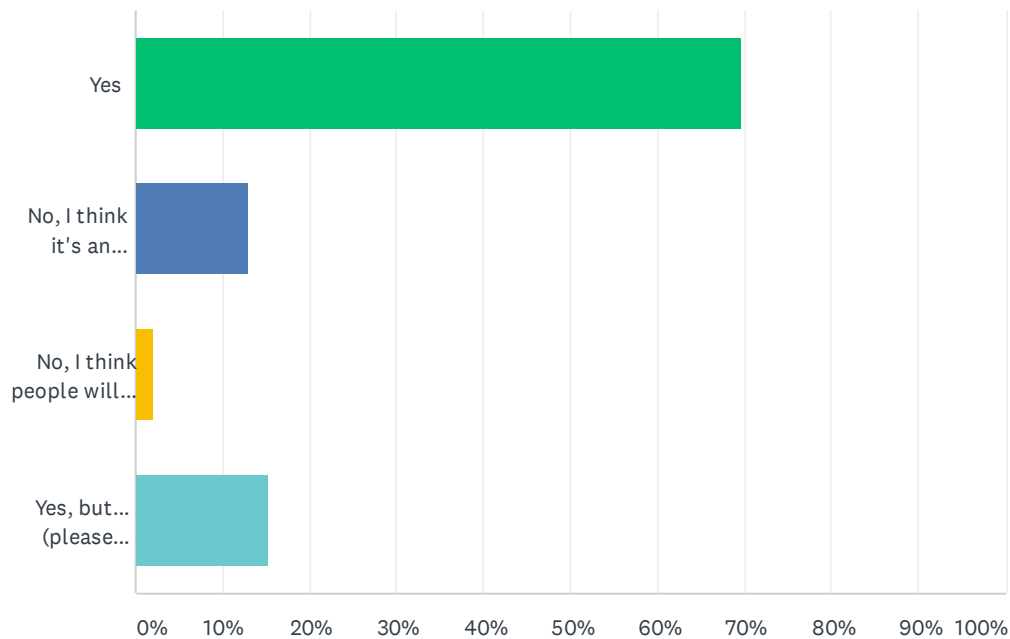# Q1 Do you like the idea of First Run Wizard (inspired by Zoner implementation)?

Answered: 46   Skipped: 0
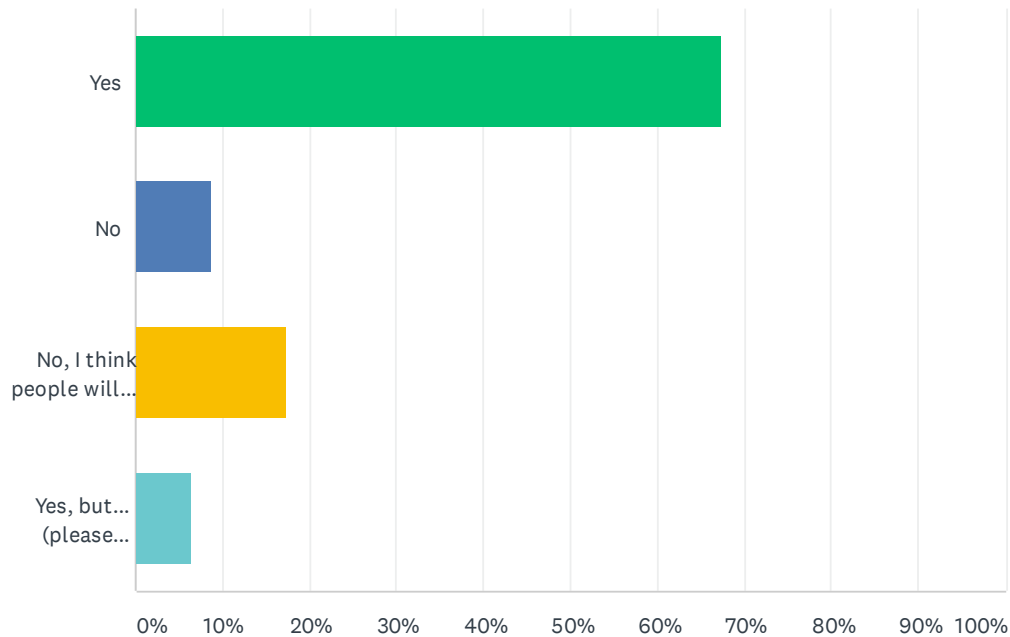

ANSWER CHOICES	RESPONSES	
Yes	69.57%	32
No, I think it's an unnecessarily complicated option	13.04%	6
No, I think people will skip it anyway	2.17%	1
Yes, but... (please specify)	15.22%	7
TOTAL		46

#	YES, BUT... (PLEASE SPECIFY)	DATE
1	but make the startup process as simple as QGIS. The original startup process of GRASS is way too old and complicated for new users.	10/27/2020 3:04 PM
2	In my experience, tutorials work best not when done once but when they are set up to be constantly referenced for small things. I would recommend a written and video tutorial that is linked to by these pop-ups rather than tutorial methods delivered to the user.	10/24/2020 1:41 PM
3	Explain regions and map sets and how it will affect your session, data import/export options.	10/23/2020 10:58 PM
4	No? Maybe? Could be helpful for some, but very annoying for others. Need to have a way to quickly disable / skip it.	10/23/2020 4:16 PM
5	Allow the user to skip it	10/23/2020 2:05 PM
6	there should be the option to bypass the first run wizard	10/23/2020 1:56 PM
7	but make it optional	10/23/2020 1:55 PM

Q2 Do you like the idea of first-time mode info bars (visually similar to info bars in QGIS implementation)?

