

When a user first encounters the Vaccination input screen in a new project the interface is minimally populated with only the page header, Trigger headers, and action links that trigger interactions to create new definitions for each of the six vaccination Trigger types.

4 With the expanded functionality for Vaccinations and the revisions to the input for the other controls (design currently underway) it is proposed that Vaccinations be given its own tab in the primary navigation.

c Typical tooltip icon - clicking shows a contextual tooltip defining the specific Trigger type (see pg 2)

ADSM

GUIDING BETTER POLICY

Descriptive Project Title

Looking at varying control strategies regarding an FMD outbreak in the Pacific Northwest

Base Scenario

changes pending...

Population

Disease | summary

Define Progression

Assign Progression

Define Spread

Assign Spread

Controls

off on

Define Controls

Assign Controls

A

Vaccination

off on

B

Zones

off on

Define Zones

Assign Zones

Accounting

off on

Output Settings

Vaccination Triggers

1. Disease Detection ?

+ define new

2. Rate of New Detections ? C

+ define new

3. Dissemination Rate ?

+ define new D

4. Grouped Production Types ?

+ define new

5. Time From 1st Detection ?

+ define new

6. Diminishing Resources ?

+ define new

space for potential info text

Validate Scenario ▶

Vaccinations Input UI -
Tooltips

- A
- Hovering over a tooltip icon causes the icon opacity to increase to 100% and switches the default cursor to a pointer. As these icons will be present in many instances throughout the majority of the ASDM interface, the user is required to click on the icon to reveal the help text. As long as the cursor is hovering over the icon trigger or the tooltip itself, the tooltip will remain visible. Once the cursor moves away from the tip or the icon, a 2 second timer is triggered, after which the tooltip disappears.
- B
- Where applicable, a link to the ASDM wiki can be included in the body of a tooltip. Clicking the wiki hyperlink opens a web browser window and loads the pertinent wiki page.

ASDM

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Vaccination Triggers

1. Disease Detection

2. Rate of New Detections

3. Dissemmination Rate

4. Grouped Production Types

5. Time From 1st Detection

Vaccination triggerd by a specified number of detected units of a specified production type.

Wiki

ASDM

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Define Controls

Vaccination Triggers

1. Disease Detection

2. Rate of New Detections

3. Dissemmination Rate

4. Grouped Production Types

5. Time From 1st Detection

Vaccination triggerd when the rate of new detections exceeds a threshold defined by # of units per # of days.

Wiki

Vaccinations Input UI -
Defining a New Trigger

Clicking on a “+ define new” action link under any Trigger heading launches a pair of input fields for the Trigger type. The simple Disease Detection Trigger (#1) is specifically detailed here and in the following pages, but the general patterns apply to all of the other Trigger types.

A Trigger Name field - the text box to name the field is automatically focussed when the define new interaction is launched and is a required field. Tabbing or clicking out of the field once a name is entered hides the text box.

B Trigger Parameters input box - contains a brief description of the function of the trigger with in-line input fields, where applicable.

C Production Type list-select container - functions as the “add” side of a quasi-traditional list-select interaction. (See pg 4 for interaction details).

D Cancel action link - clicking closes the “define new” interaction without saving changes

E Save action link - disabled until all required fields are complete. Once enabled, clicking saves the newly defined Trigger and collapses the input interaction.

F Population Panel - This is a preliminary design for a modular population interface. I have included the items that I believe necessary for the Vaccination interface, but more content and functionality may be useful/required. This feature will likely evolve with input from the product team.

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Zones

Define Zones

AssignZones

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Vaccination Triggers

1. Disease Detection

Trigger Name

+ define new

2. Rate of New Detections

+ define new

3. Dissemmination Rate

+ define new

4. Grouped Production Types

+ define new

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

Vaccination is triggered when disease is detected in 00 units of the production type(s) listed below:

To add production types to the trigger click on a Type or Group from the Population Panel.

Cancel | Save

Population Production Types

Cattle 1	(12,000 units)	some notes might go ...
Cattle 2	(132,000 units)	
Cattle 3	(5,000 units)	
Cattle 4	(21,000 units)	
Cattle 5	(56,200 units)	notes, notes, notes ...
Cattle 6	(12,000 units)	some other notes go ...
Swine 1	(5,000 units)	
Swine 2	(300 units)	
Swine 3	(1000 units)	
Swine 4	(7,895 units)	
Swine 5	(1,234 units)	
Swine 6	(5,672 units)	
Other 1	(12,000 units)	
Other 2	(12,000 units)	
Other 3	(500 units)	
Other 4	(3 units)	there aren't very many ...
Other 5	(567,124 units)	but there are many ...
Other 6	(12,000 units)	
Other 7	(1,000 units)	
Chickens	(12,000 units)	

Production Type Groups

Chicken-Swine

+ define new

3

Vaccinations Input UI -
Populating a Production
Type Container

The Production Type container in the Parameter input field paired with the Population Panel function as a left/right list select pair where clicking on an item in the primary list (the Population Panel **A**) adds that item to the secondary list (in this case the Production Type container in the trigger parameters input field **B**). Inversely, clicking on an item placed into the secondary list removes that item from the list (see page 5 for affordance styling).

