



Intentional Communities

SOUL OF ATHENS 2020
Ohio University - College of Visual Communications

Megan Knapp - Nicole Dinan - Ryan Vallette - Ally Herrera - Herbert Frimpong
Molly Roberts - Lil Keller - Marina Modi



PROJECT SUMMARY

Build a website with a mobile-first responsive design that tells the stories of three intentional communities in the Southeastern Ohio area:

• Black Locust Farms - Early life

A community of 4 people that has been recently formed and is working to establish itself.

• Currents - Mid-life / transitional

A well-established community of around 70 people that is currently seeking transition power to the next generation.

• SuBAMUH - End-of-life

A community that is no longer active. Before reaching the end-of-life stage, SuBAMUH was a feminist community. We spoke to its last remaining member to find out how the community ceased to exist.

We picked these communities because together they provide a snapshot of the life cycle of an intentional community and because they are centrally located.

What is an intentional community?

An intentional living community is a planned residential community designed from the start to have a high degree of social cohesion and teamwork. The members of an intentional community typically hold a common social, political, religious, or spiritual vision and often follow an alternative lifestyle.

GOALS

Highlight why people join intentional living communities.

Understand internal governing structures, the specific roles of members, and shared economies.

Investigate the lifespan of intentional communities.

Launch site on April 14, 2020.

PROBLEM STATEMENT

How can we educate people on the topic of intentional living communities while telling the stories of local communities at different stages of life?

SCOPE

Content creators will collect photos, interviews, and write the stories.

The design team will create the website with accompanying graphics.

User testing:

We will conduct a user testing exercise of the website using both our personas, and outside users. We will then make adjustments based on feedback and test results.

UX analysis:

A successful UX analysis will result in an actionable list of tweaks and enhancements that, once implemented, will show a measurable improvement to the product's user experience.

DELIVERABLES

A well-designed and responsive website that tells the stories of three intentional communities through:

- photos
- video
- infographics
- maps

A UX analysis of the project which includes:

- personas
- wireframes
- mockups
- user testing reports

Status presentations for updates on our progress.

STRATEGY / APPROACH

Weekly meetings outside of class on Tuesdays from 6 to 8pm.

Keep each other updated on Slack and keep to timeline deadlines.

Our approval process:

turn in → members give feedback → feedback applied and changes made → OK'd by team leader → OK'd by the project manager → OK'd by product owner → approved

THE TEAM



Megan Knapp
Development Lead
File Manager
UX Designer



Ryan Vallette
Project Manager
UX Designer
Developer



Nicole Dinan
UX Lead
Designer
Developer



Ally Herrera
Design Lead



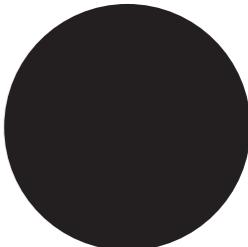
Herbert Frimpong
Designer



Molly Roberts
Product Owner
Content Lead



Lil Keller
Content Creator



Marina Modi
Content Creator



PROJECT TIMELINE

General | Content Team | Design Team

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
JANUARY	20	21 DUE: PROJECT SCOPE v1 Pick communities - Go to a couple of times and solidify/lock in their participation Media Releases Weekly Meetup 6-8PM	22	23	24 Inspiration / competitive comparison - Find examples and bring in to show	
WEEK 2	27	28 DUE: PROJECT SCOPE V2 Personas - 4-6 data-based researched personas UX Goals Weekly Meetup 6-8PM	29	30	31 Wireframes Start Coding Gain access to communities	
FEBRUARY	3	4 Wireframes v2 Weekly Meetup 6-8PM	5 User Testing #1 Start	6	7 Style Guide Finalized Make new wireframes in figma	
WEEK 5	10	11 Content Inventory - list of what is ready and what is planned, what we can add to presentation, what we need User testing results #1 due Weekly Meetup 6-8PM	12	13	14 Mockups Second Code Draft Started	

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
FEBRUARY	17	18 Updated personas to match styleguide Weekly Meetup 6-8PM	19 Start user testing #2	20 First code draft finished	21	
WEEK 6	24	25 DUE: STATUS PRESENTATION DOCUMENT User test #2 results	26	27 DUE: STATUS PRESENTATION Mockups v2 due	28 Code #3 - updated home page and community pages	
MARCH	2	3 Updated mockups - updated homepage page Weekly Meetup 6-8PM	4	5	6	
WEEK 8	9	10 Weekly Meetup 6-8PM	11	12	13 Finished code #3	
WEEK 10	16	17 Write the stories in text - draft #1 Bi-weekly Zoom call @ 4	18 Bi-weekly Zoom call @ 4	19	20	

