

How will your users understand the content of the project?

The user will be given some tooltips that automatically load when the page loads to serve as a quick tutorial on how the site operates. In addition, I can provide a loading page or a short paragraph description on the top of the page describing how the page works, what it's for, who it serves, and provide examples on how to use it to serve individual goals.

How will your users understand the primary objectives?

The user will understand the primary objectives via good design and tooltips. The primary objectives, which are to understand the various factors that affect one's salary and level of income, will be provided as a toolbar on the side that affect the visuals on the map which portray the wage gap in the specific regions.

What content and features do your users need, and in what form do they need it?

The user needs a visualization of the wage gap depicted in their selected region (on a map), as well as a legend for all of the depicted icons and colors shown on the map. In addition, a short description of the project will be provided as a paragraph on the top of the page so that the user knows what this is for. A toolbar on the side will provide the user with options to check on or off, such as level of experience.

How do your users think your interactive projects should work and what are their experience levels with the type of media you are creating?

The user thinks my interactive project should work just like any map that they have used where they drag to browse around the map. Any person who has used Amazon.com and has experience with filtering down results will know how to use the website. Maps are also very intuitive as they use scrolling controls to zoom in and out, and also have the "hand" pointer to show that the map can be dragged around using a click action on the mouse.