I have taken a minimal approach to providing affordances for the add/remove interactions, relying primarily on the hint text in Production Type secondary list container (**B**), and custom cursors that are applied when hovering over content in either list. If the Population Panel is not open when the user triggers a “+ define new” interaction, the Panel will open automatically, creating an implicit connection in the user’s mind between the input interaction and the Population Panel. Additionally, hovering over the underlined text, “Population Panel,” in the production type container could produce a highlight effect on the Population Panel to further emphasize the connection.

C Hovering over an active list item in the Population Panel produces an item row highlight and a custom pointer cursor with an attached “Add” tooltip.

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Define Controls

Assign Controls

Vaccination

Zones

Define Zones

AssignZones

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Vaccination Triggers

1. Disease Detection

Trigger Name

+ define new

2. Rate of New Detections

+ define new

3. Dissemmination Rate

+ define new

4. Grouped Production Types

+ define new

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

Vaccination is triggered when disease is detected in 00 units of the production type(s) listed below:

To add production types to the trigger click on a Type or Group from the Population Panel.

Cancel | Save

Population Production Types

Cattle 1

(12,000 units)

some notes might go ...

Cattle 2

(132,000 units)

Cattle 3

(5,000 units)

Cattle 4

(21,000 units)

Cattle 5

(56,200 units)

notes, notes, notes ...

Cattle 6

(12,000 units)

some other notes go ...

Swine 1

(5,000 units)

Swine 2

(300 units)

Swine 3

(1000 units)

Swine 4

(7,895 units)

Swine 5

(1,234 units)

Swine 6

(5,672 units)

Other 1

(12,000 units)

Other 2

(12,000 units)

Other 3

(500 units)

Other 4

(3 units)

there aren't very many ...

Other 5

(567,124 units)

but there are many ...

Other 6

(12,000 units)

Other 7

(1,000 units)

Chickens

(12,000 units)

Production Type Groups

Chicken-Swine

+ define new

4

Vaccinations Input UI -
Defining a New Trigger
(continued)

- A
- When a “+ define new” interaction is launched and some data is already extant in the details column, the opacity of the underlying details is reduced to allowing the “define” interaction to advance further to the front of the interface.
- B
- Hovering over a production type row in the Production Type container produces a row highlight and a custom pointer cursor with an attached “Remove” tooltip. Clicking on the row removes the row from the container and causes the production type to regain an enabled state in the Population Panel (D).
- C
- With all required fields populated the Save action link becomes enabled.
- D
- Items already listed in the Production Type container in the Trigger parameters are shown as disabled in the Population Panel.

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Define Progression

Assign Progression

Define Spread

Assign Spread

Controls

Define Controls

Assign Controls

Vaccination

Zones

Define Zones

AssignZones

Accounting

Output Settings

Validate Scenario

Vaccination Triggers

1. Disease Detection

Cattle-Swine

Cattle

Swine

Chickens

Chicken-Swine

+ define new

2. Rate of New Detections

+ define new

3. Dissemmination Rate

+ define new

4. Grouped Production Types

+ define new

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

50 infections detected within 12 production types

125 infections detected within 6 production types

Vaccination is triggered when disease is detected in 125 units of the production type(s) listed below:

Cattle 1 (12,000 units)

Cattle 2 (132,000 units)

Cattle 3 (5,000 units)

Cattle 4 (21,000 units)

Cattle 5 (56,200 units)

Cattle 6 (12,000 units)

Cancel | Save

Population Production Types

Cattle 1 (12,000 units) some notes might go ...

Cattle 2 (132,000 units)

Cattle 3 (5,000 units)

Cattle 4 (21,000 units)

Cattle 5 (56,200 units) notes, notes, notes ...

Cattle 6 (12,000 units) some other notes go ...

Swine 1 (5,000 units)

Swine 2 (300 units)

Swine 3 (1000 units)

Swine 4 (7,895 units)

Swine 5 (1,234 units)

Swine 6 (5,672 units)

Other 1 (12,000 units)

Other 2 (12,000 units)

Other 3 (500 units)

Other 4 (3 units) there aren't very many ...

Other 5 (567,124 units) but there are many ...

