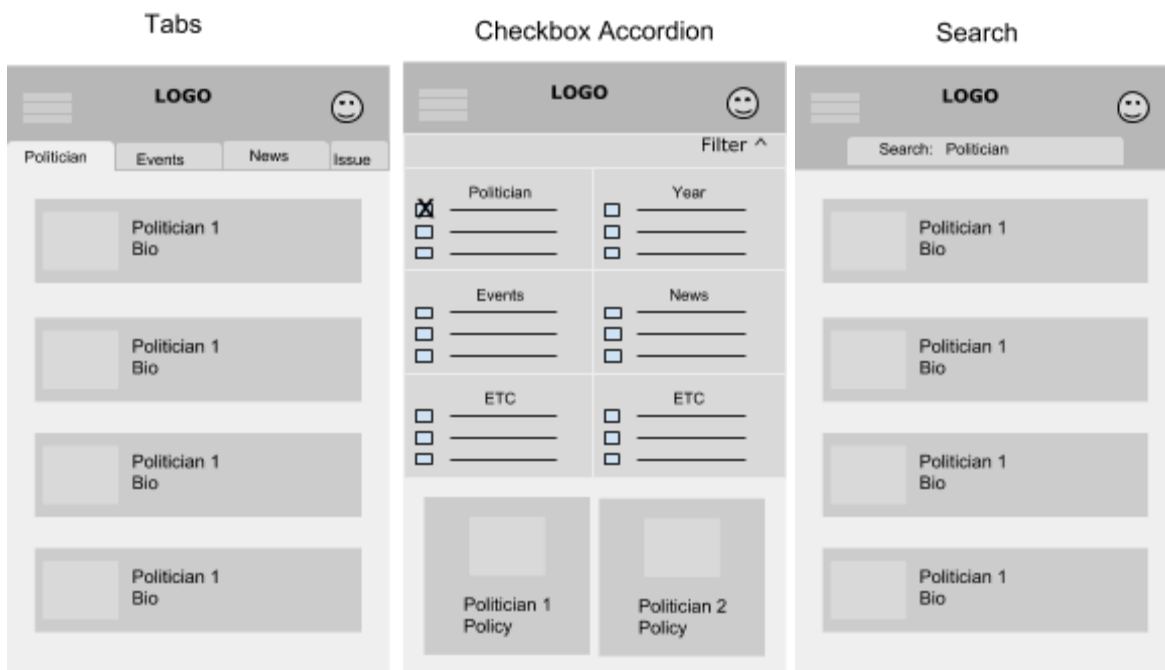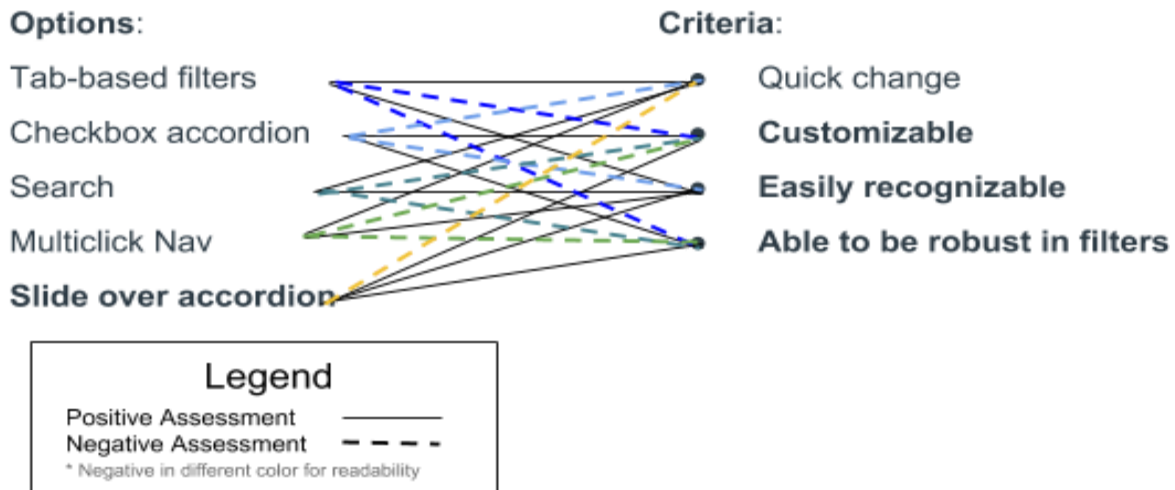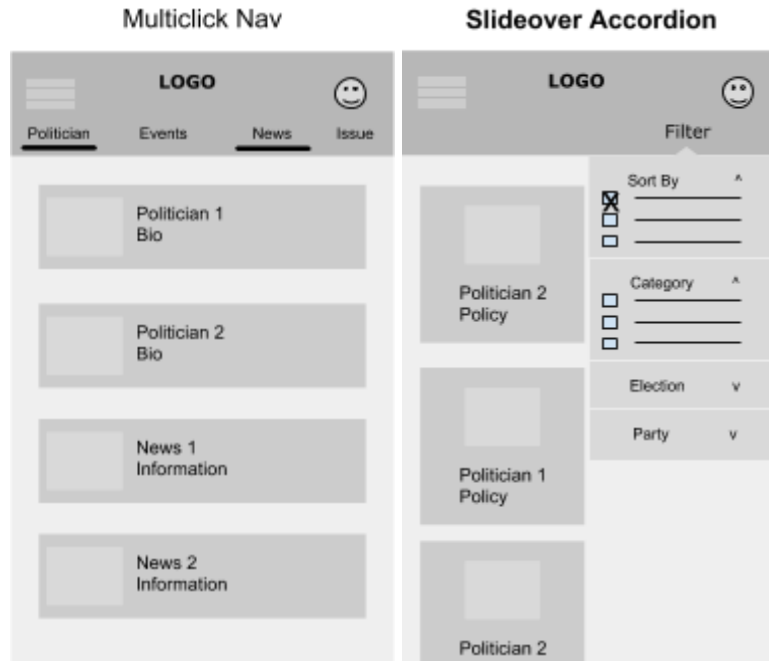***Design Space Analysis****:* Produce a Design Space Analysis comprised of **3 QOC's**, consider the tradeoffs between different options, highlight the preferred option you would adopt, **and explain the rationale** for adopting it.