Answered: 46   Skipped: 0

ANSWER CHOICES	RESPONSES	
Yes	67.39%	31
No	8.70%	4
No, I think people will ignore it	17.39%	8
Yes, but... (please specify)	6.52%	3
TOTAL		46

#	YES, BUT... (PLEASE SPECIFY)	DATE
1	additional info might be useful	10/27/2020 3:04 PM
2	Seems like it can only help. Though I would make it a manual option by the user, part of the info bar, to stop them, for the same reason as above.	10/24/2020 1:41 PM
3	Avoid certain colours like yellows and reds - users will think something is wrong	10/23/2020 2:05 PM

Q3 Do you have other ideas that would lead you to a more straightforward navigation in the software?

Answered	46
Skipped	0
Selected	29

Selected Respondents	Response Date	Responses
1	Oct 27 2020 03:04 PM	make the creation of a project simple, at the moment when users just want to see their data in a viewer, they are bogged down with projects etc. which is not necessary.
4	Oct 26 2020 03:49 PM	Description of what GRASS database, location and mapset means See the Data management first and a description of the main tabs
5	Oct 26 2020 12:42 PM	- immediately show map at first startup - provide links to tutorial videos
6	Oct 26 2020 11:49 AM	Nope but I am not sure that having the demolocation as default is a good idea. I think it will confuse users and take space on disk. Also I hope that with all these new functionalities the options from the command line are still available.
12	Oct 24 2020 04:50 PM	Maybe a pop-up for data import (with user choice if this should go into current projection or into new location)
13	Oct 24 2020 03:11 PM	Develop a "knowledge wizard" how to address geospatial questions. Like - "I want to ... resample" --> show all commands having "resampling" as a keyword + Wiki page (https://grasswiki.osgeo.org/wiki/Interpolation#Resampling_methods_and_interpolation_in_GRASS_GIS) - "I want to clean vector topology" --> same + Wiki page - etc.

14	Oct 24 2020 01:41 PM	QGIS works as an extremely helpful facade for engaging with GRASS GIS functions. I still struggle to use many GRASS functions because GRASS uses terms that do not map to the terms used for general GIS work. Comparing the pop-up and input options for a vector function like v.distance in GRASS to it's equivalent is a good way to see the difference. GRASS's non-intuitive inputs and lingo prevent me from using most of the functions. The tutorials in my experience do no better to translate them, they simply regurgitate what's in the sidebar for the function already. Though I will be first to admit I may not have found the right tutorial page.
15	Oct 24 2020 11:11 AM	A "First Time Help" popup which tells the user what GRASS must have before it can startup. e.g.: A folder on disk, a projection, a ??? " My difficulties with GRASS were due to not easily finding out the basic needs and structure of how GRASS 'hangs together'.
16	Oct 24 2020 10:07 AM	Having a beginner checkbox(true by default), where a helper hover message appear when i put the mouse on open a new dialog
20	Oct 23 2020 11:37 PM	Qgis like processing panel
21	Oct 23 2020 10:58 PM	Tool search (similar to processing interface)
22	Oct 23 2020 09:28 PM	It's uncommon to start a blank gis project. Usually, when I use a GIS, I already have at least a satellite image or a shapefile. It would be great to have a First Run Wizard focused on that initial data, for setting up the project's bounding box and spatial reference system.
24	Oct 23 2020 09:10 PM	keep it simple as possible
25	Oct 23 2020 08:14 PM	Don't make the first time run wizard too long.
28	Oct 23 2020 04:47 PM	info icons that would allow folks to hover and know what they're working with/link to help or FAQs
29	Oct 23 2020 04:45 PM	an undo button would be nice
30	Oct 23 2020 04:44 PM	Optional video tutorials put out by GRASS GIS
32	Oct 23 2020 04:43 PM	specifying when a double click vs a right click leads to more info / options
33	Oct 23 2020 04:43 PM	Something about file management, or the creation of a grass directory?
34	Oct 23 2020 04:42 PM	associated videos for guidance
35	Oct 23 2020 04:16 PM	Changes to the GUI. Put of all GRASS into a single window (that can be rearranged), rather than multiple floating windows. Open new map displays in tabs rather than new windows.

