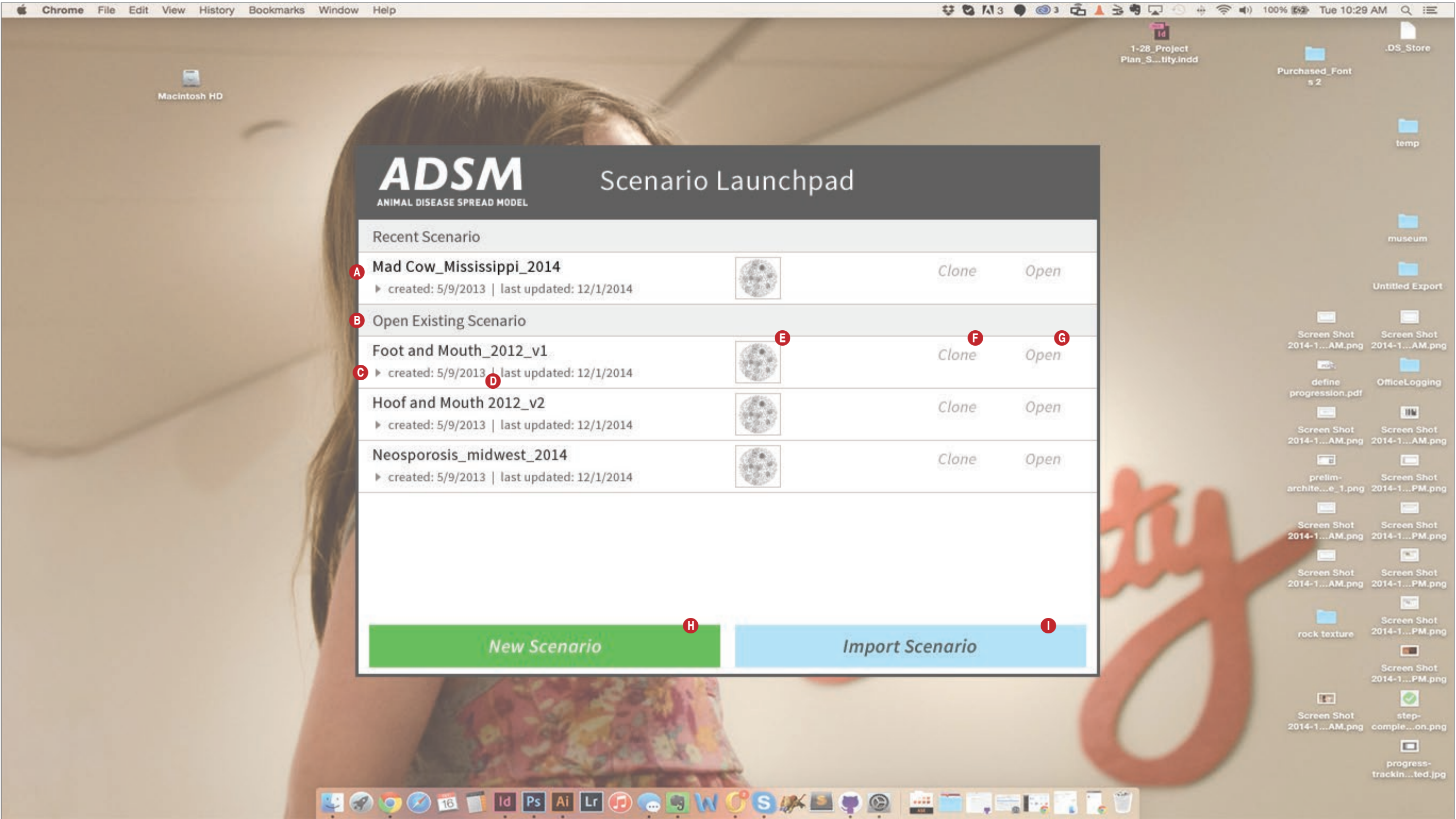


ADSM Launchpad

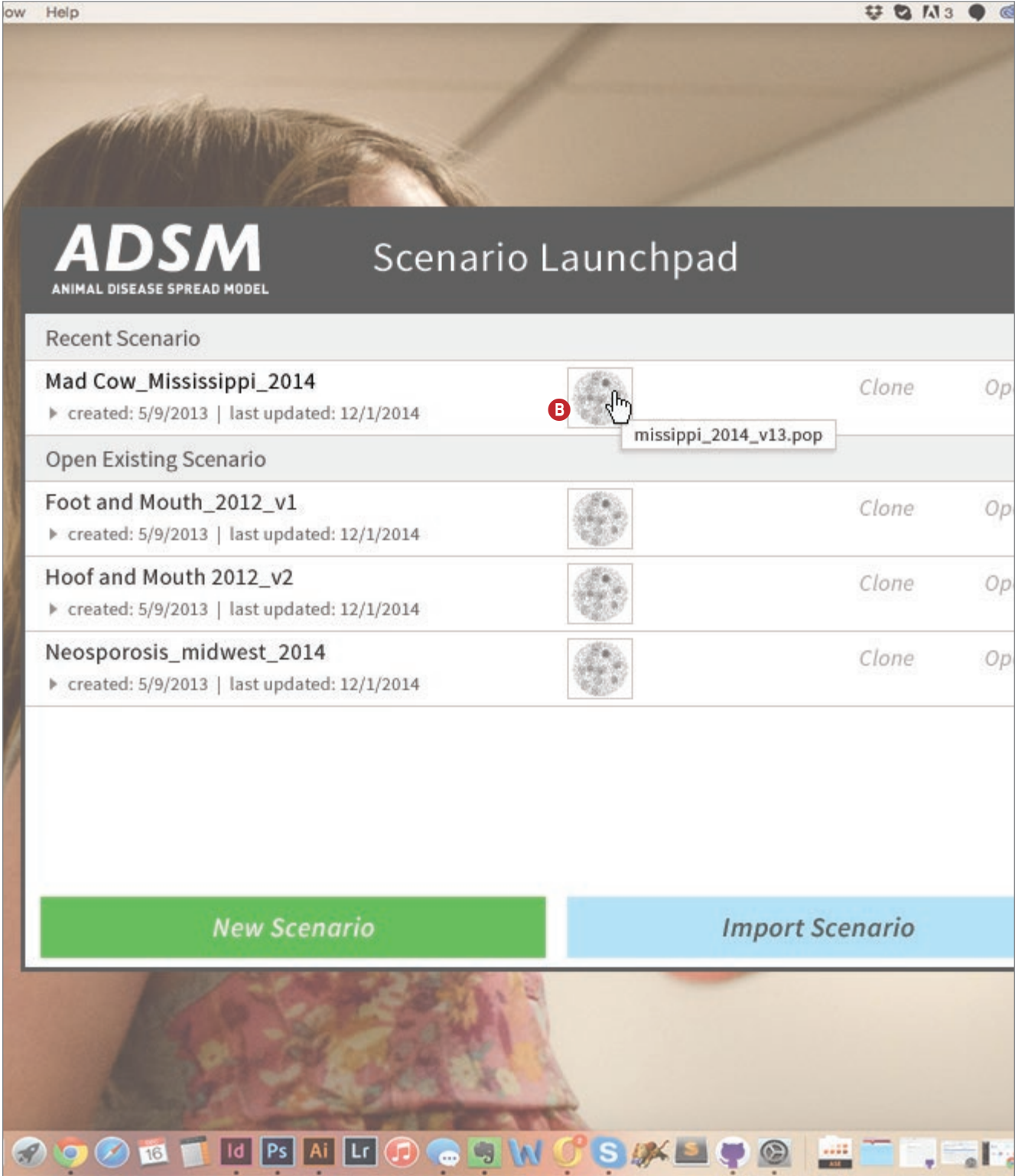
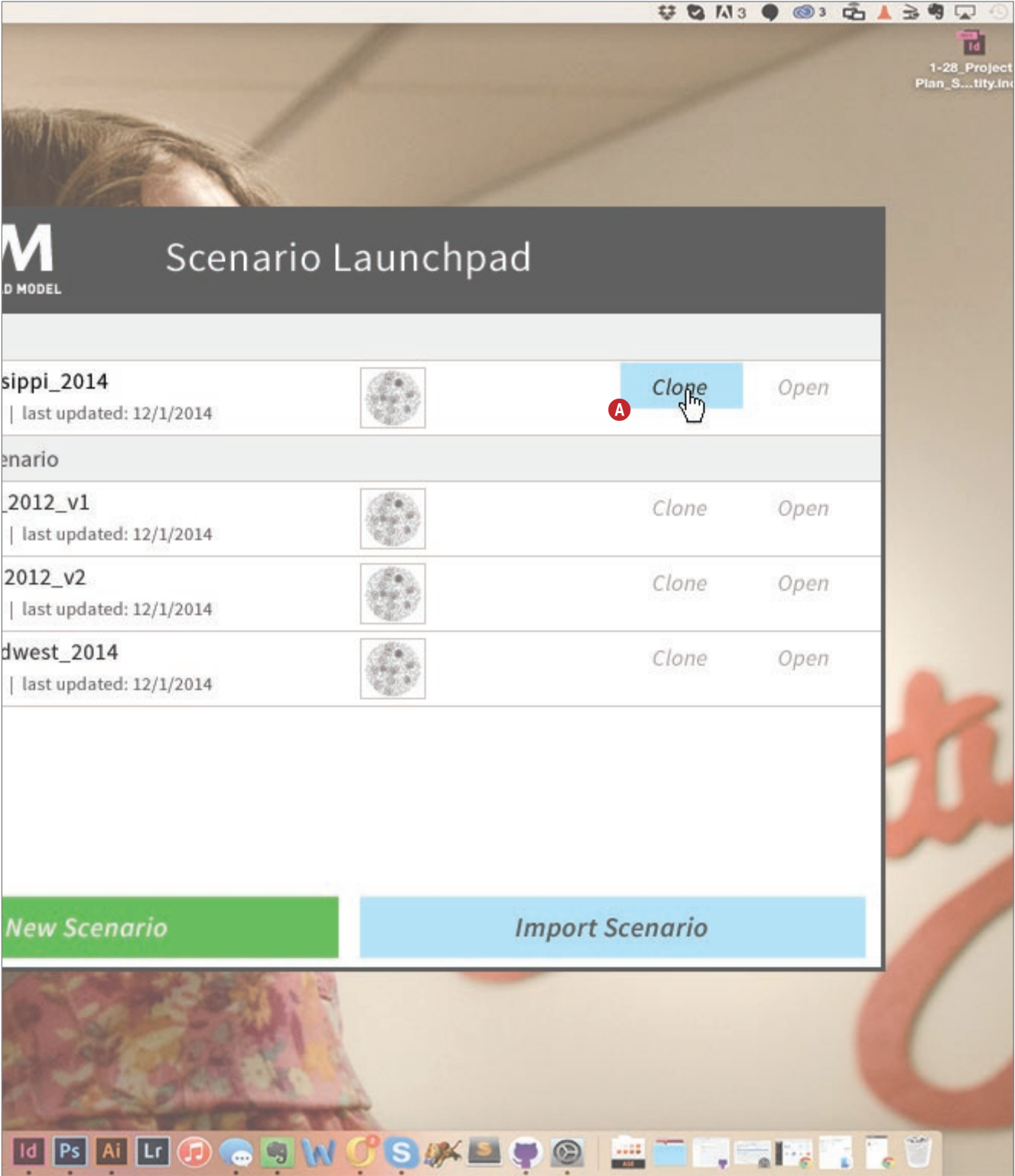
When a user clicks on the ASDM desktop icon to launch the application, the Scenario Launchpad opens and the user is prompted to select a file to load into the application. Shown here is a basic implementation of the interaction with some allowance for expanded functionality.

