Step 1 – **Users Read Instructions and Overview**

A whiteboard with a drawing of two people

Description automatically generated

Figure - Overview of Interaction and Instructions

The user will engage with the interaction, and this will be the first screen they encounter with the option of sliding the screen. At the end of the screen, they will be informed to move on they must perform the ‘Yes’ option to showcase understanding. This is significant as the user will become more familiar with the interaction as well as get a better understanding of the design, hopefully making for a smoother experience. This will make the user feel informed and empowered having performed an interaction with feedback of moving to the next page. An option to consider is the accessibility of the movement of the screen and perhaps thinking of other ways to move on.

Step 2 – **First Round Begins**

A white board with red marker on it

Description automatically generated

Figure - First Round of the Interaction

The user will soon engage in the first round where they are given three choices. They can either perform the ‘Yes’ option and move on to the next screen, perform ‘No’ and move on to the next screen or click on the ‘+’ sign to display more information on the bridge design shown to them. This is important if a user needed that little extra information to come to a decision as well as being educational, which is one of my design challenges.

Step 3 – **Extra Information Display**

A white board with a picture of a picture

Description automatically generated

Figure - Extra Information

This page gives the participants more information and will hopefully educate them on the submission as well as the candidate that submitted the design. It will also give the user a bigger image and the option to go back to the previous page. This is important as users can get a closer look at the design and come to a conclusion based on the further reading, rather than basing their decision on an image and title. This should empower the user to feel educated as well as believe that their decision was based on logic rather than purely emotion.

Step 4 – **Pop-up Display & Confirming Final Pick**

A drawing on a white board

Description automatically generated

Figure - Pop-up Display to Confirm Choice

A whiteboard with red marker on it

Description automatically generatedThis will give the user the option to confirm their final bridge design and if they agree with their decision, they can perform the ‘Yes’ pose to move on to the final page. However, if they had a decision they did not agree with at the end, they can perform the ‘No’ pose and be taken to a different page. This page will display the options they went through during the experience. They can once again select the bridges to display more information as well as select their final bridge choice from this page. The option of sticking with the final bridge is still with them if they click to go back. This will help comfort the user if a mistake was made during their selection process. It also allows for a final conclusion and gives the user a database of information to educate themselves on if they desire to.

Figure - Bridge Selection

Step 5 – **Comparison of Chosen Bridge to Official Bridge**

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Description automatically generated

Figure - Comparison of User Selected Bridge to Clifton Suspension Bridge

This page will display the final outcome of the interaction and compare the bridge the user has finished with compared to the winning Clifton Suspension Bridge. This page will once again give the user the option to display information on each design and give the user the opportunity to educate themselves on the bridge. This will hopefully end with the user having had an enjoyable experience as well as a sense of understanding of the background to the suspension bridge and how it came to be. In addition, hopefully the experience is interesting and interactive enough that users want to visit the suspension bridge to learn more about the history in a fun and interactive way.