Critical feature: Finding information concerning politicians

Question: How will users filter what content they want to learn about (politicians, policies, events, other)?

Options: Criteria:

Tab-based filters   Quick change

Checkbox accordion   **Customizable**

Search   **Easily recognizable**

Multiclick Nav   **Able to be robust in filters**

Slide over accordion

Legend
Positive Assessment ————
Negative Assessment – – – –
* Negative in different color for readability

Tabs   Checkbox Accordion   Search

LOGO	LOGO	LOGO
Politician Events News Issue	Filter ^	Search: Politician
Politician 1 Bio	Politician / Year / Events / News / ETC / ETC checkboxes	Politician 1 Bio
Politician 1 Bio		Politician 1 Bio
Politician 1 Bio		Politician 1 Bio
Politician 1 Bio	Politician 1 Policy Politician 2 Policy	Politician 1 Bio

Multiclick Nav

LOGO

Politician   Events   News   Issue

Politician 1
Bio

Politician 2
Bio

News 1
Information

News 2
Information

Slideover Accordion

LOGO

Filter

Sort By   ^

Politician 2
Policy

Category   ^

Politician 1
Policy
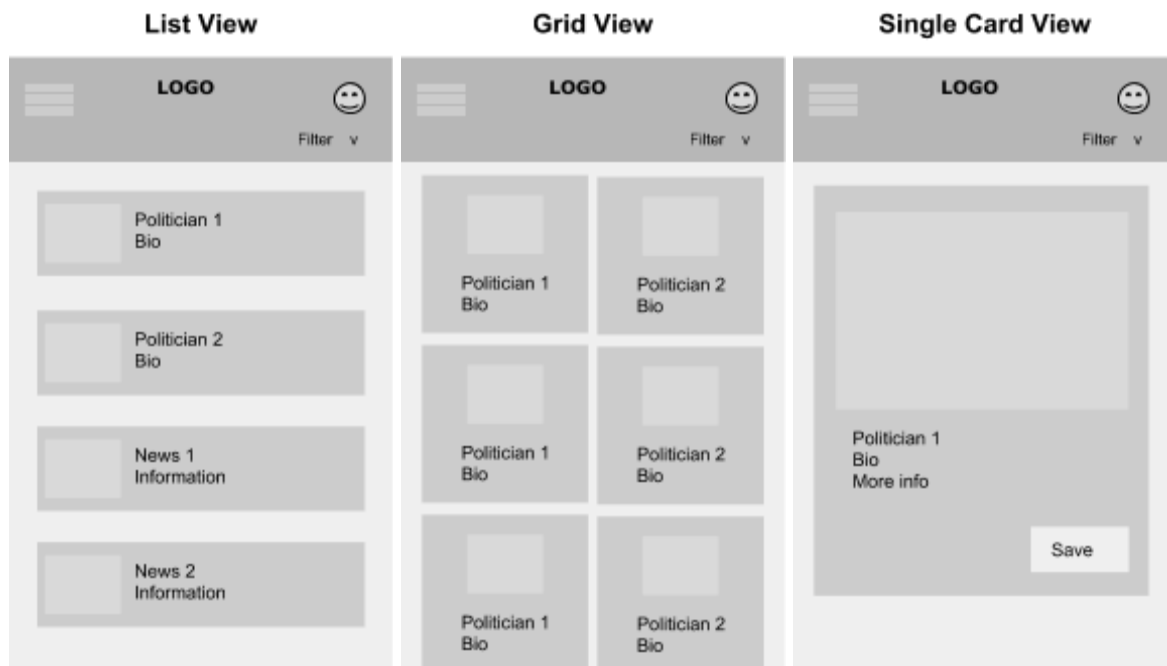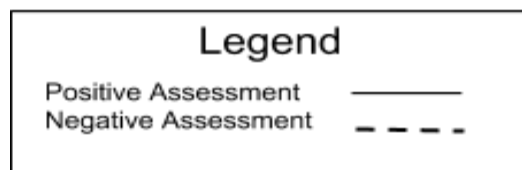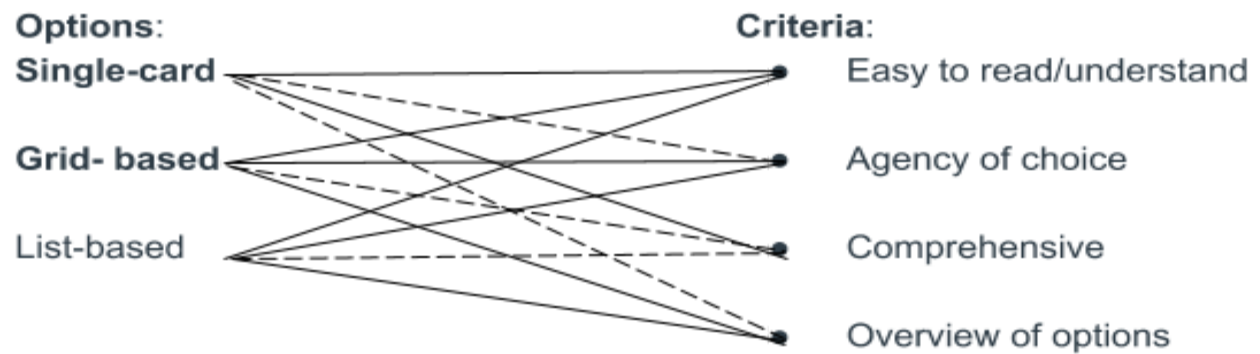
Election   v

