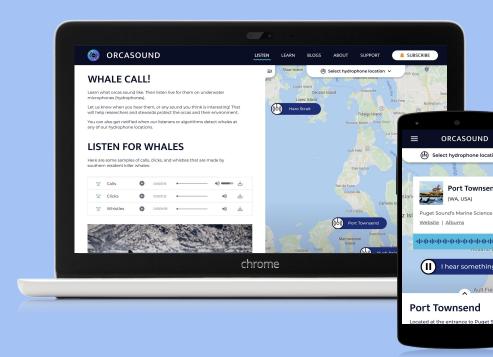


MAP UI DESIGN REVIEW



Carina, Sam & Catherine Nov 4, 2020

AGENDA

The Problem

<u>Hi-Fi Wireframes</u>

Next Steps

THE PROBLEM

USABILITY STUDY

example 01

"I expect to see an interactive map"

4 participants explicitly stated that they expected to see either an interactive map in which they could choose a hydrophone to listen to, a map that more clearly marked the location of the hydrophone, or criticized the map for not being very interesting or interactive. This is a major feature that should be designed.

USABILITY STUDY

example 02

"It takes too many clicks to start listening"

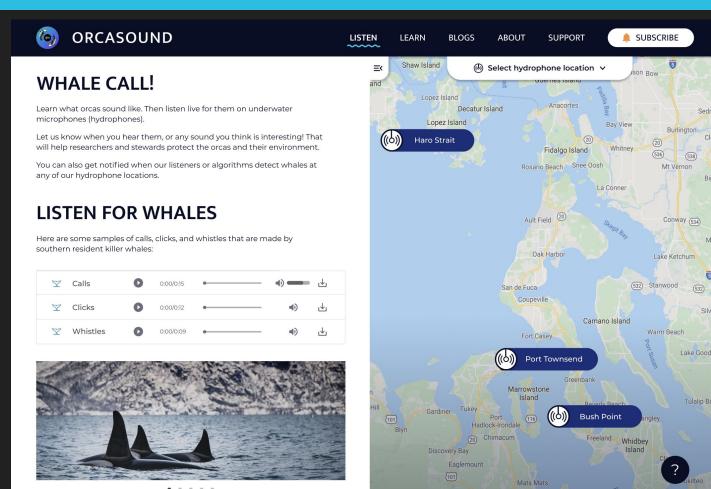
2 participants mentioned that there were too many click from the home page to be able to listen to a hydrophone location.

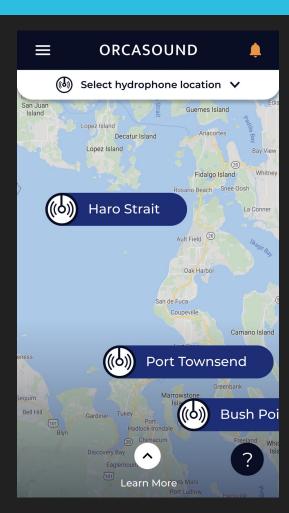
*currently, it takes 3 clicks for the users to be able to start listening

USER STORIES

- → As a user, I want to easily navigate within the website
- → As a user, I want to provide feedback about hydrophones
- → As a user, I want to listen to orcas' sound samples
- → As a user, I want to learn about different types of whale sounds.
- → As a user, I want to submit information about interesting sounds

Wireframes





NEXT STEPS

WHAT'S NEXT?

- → Gather feedback (from Q+A & comments on figma)
- → Discussion w/ the design team
- → Revise
- → Test (?)
- → Repeat and/or discuss design solutions to the development team for feasibility issues

THANK YOU!

Questions?