**Commuter Stories**

**General**

-text

Tells the data story

Describes the data source

Describes how to interact where appropriate

Necessary to create a map legend

Secondary medium, but needs to be accessible

Monitor/projected on the wall

Projected beside the model

-sound

Audio reading the text

Actor reading the text, projected on the wall

Disembodied voice above

Sound effects

Record sound to match data

Can’t represent map symbology

-map symbology

Map background

No background – just model

Satellite imagery

OSM road map

Colours

Need a unified theme

Cohesive with dashboard

Each map within a single story should not be the same colour

How large do points need to be on the map?

Should any text appear in map popups at all?

-interactivity

Time sliders

Radial button selection

How to enable interaction?

Keep interactivity to a minimum

Trigger users to continue with the simulation after interacting

Flashing ‘next’ arrow

-personas

Give the characters more backstory

Backstory and personality should be reflected in the data

**Cait**

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| **Data** | **What needs to be fixed** | **Implementation** |
| Home location | Moved inside model boundary | Static point |
| End location | Moved inside model boundary | Static point |
| POWSCAR | Origin location changed to home location | Static choropleth map |
| LUAS real-time | New route | Made-up schedule to fit the story narrative, and display with each station showing a popup with current next train? |
| Bus | New route | Made-up schedule to fit the story narrative |
| Bus AVL | Cut down to inside model boundary | Time slider with map of stops where size of symbol = how late the bus usually is. Slider advances through 24 hours of average lateness (sample from 2018) |
| Sound model output | Cut down to inside model extent | Raster overlay |
| Sound monitors real-time | Cut down to inside model extent | Static map with symbols representing amount of sound. Could also do a time slider here to look at past 24 hours |
| Housing/geodemographics | New story component for geodemographics data | Choropleth map of small areas |
| *Conclude story* |  |  |

**Kevin**

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| **Data** | **What needs to be fixed** | **Implementation** |
| Home location | Moved inside model boundary | Static point |
| End location | Moved inside model boundary | Static point |
| POWSCAR | Origin location changed to home location | Static choropleth map |
| M50 | Replace with new traffic data? | Probably none |
| carparks | ok | Made-up available spaces to fit the story narrative. Also time slider to advance through a ‘normal’ day of available spaces. Or yesterday, or last week, etc. |
| SCATS | Cut down to inside model boundary | Example data from the same time of day in sample data. Time slider to advance through 24 hours of average traffic in sample (or 1 day sample) |
| Travel time animation | New origin location, different timing, rerun | Non-interactive animation of 24-hours of congestion in ~5 seconds |
| TRIPS | pick a trip within model boundary. Join sample to the trip | Take sample from data at time of story, map of trip as a line, thickness of line representing amount of time from A to B. Time slider to advance through 24 hours of sample |
| *Conclude story* |  |  |

**Kelsey**

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| **Data** | **What needs to be fixed** | **Implementation** |
| Home location | Moved inside model boundary, slightly | Static point |
| End location | ok | Static point |
| POWSCAR | Origin location changed to home location | Choropleth map |
| weather | Cut down to model boundary, very little needed | Time slider to advance through the day’s forecast |
| Bikeshare | ok | Static map with stations as points, colour/size scaled to number of available bikes in real-time. Time slides to advance through 24 hours of average bikes available or yesterday or last week, etc. |
| AQIH | Not regional, use each sensor, cut to boundary | Static map with sensors as points, colour representing EPA’s colour categories |
| Pollution sensors | Cut down to inside model boundary | Same sensors as AQIH. For each of 5 pollutants, a selectable radial button to switch map symbology. |
| Water level | Cut down to model boundary | Static map with sensors as points, with colour representing % of flood level of current real-time data |
| *Conclude story* |  |  |