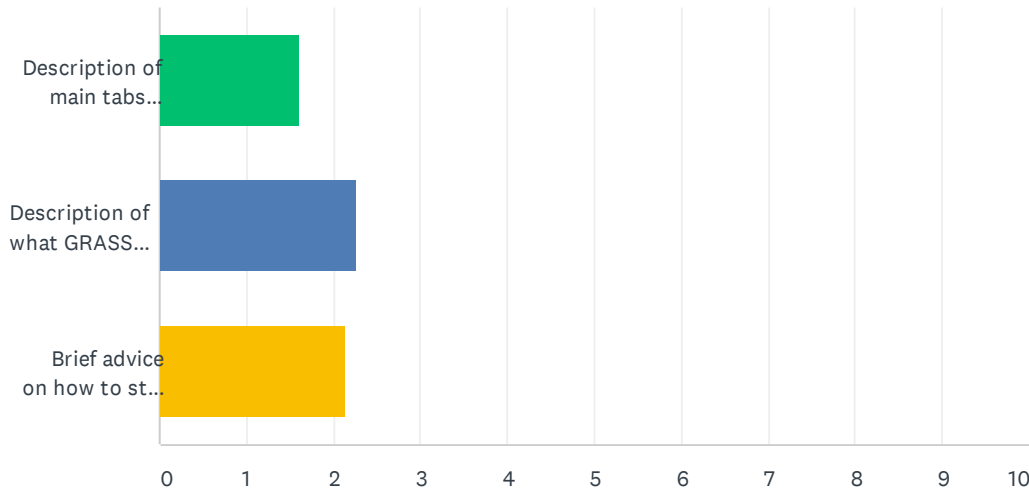|		
36	Oct 23 2020 03:22 PM	Navigate in grass is easy. All modules are accessible in menus, or toolboxes, etc. What is really difficult is the concept of workspace and create the locations.
38	Oct 23 2020 02:33 PM	A better documentation page
39	Oct 23 2020 02:17 PM	LibreOffice as a nice implementation of different types of toolbar layout
40	Oct 23 2020 02:05 PM	The Database/Locations/Mapset structure offers many advantages but it takes time to get your head around it even if you are not new to GRASS. Unfortunatelly I do not have any suggestions because changing that structure would mean, I guess, to compromise many other great features of GRASS.
41	Oct 23 2020 02:04 PM	An alternative would be very detailed pdf manuals with the printscreens and information on each button and functionality. Something similar but not necessarily attached to the GUI. This pdf could be accessible or suggested when opening GRASS.
42	Oct 23 2020 01:56 PM	QGIS has a lot of capability that is lacking up-front with GRASS; BUT, I really prefer the look & feel of the GRASS GIS GUI; I find it more intuitive and logical. This is not to say improvements (added capability) should not be made, there can be, but not at the expense of current usability. I don't believe this is simply because of familiarity
43	Oct 23 2020 01:55 PM	Creating short videos on getting started with GRASS.
44	Oct 23 2020 01:38 PM	What about a single window? Different map displays could be open as tabs linked to tabs in the layer manager, for example.

Q4 What software do you think does a good job of providing a good first-time user experience? (optional)

Answered: 15   Skipped: 14

#	RESPONSES	DATE
1	QGIS because it takes users to their data immediately rather than setting projects and folders. Creating location etc. is too old.	10/27/2020 3:04 PM
2	QGIS	10/26/2020 3:49 PM
3	Slack	10/24/2020 3:11 PM
4	I would consider the particular way QGIS writes help pages to be exemplary. The large pool of help videos by experts and users does the rest.	10/24/2020 1:41 PM
5	Probably QGIS.......	10/24/2020 11:11 AM
6	slack	10/24/2020 10:07 AM
7	Adobe photoshop	10/23/2020 4:47 PM
8	google docs	10/23/2020 4:45 PM
9	Discord	10/23/2020 4:43 PM
10	adobe photoshop	10/23/2020 4:42 PM
11	I really like (old) QGIS simple UI	10/23/2020 3:22 PM
12	Solidworks Ansys	10/23/2020 2:33 PM
13	For someone completely new to GIS, none I would say. For users who some experience/knowledge in GIS I would say QGIS	10/23/2020 2:05 PM
14	tough to say...	10/23/2020 1:56 PM
15	QGIS, it feels more intuitive, at least for the first experience of displaying a map. I really like to have everything in a single window, too. It's less confusing.	10/23/2020 1:38 PM

Q5 Let's imagine you are a first-time user. What would help you significantly in your initial orientation in the software? Please, rank those features according to the importance (1 = the most important).

Answered: 46   Skipped: 0

	1	2	3	TOTAL	SCORE
Description of main tabs (Data, Display, Modules, Console, Python) and Map Display	19.57% 9	21.74% 10	58.70% 27	46	1.61
Description of what GRASS database, location and mapset means	47.83% 22	30.43% 14	21.74% 10	46	2.26
Brief advice on how to start (e.g. how to create a new location and import data)	32.61% 15	47.83% 22	19.57% 9	46	2.13