- A The most recently accessed scenario is always placed at the top of the launchpad under the Recent Scenario header.
- B All other available scenarios are listed under the “Open Existing Scenario” header and sorted in order of last updated first.
- C Modules toggle - When modules are implemented, toggling this control open will show details of the which, if any, disease, control, population modules are attached to the scenario
- D File creation and update information can be useful to the user in determining which file to open.
- E Population Map thumbnail to assist in determining the sought-after file
- F Clone button - clicking triggers an interaction sequence where the user is prompted to create a new file name and description for the new copy of the scenario
- G Open button - clicking launches the application window and loads the scenario.
- H New Scenario button - triggers new scenario interaction
- I Import Scenario button - triggers import scenario interaction



ADSM Launchpad - Hover states

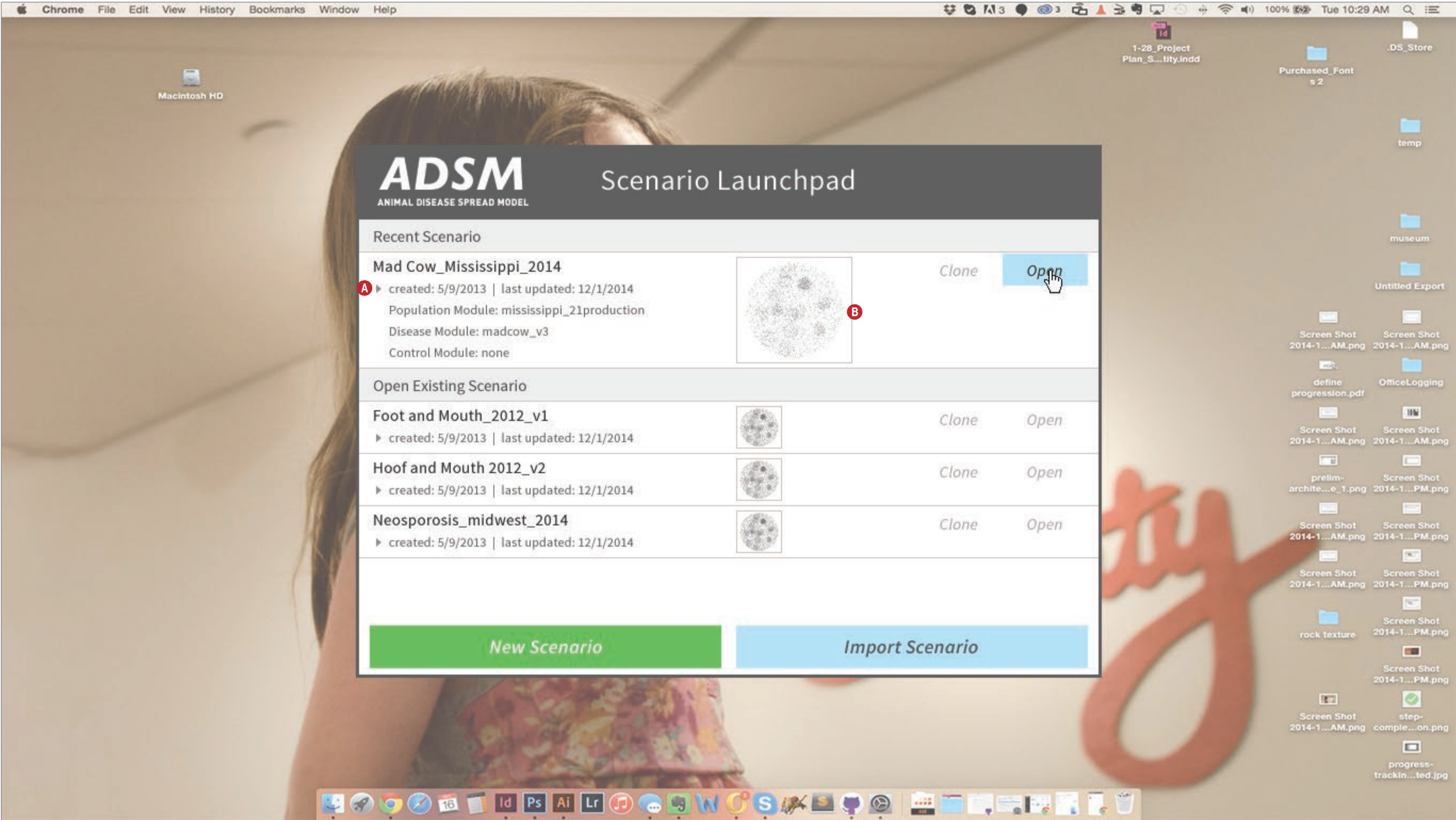
- A Hovering over a Clone or Open button causes the background color to shift to # b4e3f6.
- B Hovering over the Population Map thumbnail produces a tool-tip containing the file name of the imported population (if available). Is there some other information associated with population that might be useful to show the user here?



ADSM Launchpad - Module Details

- A Clicking the Module Details toggle causes the details section to expand to show any attached modules and pushing the content below downward.
- B The Population Map thumbnail expands to fill the available space.

Note: If a file branching system is implemented, the layout for the launchpad will need to represent the Project>Branch structure. The following comps show the basic file access system discussed here applied to the File Panel, followed by an exploration of how the Project>Branch structure would work in that context. The patterns described therein can also be applied to the Scenario Launchpad.



Note: any interaction that results in the closing of the current scenario should be preceded by a pop-up describing the consequences to any unchanged data and offering the user the chance to save that data.

4

File Panel With
Project>Branch Structure

Here, the File Panel is represented with a manner of accessing and managing the features of a Project>Branch file structure. The comps revolve around the currently loaded project, but the same UI and interactions can be applied all projects listed in the panel.