Other 6 (12,000 units)

Other 7 (1,000 units)

Chickens (12,000 units)

Production Type Groups

Chicken-Swine

+ define new

Remove

5

Vaccinations Input UI - Trigger Populated with Definitions

The styling of user-generated Trigger definitions is shown here. The string in the right column (B) is intended to provide enough information for the user to quickly differentiate between Trigger definitions while remaining fairly discrete. Further details can be drilled into for any Trigger by clicking in the list item row to open either a read-only presentation of the “+ define new” interaction, or the “+ define new” interaction itself (see pg 9 for further discussion).

- A Trigger Name
- B Trigger description
- C Mousing over a Trigger row produces a row highlight and reveals icons representing available contextual actions
- D Duplicate icon - clicking triggers a “+ define new” interaction with the parameter fields populated with identical data and the name field populated with the genesis definition’s name appended with “copy”
- E Delete icon - clicking triggers a confirmation dialog (which can be dismissed for future delete interactions). Accepting the warning in the confirmation dialog closes the pop-up and the definition is deleted.

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Disease | summary

Define Progression

Assign Progression

Define Spread

Assign Spread

Controls

offon

Define Controls

Assign Controls

Vaccination

offon

Zones

offon

Vaccination Triggers

1. Disease Detection ?

Cattle-Swine

Cattle

A Swine

Chickens

Chicken-Swine

+ define new

50 infections detected within 12 production types

125 infections detected within 6 production types

B 125 infections detected within 6 production types

100 infections detected within 1 production type

75 infections detected within 1 production type group

2. Rate of New Detections ?

+ define new

3. Dissemmination Rate ?

+ define new

4. Grouped Production Types ?

+ define new

Population Production Types

Cattle 1

(12,000 units)

some notes might go ...

Cattle 2

(132,000 units)

Cattle 3

(5,000 units)

Cattle 4

(21,000 units)

Cattle 5

(56,200 units)

notes, notes, notes ...

Cattle 6

(12,000 units)

some other notes go ...

Swine 1

(5,000 units)

Swine 2

(300 units)

Swine 3

(1000 units)

Swine 4

(7,895 units)

Swine 5

(1,234 units)

Swine 6

(5,672 units)

Other 1

(12,000 units)

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Define Progression

Assign Progression

Define Spread

Assign Spread

Vaccination

offon

Zones

offon

Vaccination Triggers

1. Disease Detection ?

Cattle-Swine

Cattle

C Swine

Chickens

Chicken-Swine

+ define new

50 infections detected within 12 production types

125 infections detected within 6 production types

125 infections detected within 6 production types

100 infections detected within 1 production type

75 infections detected within 1 production type group

2. Rate of New Detections ?

+ define new

3. Dissemmination Rate ?

+ define new

4. Grouped Production Types ?

+ define new

Population Production Types

Cattle 1

(12,000 units)

some notes might go ...

Cattle 2

(132,000 units)

Cattle 3

(5,000 units)

Cattle 4

(21,000 units)

Cattle 5

(56,200 units)

notes, notes, notes ...

Cattle 6

(12,000 units)

some other notes go ...

Swine 1

(5,000 units)

Swine 2

(300 units)

Swine 3

(1000 units)

Swine 4

(7,895 units)

Swine 5

(1,234 units)

Swine 6

(5,672 units)

Other 1

(12,000 units)

Vaccinations Input UI -
Grouped Production Types
Trigger

The Grouped Production Types Trigger (#4) is the one Trigger Type that requires some additional interaction consideration. It is possible that the user has not previously had occasion to create groups of production types, or may desire to create unique production types for this specific vaccination Trigger. On the other hand, some desired groups may already be extant in the Groups section of the Population Panel. The “+ define new” interaction must support the addition of both existing groups and the creation of new groups.

One option is to require the user to create any desired groups in the context of the Population Panel (an interaction that will be defined in the coming week). The “+ define new group” action link (A) could easily trigger this interaction in the Population Panel, creating a fairly smooth pairing of locus-of-initiative and the creation interaction. However, there remains some wonkiness to this solution.

A second option is to allow the user to create new groups directly inside of the Trigger parameters field as describe on page 8.

In either case, presenting the singular Population Production Types list in the Population Panel as disabled would provide an additional cue to the user about the required interaction.

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Disease | summary

Define Progression

Assign Progression

Define Spread

Assign Spread

Controls

Define Controls

Assign Controls

Vaccination

Zones

Define Zones

AssignZones

Accounting

Output Settings

Validate Scenario

Vaccination Triggers

1. Disease Detection

Cattle-Swine

Cattle

Swine

Chickens

Chicken-Swine

+ define new

2. Rate of New Detections

All Cattle

All Swine

Other

+ define new

3. Dissemmination Rate

General Dissemmination

+ define new

4. Grouped Production Types

Trigger Name

+ define new

+ define new group

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

Vaccination is triggered when disease is detected in any

of the production type groups defined below:

Select pre-defined groups to add by clicking on a Production Type Group in the Population Panel.