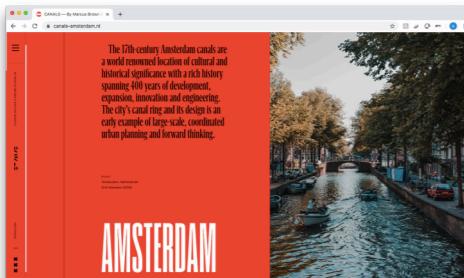
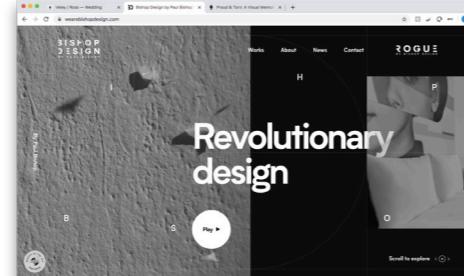
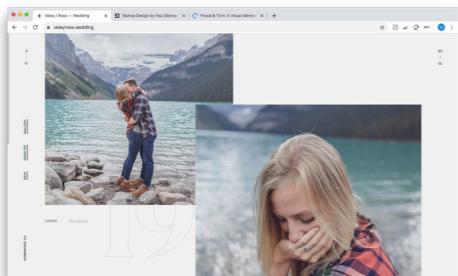
	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
MARCH	23 DUE: STATUS PRESENTATION DOCUMENT	24 DUE: STATUS PRESENTATION	25 Bi-weekly Zoom call @ 4	26 DUE: STATUS PRESENTATION	27	
WEEK 11	30	31 DUE: ALL ON-LOCATION CONTENT DONE (photos, videos, etc.) Bi-weekly Zoom call @ 4	1 Content page and home screen reactive Video lightbox code sprint	2 DUE: ALL OFF-LOCATION CONTENT DONE (writing, photo toning, captions, etc.) User testing #3 - updated home page Bi-weekly Zoom call @ 4	3	
APRIL	6	7 Bi-weekly Zoom call @ 4	8 User test #3 results Bi-weekly Zoom call @ 4	9	10	
WEEK 13	13	14 DUE: SOFT LAUNCH Bi-weekly Zoom call @ 4	15 Bi-weekly Zoom call @ 4	16	17	
WEEK 15	20	21 DUE: FINAL LAUNCH Weekly Meetup 6-8PM	22	23	24	



OUR PROCESS

Inspiration Gathering

While the content team was building rapport with the intentional communities we wanted to feature, the interactive team spent time gathering inspiration for the design and structure of our website. We wanted to do something different and innovative by incorporating a horizontally scrolling home page into our site. We found sites that had aspects we wanted to draw from and came together as a group to discuss what we liked about the examples we found.



DEFINING UX GOALS

- The users should learn what an intentional community is
- The users should be encouraged to explore the stories of three intentional communities in Appalachia
- The users should gain an understanding of the life cycle of an intentional community
- Users should have the opportunity to be curious and explore the side stories to get an understanding of some of the aspects of intentional living communities
- The site should be usable on mobile and desktop devices
- The site should accurately represent the stories of the people interviewed
- The site should be innovative and unique in its approach to storytelling
- Make sure users know how to navigate the site with the varying horizontal and vertical scrolling

CREATING USER PERSONAS

Farhan Saad

32
\$ 105,000
NYC
UX Team Manager
College Education

“I know a great rooftop microbrewery in Chelsea.”



Hailee Banks

19
\$ 5,000
Athens
Student
College Education

“Aint no laws when you drinking claws.”



Jane Keeks

38
\$ 65,000
Columbus
Dispatch Editor
Masters Degree

“The death of local journalism is the death of democracy.”



Bob Kahad

71
\$ 15,000
Brookville, PA
Farmer
High School

“Pull yourself up by your bootstraps.”



Sam Beam

62
\$ 45,000
Athens
Clerk at bookstore
High School

“The Second Amendment is a dog whistle for racism.”



Sam works at a local Athens bookstore. He grew up in Athens County and has been here his whole life.

Sam was never able to attend college but both of his kids are now OU students themselves.



FINDING OUR STYLE

To find our fonts and colors for our site, we made a workspace in Figma where we could all brainstorm ideas in one spot.

The Figma workspace displays a color palette on the left with various shades of brown, grey, and teal. On the right, a 'COLOR' section shows a grid of color swatches with labels like 'Background' and 'Text'. Below it, a 'FONT' section lists four headline options: Playfair Display 30pt, Lora 30pt, Libre Baskerville 30pt, and Noto Serif JP 30pt, each with a preview and a 'Google Fonts' link. A large 'HEADLINE' text sample is centered at the bottom.

ORGANIZATION & STAYING ON TASK

In addition to our timeline, we used Trello.com as our central spot for knowing when and what we need to get done.

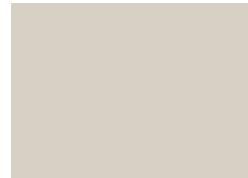
A screenshot of a Trello board titled 'Soul Of Athens'. It has three main columns: 'In Progress' (with cards for 'Final Launch!' and 'Content writing FINAL DEADLINE'), 'Done' (with cards for 'Master Doc Draft 1', 'Soft Launch', and others), and 'On Deck' (with cards for 'IceBox' and 'OnDeck'). A sidebar on the right lists 'Links' to Google Drive, Figma Workspace, and GitHub Repo.

A screenshot of a Trello calendar for February 2020. The days of the week are labeled at the top. Each day contains a grid of cards representing tasks. For example, on Friday, Feb 14, there is a card for 'Mockups'. The calendar spans from Sunday, Feb 9, to Saturday, Feb 15.



STYLE GUIDE / COLOR PALETTE

Background color



#D6DOC6

214, 208, 198

15, 14, 20, 0



#C5BCAD

197, 188, 173

24, 22, 31, 0



#6B5D48

107, 93, 72

51, 53, 70, 29



#3D3522

61, 53, 34

59, 59, 80, 61



#2C3415

44, 52, 21

69, 54, 89, 64



#CC8126

204, 129, 38

18, 54, 100, 3

Accent color

We pulled colors from photos on our site to create the palette.



