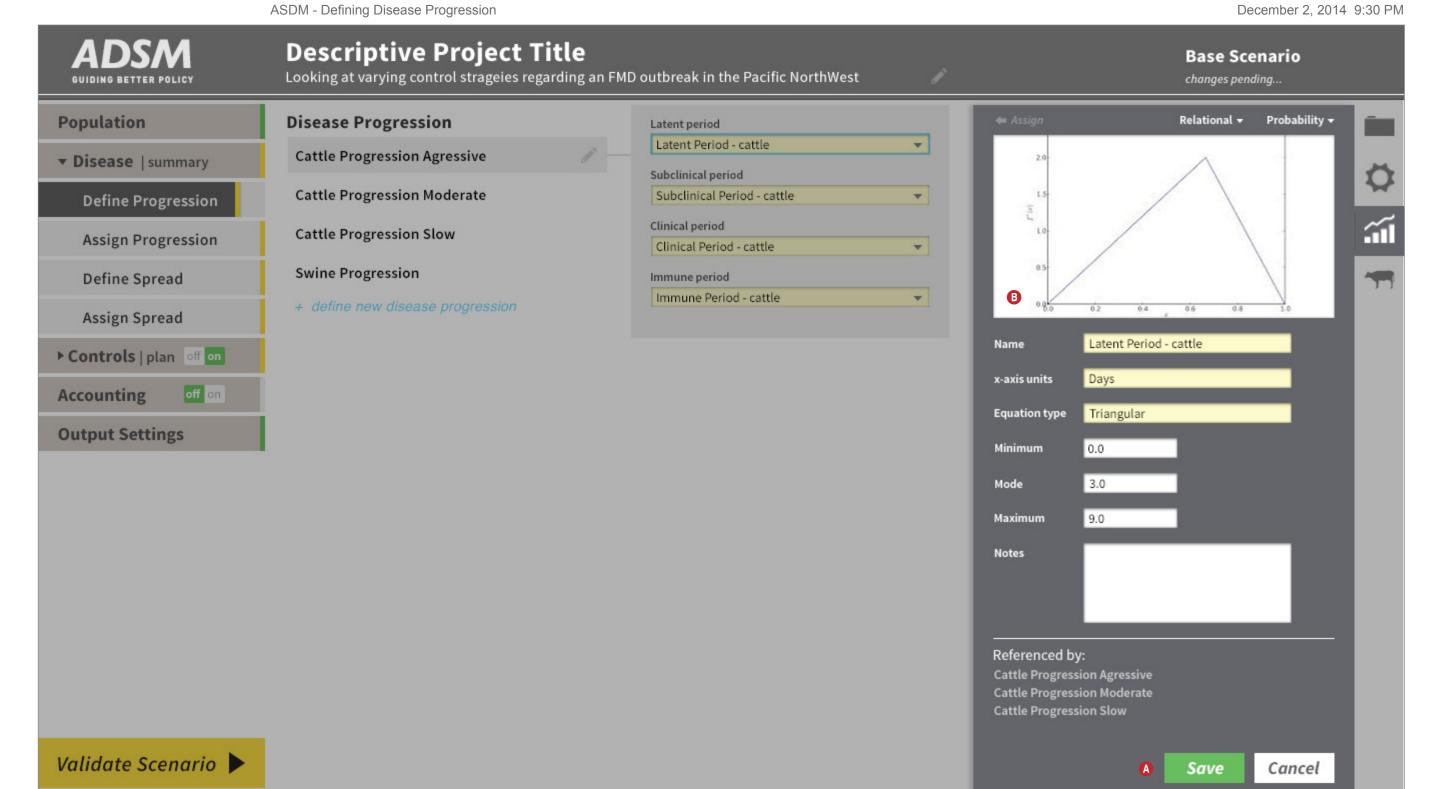




Editing in the Function Panel

Entering edit mode in the Functions Panel triggers an interaction mask of the rest of the interface and renders any links in the Reference by section disabled.

- A The Edit and New button are replaced with Save and Cancel buttons
- A refresh button should be introduced in the Function Visualization pane to allow the user to manually refresh the graph after she has made changes to the parameters.



Validation on Save from the Function Panel

Clicking the Save button initiates validation on the function parameters.

- Invalid fields are indicated with a red border and a validation icon. Wherever possible clicking on the icon should trigger a short tool-tip with helpful text about resolving the validation error.
- A warning message slides up from below the button field and pushes the buttons up proportionally.
- Note that the allotted space no longer contains all of the data and a scrollbar is enabled.

Validate Scenario

ASDM - Defining Disease Progression December 2, 2014 9:30 PM **ADSM Descriptive Project Title** Base Scenario Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest changes pending... **GUIDING BETTER POLICY** Probability ▼ Population **Disease Progression** Relational ▼ Latent period Latent Period - cattle -Cattle Progression Agressive ▼ Disease | summary Subclinical period Cattle Progression Moderate Subclinical Period - cattle **Define Progression** Clinical period **Cattle Progression Slow** Assign Progression Clinical Period - cattle **Swine Progression** Define Spread Immune period Immune Period - cattle + define new disease progression Assign Spread Latent Period - cattle Name ▶ Controls | plan off on Days x-axis units off on Accounting Telephone Equation type **Output Settings** Minimum rhombus Mode 3.0 Maximum 9.0 Notes Referenced by: **Cattle Progression Agressive Cattle Progression Moderate** Cattle Drogression Slow

Cancel

Save

Errors were found. Please corrent the indicated fields

B