Cancel | Save

Population Production Types

Cattle 1

Cattle 2

Cattle 3

Cattle 4

Cattle 5

Cattle 6

Swine 1

Swine 2

Swine 3

Swine 4

Swine 5

Swine 6

Other 1

Other 2

Other 3

Other 4

Other 5

Other 6

Other 7

Chickens

Production Type Groups

Chicken-Swine

+ define new

7

Vaccinations Input UI -
Grouped Production Types
Trigger (continued)

Clicking on the “+ define new group”
action link produces a pair of input
fields used to define a new production
type group.

A Group Name input field

B Production Type container - functions
identically to the previously described
Production Type container, but
associates the contents to the newly
defined group rather than the top-level
Trigger. Once two production types
have been added to the container
a mechanism (not defined here) for
saving the new group is enabled.
Clicking said mechanism saves the
group and adds it to the Production
Type Groups list in the Population
Panel.

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Define Spread

Assign Spread

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Define Controls

Assign Controls

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Zones

Define Zones

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Vaccination Triggers

1. Disease Detection

Cattle-Swine

Cattle

Swine

Chickens

Chicken-Swine

+ define new

2. Rate of New Detections

All Cattle

All Swine

Other

+ define new

3. Dissemmination Rate

General Dissemmination

+ define new

4. Grouped Production Types

Trigger Name

+ define new

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

Vaccination is triggered when disease is detected in any

of the production type groups defined below:

Chicken-Swine

Group Name

To add production types to the Group click on a Production Type from the Population Panel.

+ define new group

Cancel | Save

Population Production Types

Cattle 1

Cattle 2

Cattle 3

Cattle 4

Cattle 5

Cattle 6

Swine 1

Swine 2

Swine 3

Swine 4

Swine 5

Swine 6

Other 1

Other 2

Other 3

Other 4

Other 5

Other 6

Other 7

Chickens

Production Type Groups

Chicken-Swine

+ define new

12,000 units

132,000 units

5,000 units

21,000 units

56,200 units

12,000 units

5,000 units

300 units

1000 units

7,895 units

1,234 units

5,672 units

12,000 units

12,000 units

500 units

3 units

567,124 units

12,000 units

1,000 units

12,000 units

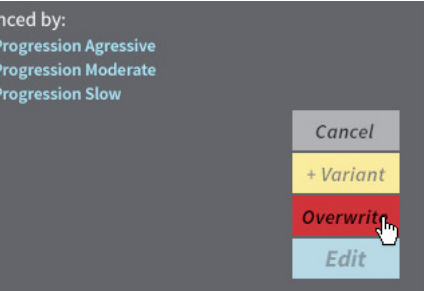
there aren't very many ...

but there are many ...

8

Vaccinations Input UI

Not discussed in the previous specifications is the impact of editing or deleting data that is already associated with a set of outputs after a scenario is run. When a user opens a project/ scenario that has been validated, processed, and associated with an output set I propose that all content in the Vaccination UI be presented as read-only and an “unlock” button (A) be provided at the bottom of the interface with an accompanying descriptive statement. Clicking on the “Edit Triggers” button would produce the same interaction defined originally in the Defining Disease Spread spec wherein the user has the option to overwrite the existing data or create a variation of the scenario.



from “Define Progression UI” (12/2/14)

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Vaccination Triggers

1. Disease Detection

Cattle-Swine50 infections detected within 12 production types

Cattle125 infections detected within 6 production types

Swine125 infections detected within 6 production types

Chickens100 infections detected within 1 production type

Chicken-Swine75 infections detected within 1 production type group

+ define new

2. Rate of New Detections

+ define new

3. Dissemmination Rate

+ define new

4. Grouped Production Types

+ define new

5. Time From 1st Detection

+ define new

6. Diminishing Resources

+ define new

Population Production Types

Cattle 1(12,000 units)some notes might go ...

Cattle 2(132,000 units)

Cattle 3(5,000 units)

Cattle 4(21,000 units)

Cattle 5(56,200 units)notes, notes, notes ...

Cattle 6(12,000 units)some other notes go ...

Swine 1(5,000 units)

Swine 2(300 units)

Swine 3(1000 units)

Swine 4(7,895 units)

Swine 5(1,234 units)

Swine 6(5,672 units)

Other 1(12,000 units)

Other 2(12,000 units)

Other 3(500 units)

Other 4(3 units)there aren't very many ...

Other 5(567,124 units)but there are many ...

Other 6(12,000 units)

Other 7(1,000 units)

Chickens(12,000 units)

Production Type Groups

Chicken-Swine

+ define new

View Results

This set of definitions is presently associated with an existing set of output data and is locked to editing.

Edit Triggers

9