STYLE GUIDE / FONTS

Aa

Playfair Display
H1 & H2

Aa

Lato
H3 - H6

ABCDEFGHIJKLMNOP

QRSTUVWXYZabcdefg

hijklmnopqrstuvwxyz

1234567890 !@#\$%^&*()

ABCDEFGHIJKLMNOP

QRSTUVWXYZabcdeg

hijklmnopqrstuvwxyz

1234567890 !@#\$%^&*()

ABCDEFGHIJKLMNOP

QRSTUVWXYZabcdeg

hijklmnopqrstuvwxyz

1234567890 !@#\$%^&*(1234567890 !@#\$%^&*(1234567890 !@#\$%^&*)



WIREFRAMES

We went through a few rounds of wireframing to try out different story structures and layouts. We started with low fidelity wireframes and added more detail until we had high-fidelity wireframes that provided an accurate picture of our plan for the site. We used Figma to collaboratively work on the wireframes.

The final version of the wireframes includes a horizontally scrolling home page, three vertically scrolling pages to tell the stories of the communities, a video module, a sidebar page to tell related stories, and navigation.



The wireframes are arranged in a grid:

- Community 1:** Shows a top section with a 'Logo' button and a 'COMMUNITY 1' title, followed by a large orange abstract shape containing a plant icon and a play button. Below this is a dark grey section with text and a small orange shape. At the bottom is a light yellow section with a map outline and a red 'DO' button.
- Community 2:** Similar layout to Community 1, featuring a 'COMMUNITY 2' title, an orange shape with a plant, a dark grey section with text, and a light yellow section with a map outline and a red 'DO' button.
- Community 3:** Similar layout to Community 1, featuring a 'COMMUNITY 3' title, an orange shape with a plant, a dark grey section with text, and a light yellow section with a map outline and a red 'DO' button.
- Sidebar:** Shows a 'Logo' button and a list of options: 'Home', 'Community 1', 'Community 2', and 'Community 3'. Below this is a large black video player area with a play button and a red 'DO' button.

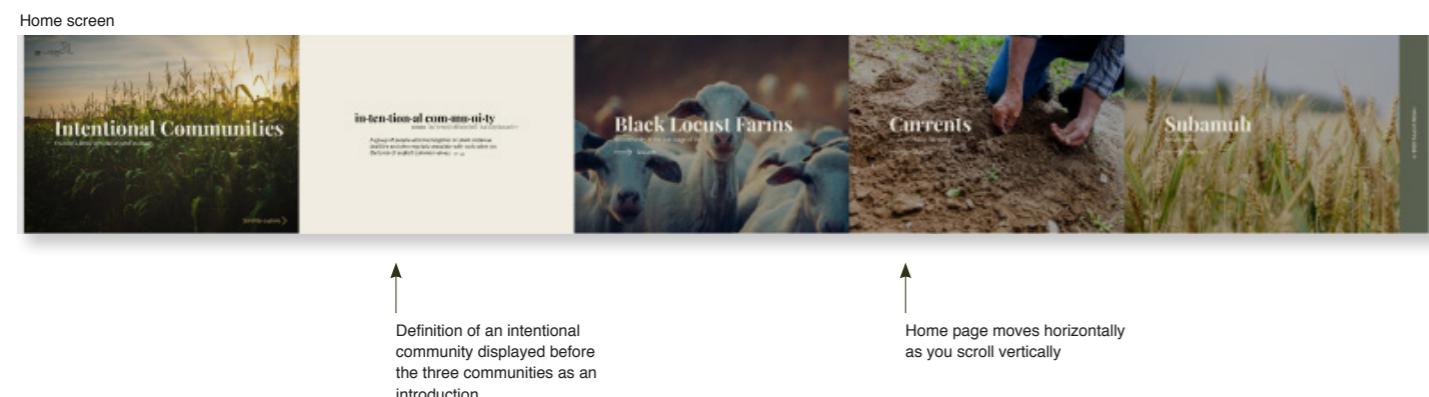


MOCKUPS & PROTOTYPE

After getting feedback on the wireframes from our content team and a few other people, we created mockups to use for user testing and developing our first draft of code. The mockups use stock images and a few images that had been completed by our content producers.

