

# Dashboard UX Exploration

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## UX Idea #1: Too much text

Dashboards are meant to be easy for the viewer to use which involves having the user read less text on the screen. This can involve replacing the text with images instead.

Before:

**ETHICS DASHBOARD**  
**STAKEHOLDER ANALYSIS**

Stakeholders are persons or groups that will be impacted by the decision/action taken. List the stakeholders and what they want in the simplest terms – wealth, social status, etc. Note: It's good to start with the decision-maker as the first stakeholder and then work out from there.

STAKEHOLDER 1	INTERESTS
The engineer asked to design the VW defeat device.	Professional success, job security, a clear conscience
STAKEHOLDER 2	INTERESTS
The decision makers at VW who asked the engineer to create the device	Increase Profit, Satisfy Consumer needs
STAKEHOLDER 3	INTERESTS
Consumers – vehicle buyers	A 'green' vehicle, a clear conscience, social status

**DASHBOARD**  
UTILITARIANISM  
DEONTOLOGY  
VIRTUE ETHICS  
CARE ETHICS  
MY PROGRESS

STAKEHOLDER 4–CLICK TO ADD ... as many as necessary—it could be lots!

After:

**ETHICS DASHBOARD**  
**STAKEHOLDER ANALYSIS**

Stakeholders are persons or groups that will be impacted by the decision/action taken. List the stakeholders and what they want in the simplest terms – wealth, social status, etc. Note: It's good to start with the decision-maker as the first stakeholder and then work out from there.

**ADD STAKEHOLDER**

**DASHBOARD**  
UTILITARIANISM  
DEONTOLOGY  
VIRTUE ETHICS  
CARE ETHICS  
MY PROGRESS

**STAKEHOLDERS**


STAKEHOLDER 1	INTERESTS
The engineer asked to design the VW defeat device.	Professional success, job security, a clear conscience

**DONE**

**ETHICS DASHBOARD**

**STAKEHOLDER ANALYSIS**

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 **ADD STAKEHOLDER**

**DASHBOARD**

- UTILITARIANISM
- DEONTOLOGY
- VIRTUE ETHICS
- CARE ETHICS
- MY PROGRESS

**STAKEHOLDERS**

Stakeholder #1

There are many other instances in the project proposal where there is too much text. Will work on fixing each scenario on a case-by-case basis to get rid of the issue of too much text.

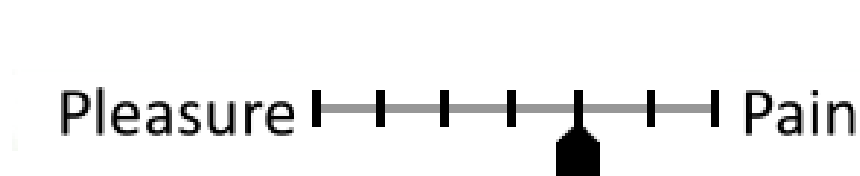
### UX Idea #2: More precise sliders

Direct value sliders instead of indirect value sliders make it easier for the user to determine the right placement for the value. It also makes it easier to compute on the backend for data calculation purposes.

Before:



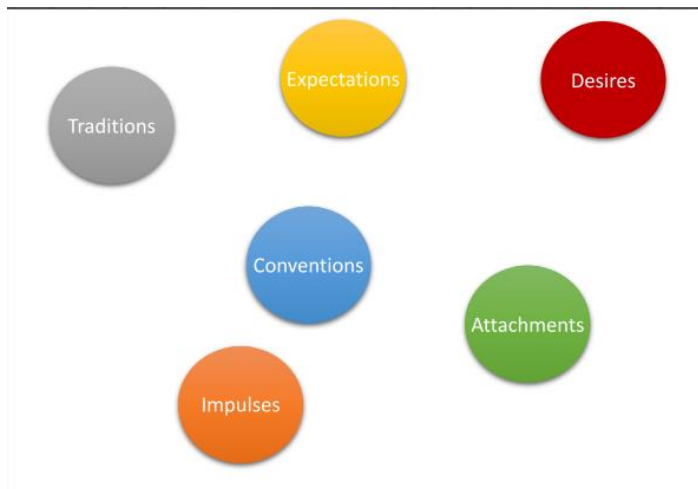
After:



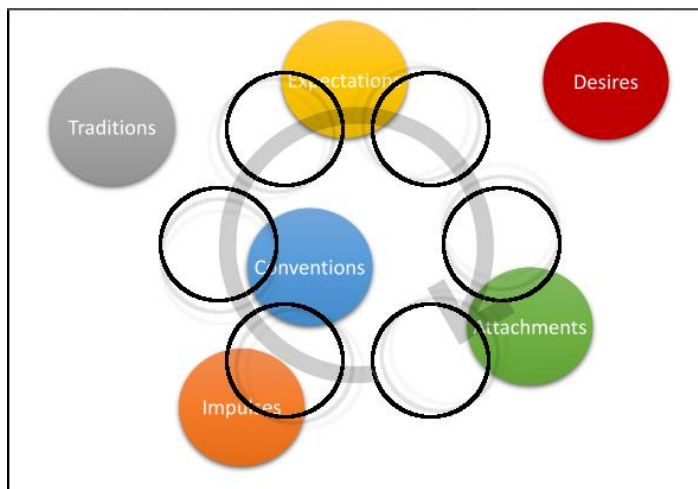
### UX Idea #3: Better emphasis on task completion

It can be difficult to figure out the task that needs to be completed on certain pages. In order to combat the unknown, add guides to the page to help direct the user to complete the task.

Before:



After:



This will help give better emphasis to place the coloured circles within the circle holes to equalize the task. The circles with holes will be circling around while the coloured circles will be bouncing around the box container until it is moved into one of the circle holes.

The slide before made it difficult for the user to know to move the coloured circles into a circle formation.

#### UX Idea #4: Animations

Transitions from pages add a great flow for focus on the select task.

Looked through <https://www.awwwards.com/> for inspiration on certain animation concepts through other webpages.

Example: <https://medium.muz.li/ui-interactions-of-the-week-281-cab197a498fc>