- A

Project Title with “project” tag
- B

Population Map thumbnail
- C

Module Details toggle - clicking expands the section to show any attached modules
- D

The currently active variation is indicated by an “active” tag
- E

Variations List - the requirements for this section need to be defined, but the basic UI has been defined here. Edit, Branch, and Open interactions are shown on the following pages, but some further functionality that may be desired is not explored:

• Ability to rename variations - as the user creates more and more variations, it will likely be desirable to edit variation names in order to manage an evolving project. The name will be the most effective way of identifying differences between variation

• Building off the last point, a description area may be helpful for each variation.

• Sorting functionality in the form of drag and drop may also be desirable for project management.
- ADSM

GUIDING BETTER POLICY

Descriptive Project Title

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

Base Scenario

changes pending...

Population

▼ Disease | summary

Define Progression

Assign Progression

Define Spread

Assign Spread

► Controls | plan

off on

Accounting

off on

Output Settings

Disease Progression

Cattle Progression Agressive

Cattle Progression Moderate

Cattle Progression Slow

Swine Progression

+ define new disease progression

Latent period

Latent Period - cattle

Subclinical period

Subclinical Period - cattle

Clinical period

Clinical Period - cattle

Immune period

Immune Period - cattle

Current Project

A

Mad Cow_Mississippi_2014 [PROJECT]

B

C

► Modules

Variations

Base Control Scenario

Light Vaccination

Moderate Baccination

Draconian Vaccination

No Destruction

Destroy Everything

Accounting Scenario 1 [ACTIVE]

Accounting Scenario 2

Accounting Scenario 3

Hoof and Mouth_2012_v1 [SCENARIO]

created: 5/9/2013 | last updated: 12/1/2014

► Modules

Hoof and Mouth 2012_v2 [PROJECT]

created: 5/9/2013 | last updated: 12/1/2014

► Modules

Neosporosis_midwest_2014 [PROJECT]

created: 5/9/2013 | last updated: 12/1/2014

► Modules

Create New

Import a Scenario

Validate Scenario
- 5

File Panel - Scenario Hover Behavior

- A
- Hovering over a row in the scenario list produces a background highlight and reveals the actions available for that variant.
- B
- Delete variant - clicking triggers a confirmation popup
- C
- Branch variant - on click, the application will check if the currently open scenario has pending changes. If so, a warning pop-up is triggered offering the user to save any pending changes. Closing this dialog with either “save” or “discard” triggers a New Variant modal interaction where the user is prompted to enter a name for the new file (and description?)
- D
- Open variant - on click, the application will check if the currently open scenario has pending changes. If so, a warning pop-up is triggered offering the user to save any pending changes. Closing this dialog with either “save” or “discard” begins the loading process of the selected variant.

Not shown but probably needed is an edit control. This will be an edit icon to the left of the variant name that, like the other interaction icons, is revealed upon hovering over the variant title.

ADSM

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Cattle Progression Agressive

Cattle Progression Moderate

Cattle Progression Slow

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+ define new disease progression

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Latent Period - cattle

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Current Project

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created: 5/9/2013 | last updated: 12/1/2014

► Modules

Hoof and Mouth 2012_v2 [PROJECT]

created: 5/9/2013 | last updated: 12/1/2014

► Modules

Neosporosis_midwest_2014 [PROJECT]

created: 5/9/2013 | last updated: 12/1/2014

► Modules

Create New

Import a Scenario

Validate Scenario

Singular Scenarios in the File Panel

The Project>Branch systems should also support simpler single-scenario files and interactions. I imagine every new project begins as a singular scenario in the manner of the current implementation. The first time that the user chooses to create a variant using the Branch control she is presented with the option of creating a new singular scenario, grouping the original scenario and the new variant into a new Project. If the new Project the new project option is selected, the user is prompted to create a Project Name. It may also be necessary/desirable to allow the user to collect multiple singular scenarios into a Project structure.

A When a singular scenario exists in the project list, the need to show interaction controls requires a slightly modified layout of the list item and the interaction controls. Hovering over the scenario item in the list reveals the available action icons as show.

B Hovering over a Project section in the list toggle the cursor to the pointer. Clicking within the Project section causes the section to expand to show all contained variants, and causing any other expanded Projects to collapse.

ADSM

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Cattle Progression Agressive

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Import a Scenario

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