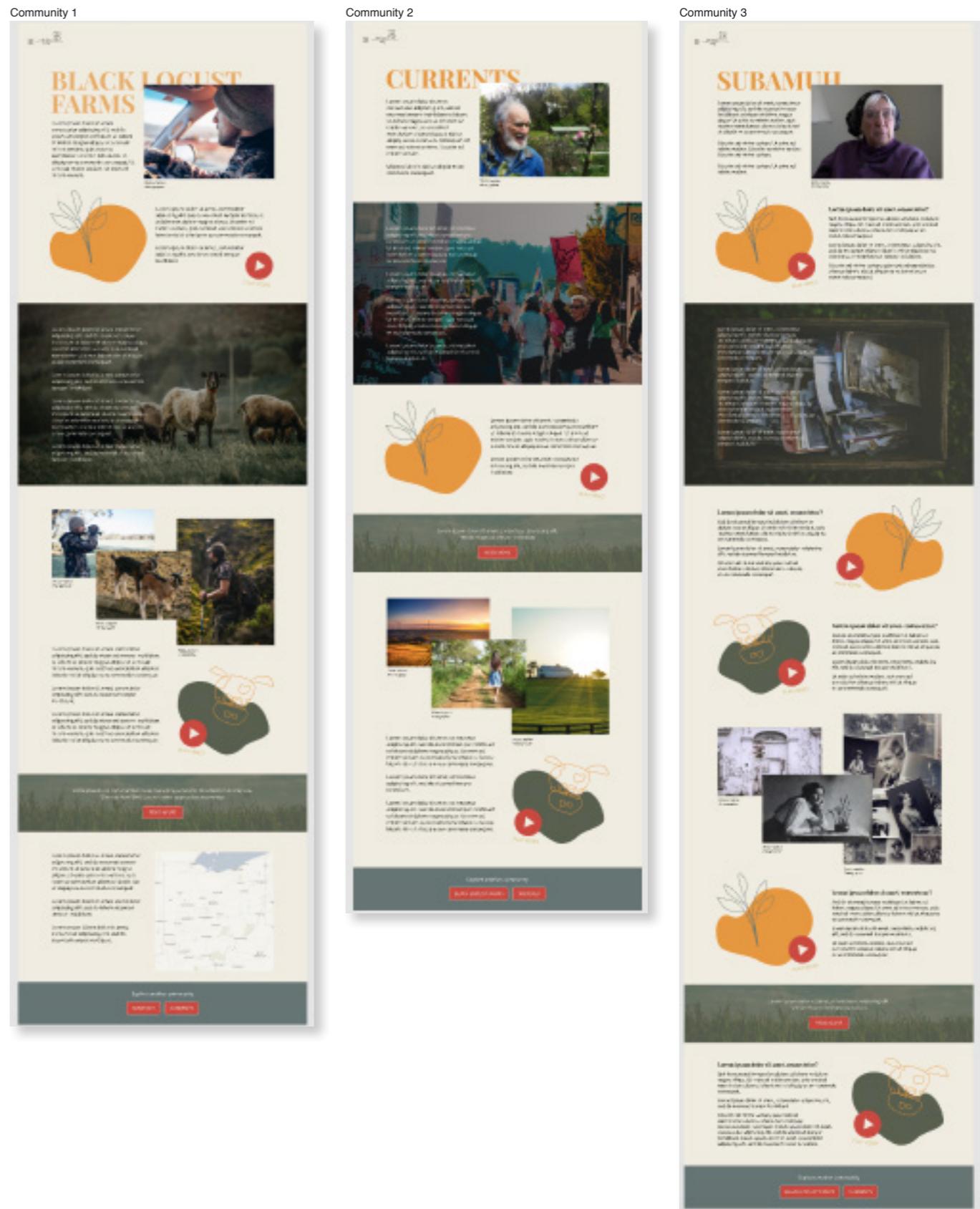
We used Figma to create the mockups, using the wireframes as a base. The mockups are prototyped so they could be used for user testing.

Version 1:



Definition of an intentional community displayed before the three communities as an introduction

Home page moves horizontally as you scroll vertically





MOCKUPS & PROTOTYPE

Version 2:

Home screen

Changes:

- Switched to vertically scrolling based on user testing and feedback
- Audio player of community members explaining what it means to them
- Interactive map to allow users to view locations of communities

Community 1

Community 2

Community 3



MOCKUPS & PROTOTYPE

Version 3:

Home screen

The home screen features a large banner at the top with the text "Intentional Communities" and a subtext "Creating safety out of the-weathered changes." Below the banner is a section titled "in-ten-tion-al com-mu-ni-ty" which includes a definition of intentional communities and a call-to-action "JOIN TO HEAR HOW THEY WHAT INTENTIONAL COMMUNITIES MEAN TO THEM." A horizontal slider allows users to view different communities. Further down the page is a map of Ohio showing the location of a community. At the bottom is a large banner for "Black Locust Collective" featuring a fire scene and a call-to-action "Explore the community". To the right of the main content are two smaller cards: "Currents" and "SuBAMUH".

Gave titles some breathing room based on feedback

Community 1

This community page is titled "BLACK LOCUST COLLECTIVE". It features a bio, a photo of a person in a red and black plaid jacket, and a large graphic of a hand holding a leaf. Below these are sections for "Introducing Unlikely Species", "Local Economics", and "In the shadow of what once was". There is also a video player and a photo gallery.

Community 2

This community page is titled "CURRENTS". It includes a bio, a photo of a person working on a project, and a video player. Below these are sections for "Introducing Unlikely Species", "Local Economics", and "In the shadow of what once was". There is also a photo gallery.

Community 3

This community page is titled "SuBAMUH". It features a bio, a photo of a person, and a video player. Below these are sections for "Introducing Unlikely Species", "Local Economics", and "In the shadow of what once was". There is also a photo gallery.



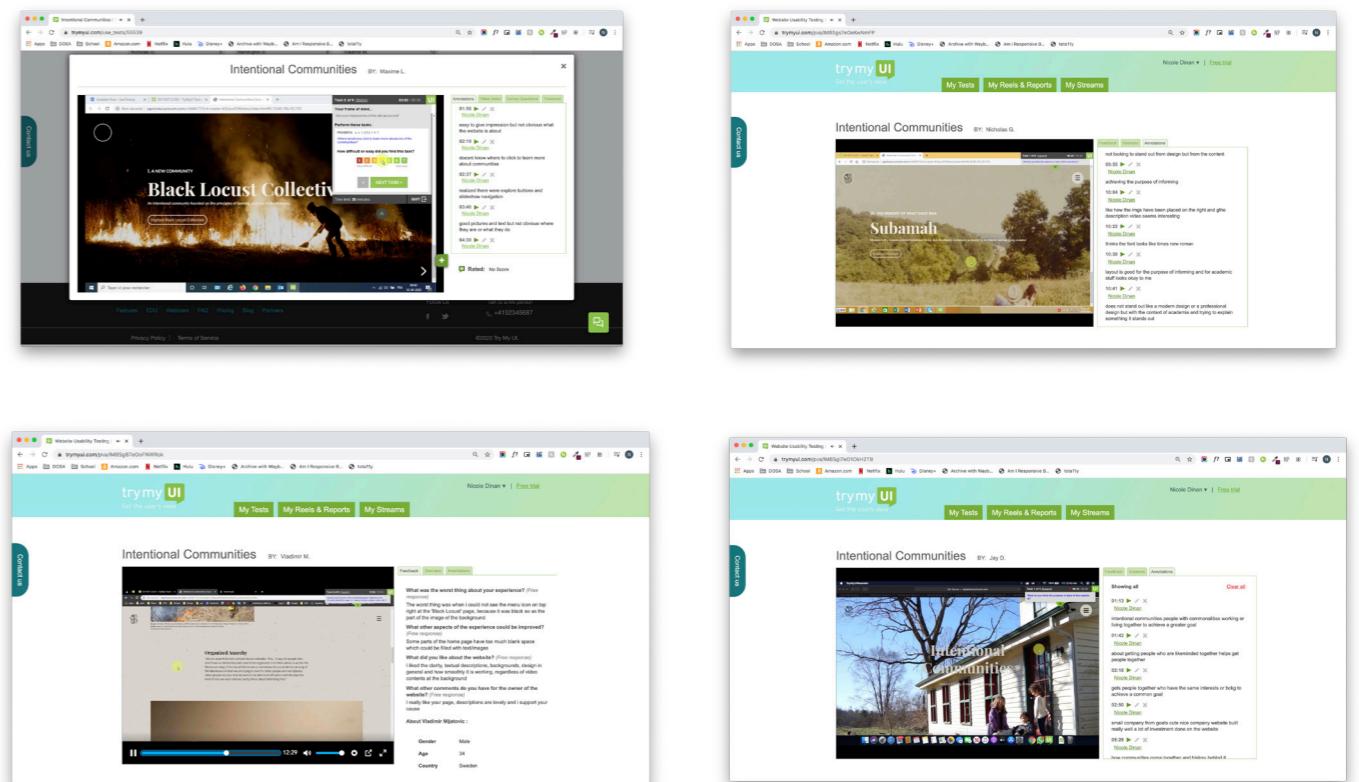
USER TESTING

We used Optimal Workshop to run a first-click test with our mockups. focused on three tasks for this test. The first was finding the link to the sidebar content. The second asked users how they would play a video on the community pages. The third task asked how users would return to the home page from the community pages.

We had 8 participants that took this first-click test. The results were visualized in click-maps and charts that illustrated the task success rates.



We used TryMyUI to run user testing on every new version of our mockups. 5 users did a video run-through of their experience on the site with every round.





THE FINISHED SITE / DESKTOP

Landing page

Clickable logo → to return to home screen

Simple navigation ←

Made photos clickable to play community member's audio →

Interactive map of community locations →

Navigation

Home
Black Locust Collective
Currents
SuBAMUH

Home screen

in-ten-tion-al com-mu-ni-ty
noun /ɪn(t)ʃnəl ˌkɒmjuˈnɪti/
A group of people who live together or share common facilities and who regularly associate with each other on the basis of explicit common values.

Science tells us that human beings are, by nature, cooperative. Experience tells us that living together can be complicated. As humans have evolved, so has our need for community. Banding together has helped our species survive. Regardless of its name— commune, moshav, eco-village, kibbutz, co-housing or intentional community— outsiders generally view alternative living situations with suspicion or misunderstanding.

Sasha Sigetic (Black Locust Collective), Badger Johnson (Black Locust Collective), Marty Zinn (Currents), Eddie Kruse (Currents)

Click on the portraits of four community members to listen to them describe what an being a part of an intentional community means to them.

In Athens, a progressive college town in the rural hills of Southeast Ohio, the tradition of creating community continues to thrive. Whether drawn together by ideology or pragmatism, the practice of strangers living together in intentional communities flourishes in many rural and semi-rural spaces. There is a symbiotic relationship between the needs and makeup of local towns and the skills of the community members. We've focused on three intentional communities that illustrate how these alternative societies begin; the challenges they face, how they can flourish, and how they sometimes cease to exist.

I A NEW COMMUNITY
Black Locust Collective
An intentional community founded on anarchy.
Explore Black Locust Collective



THE FINISHED SITE / DESKTOP

Landing view of community pages

Community page footer

Button to encourage users to continue on into the story

Community Page

Like many 21st century beginnings, Ross Martin, Kurt Belser and Sasha Sigetic met online. Twenty people on an internet listserv originally discussed the possibility of starting a community based on anarchy and racial justice. In its earliest stage, the community was dubbed the Anarchists Permaculture Utopia. By the time the group finally took steps to make this idea a reality, these three friends were the only remaining members willing to put shovels into the ground.

It took 12 years for the members of Black Locust Collective to turn their vision into a working permaculture farm on a rented plot of land they purchased 104-acre tract of land in Meigs County near Albany, Ohio.

Sasha explains, "At the heart of it is the utopian hope that humans can live together and want to love each other enough to keep each other alive, without someone in charge, telling us how we should do that."



"We want people to be kinder to each other and to stop perpetuating inherited traumas, like racism, on each other."

- Badger Johnson

Land Agreements



Charlene Suggs, a contract expert from the Wisteria community group, is helping them draw up their land agreement. Charlene points to over 100 communities that tend to fail, and the majority of them will fail. Part of being intentional about forming a community involves creating agreements about how land ownership will be managed, what the guiding principle of a community will be, and how decisions will be made. These legal agreements are insurance that whatever challenges the community faces in the future, they have the means and principles to solve them.



Organizing Principle: Anarchy

Listen to Badger Johnson's thoughts on anarchy, which is the organizing principle of Black Locust Collective.



Permaculture and Goat Farming

Besides anarchy, permaculture and goat farming are the top priorities of Black Locust Collective's future. Badger Johnson, a new member, is a proponent of controlled burns on farmland. Controlled burns were a part of the First Nation people's process to deal with invasive species, like multi-flora rose and Japanese honeysuckle, both of which are fierce competitors with native grasses. He has introduced neighboring farms and nature preserves to the usefulness of fire in preparing and renewing land.



A sheep named Big Sheep, leads the goat company in the pen at Black Locust Collective. Photograph by Molly Roberts

The Next Generation

The other young'uns on the farm is nine-year-old Minna, who is a goat herder, called Badger Intermission. She loves playing in the mud. She takes care of the goats and the Great Pyrenees who guards everyone who lives at Black Locust Collective. When asked about the future of Black Locust Collective, she sees as Elder of sorts, "a garden of food." Three baby goats have been born this season so far. She intends to use the goats for milk and food and as a source of income. Sasha also teaches permaculture at Hocking College.

The anarchy part," says Kurt, "means that we are accepting of all races, genders, and sexual orientations and that we are willing to go to bat and defend those folks in our community and the greater society, if necessary." Badger adds "When the Ku Klux Klan came to Dayton last year, at the invitation of the Black Panthers, we (the John Brown Gun Club) marched with them, to send a message to the Klan and the white police force. We want people to be kinder to each other and to stop perpetuating inherited traumas, like racism, on each other."

Badger Locust Collective is in the beginning stages of development and illustrates how intentional communities can begin. To understand how established intentional communities continue on from generation to generation, explore Currents—an intentional community in the midst of a generational transition of power.

Explore Currents

Intentional Communities Black Locust Collective Currents SuBAMUH

Home Email Website Facebook

Credits

Developer Lead/ File Manager: Meg Knapp
UX Lead: Nicole Dinan
Design Lead: Ally Herrera
Designer: Herbert Frimpong
Project Manager/ Developer: Ryan Vallette

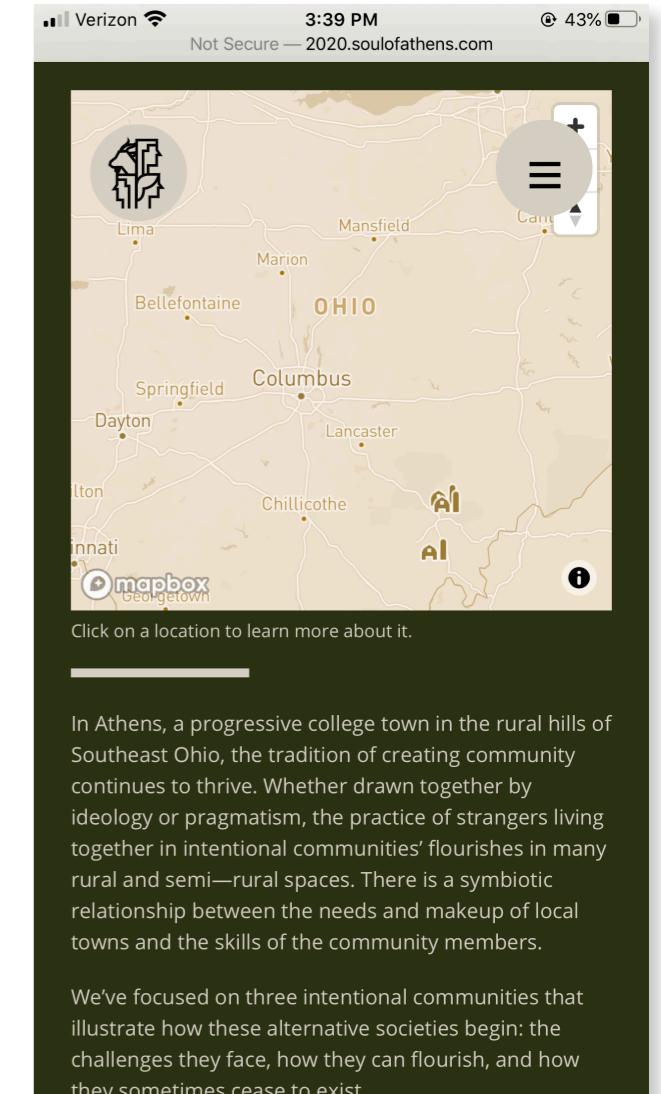
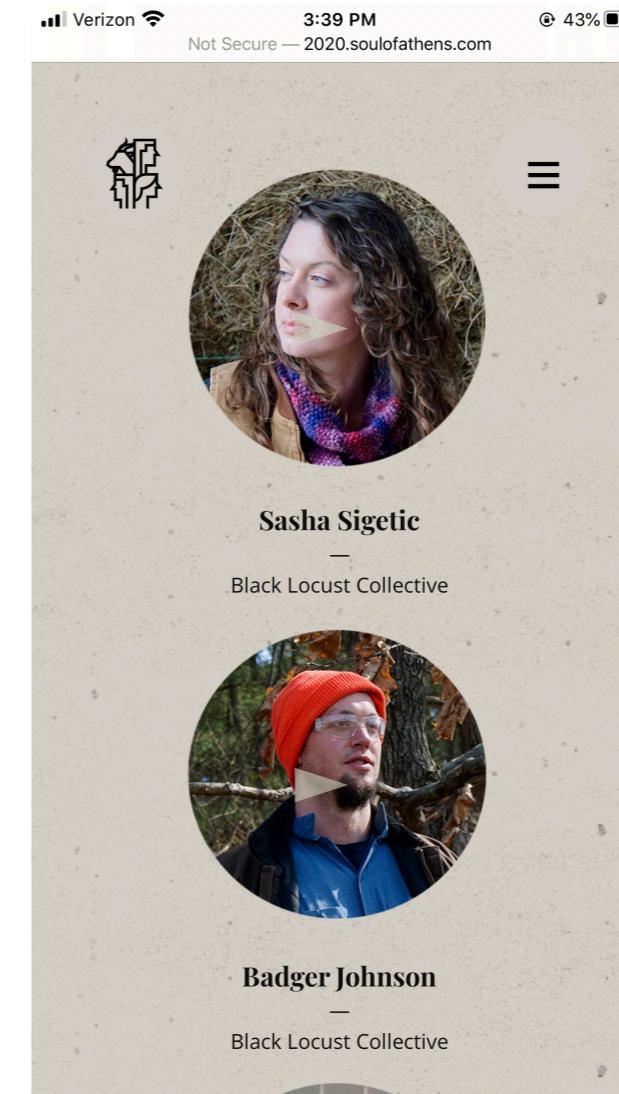
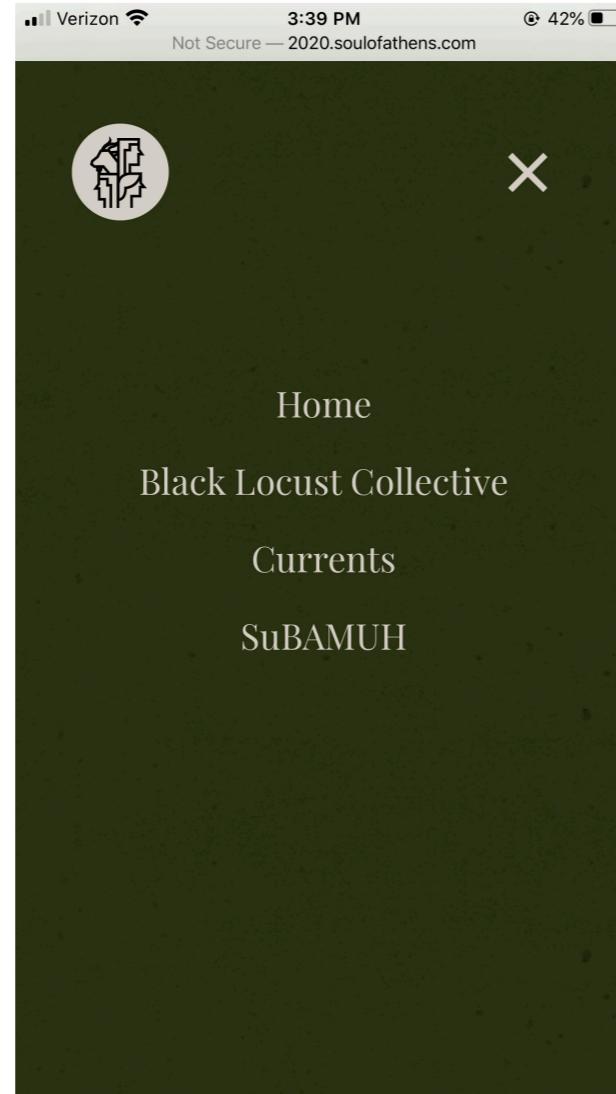
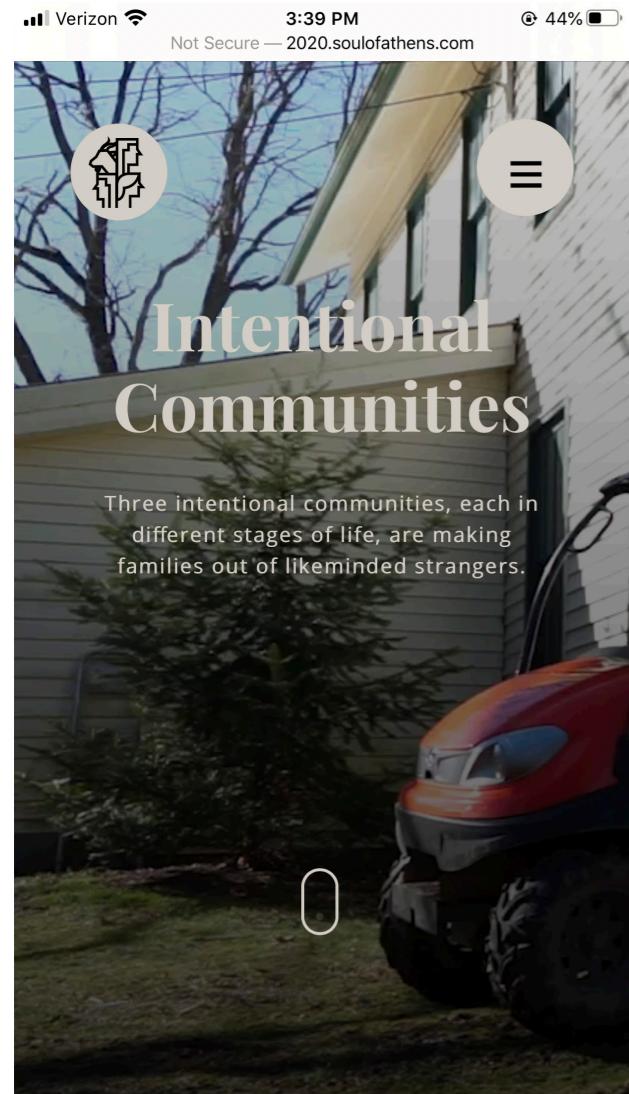
Product Owner/ Photographer/ Black Locust Collective
Author: Molly Roberts
Photographer/ Currents Author: Li Keller
Video Editor/ SuBAMUH Author: Marina Mod
Archival Research: Kisha Ravi

Archival Research: Kisha Ravi
Designer: Herbert Frimpong
Project Manager/ Developer: Ryan Vallette

soul
of
athens



THE FINISHED SITE / MOBILE





GOOGLE ANALYTICS / LAUNCH DAY

Analytics of our website								
	Page	Pageviews	Unique Pageviews	Avg. Time on Page	Entrances	Bounce Rate	% Exit	Page Value
		497	311	00:01:35	80	50.00%	22.74%	\$0.00
		(51.91%)	(18.54% of Total: 2,680)	% of Total: 24.02% (1,295)	% of Total: 17.62% (454)	Avg for View: 35.24% (41.87%)	Avg for View: 16.94% (34.21%)	% of Total: 0.00% (\$0.00)
1.	/intentional-communities/index.html	258	137	00:01:47	44	56.82%	23.64%	\$0.00 (0.00%)
2.	/intentional-communities/blackLocustCollective.html	91	70	00:01:07	8	87.50%	25.27%	\$0.00 (0.00%)
3.	/intentional-communities/subamuh.html	59	42	00:01:39	1	100.00%	18.64%	\$0.00 (0.00%)
4.	/intentional-communities/currents.html	58	39	00:00:35	4	25.00%	17.24%	\$0.00 (0.00%)
5.	/intentional-communities/	30	22	00:03:08	22	22.73%	23.33%	\$0.00 (0.00%)
6.	/intentional-communities/?fbclid=IwAR0rbYAM9UWN9eYIHs5xhtYcDL4H3c46MB8WoihBxaKUeCLEG1bX9774xAU	1	1	00:00:00	1	100.00%	100.00%	\$0.00 (0.00%)

Analytics of our website compared to the other Soul of Athens teams

Analytics of our website compared to the other Soul of Athens teams						
	Page path level 1	Pageviews	Unique Pageviews	Avg. Time on Page	Bounce Rate	% Exit
		2,680	1,295	00:01:16	35.24%	16.94%
		(33.06%)	(2.680)	% of Total: 100.00% (1,295)	Avg for View: 35.24% (0.00%)	Avg for View: 16.94% (0.00%)
1.	/a-long-road/	886	301	00:01:30	38.39%	15.12%
2.	/intentional-communities/	497	311	00:01:35	50.00%	22.74%
3.	/	445	191	00:01:05	22.35%	15.96%
4.	/spirituality-in-athens/	320	172	00:01:08	26.09%	11.56%
5.	/veterans-of-southeastern-ohio/	189	111	00:00:51	72.73%	11.64%
6.	/lore-of-appalachia/	148	124	00:00:56	75.00%	21.62%
7.	/index.html	78	47	00:01:13	55.56%	25.64%
8.	/intro.html	45	3	00:00:23	0.00%	6.67%
9.	/new-index/	35	13	00:00:38	50.00%	25.71%
10.	/index.html?fbclid=IwAR2WO4wUldlSv7dJgCR8uVlICDezzunQUz3MosVEH7Nb13BqDRwzUTSPWks	10	1	00:00:19	0.00%	10.00%

GOOGLE ANALYTICS / SINCE LAUNCH DAY

Analytics of our website								
	Page	Pageviews	Unique Pageviews	Avg. Time on Page	Entrances	Bounce Rate	% Exit	Page Value
		1,111	797	00:01:55	332	56.33%	34.38%	\$0.00 (0.00%)
		(45.00%)	(24.48% of Total: 4,539)	% of Total: 28.65% (2,782)	Avg for View: 00:01:26 (33.96%)	% of Total: 26.69% (1,244)	Avg for View: 51.77% (25.46%)	% of Total: 0.00% (\$0.00)
1.	/intentional-communities/index.html	500	292	00:01:51	151	45.48%	42.38%	28.40% (\$0.00)
2.	/intentional-communities/blackLocustCollective.html	239	196	00:02:01	56	16.87%	76.79%	37.24% (\$0.00)
3.	/intentional-communities/currents.html	138	109	00:01:49	19	5.72%	57.89%	31.16% (\$0.00)
4.	/intentional-communities/subamuh.html	127	103	00:01:48	11	3.31%	72.73%	33.07% (\$0.00)
5.	/intentional-communities/	48	38	00:02:57	38	11.45%	34.21%	35.42% (\$0.00)

Analytics of our website compared to the other Soul of Athens teams

Analytics of our website compared to the other Soul of Athens teams						
	Page path level 1	Pageviews	Unique Pageviews	Avg. Time on Page	Bounce Rate	% Exit
		4,539	2,782	00:01:26	51.77%	27.41%
		(24.48%)	(28.65% of Total: 4,539)	% of Total: 100.00% (2,782)	Avg for View: 51.77% (0.00%)	Avg for View: 27.41% (0.00%)
1.	/intentional-communities/	1,111	797	00:01:55	56.33%	34.38%
2.	/a-long-road/	1,096	472	00:01:35	52.38%	22.17%
3.	/	784	462	00:00:59	44.79%	30.87%
4.	/spirituality-in-athens/	633	417	00:01:37	64.06%	26.70%
5.	/lore-of-appalachia/	346	293	00:01:12	76.19%	23.12%
6.	/veterans-of-southeastern-ohio/	273	178	00:00:54	77.27%	17.22%
7.	/index.html	125	80	00:01:06	58.62%	30.40%
8.	/intro.html	45	3	00:00:23	0.00%	6.67%
9.	/new-index/	35	13	00:00:38	50.00%	25.71%
10.	/index.html?fbclid=IwAR2WO4wUldlSv7dJgCR8uVlICDezzunQUz3MosVEH7Nb13BqDRwzUTSPWks	10	1	00:00:19	0.00%	10.00%