Party   v

Politician 2

Design rationale:

Our main objective with filtering is to allow users to customize their homepages, so they can see isolated information related to their interests. With customizations users will be able to sort and pick topic choices such as: type of political race, politicians, news, events and more. Since we recognize that there are many filtering options that we want to implement, the best solution for us is to create a slide over accordion filter. A slide over filter has plenty of space and by using accordions for the options, we can create even more robust filtering. Due to the small-real estate of mobile applications we will have to QOC in deeper detail what filtering options would be the most relevant.

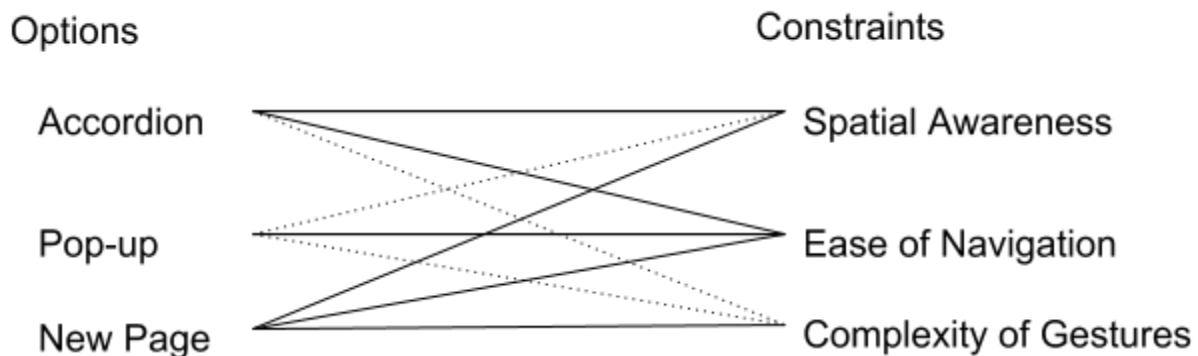**Question**: How will the homepage be displayed?

Options:

Single-card

Grid- based

List-based

Criteria:

Easy to read/understand

Agency of choice

Comprehensive

Overview of options

Legend

Positive Assessment ————

Negative Assessment – – – –

List View

| | LOGO | 😐 |
| | | Filter ∨ |

Politician 1
Bio

Politician 2
Bio

News 1
Information

News 2
Information

Grid View

| | LOGO | 😐 |
| | | Filter ∨ |

Politician 1
Bio

Politician 2
Bio

Politician 1
Bio

Politician 2
Bio

Politician 1
Bio

Politician 2
Bio

Single Card View

| | LOGO | 😐 |
| | | Filter ∨ |

Politician 1
Bio
More info

Save

Design Rationale:

Some of the key objectives of our interface is to present information in a comprehensive and clear way but to also make it an easy to use product. Based on this

thought process, we decided to give our users two ways to view the homepage based on their preference and strong conventions. The two formats to layout the homepage are: grid-based layout and single-card layout.The single-card view gives the users the ability to clearly focus on one topic at a time but it takes up a lot of space. However, the single-card view affords users to digest more information regarding the topic on the card.The grid-based layout gives the users the ability to view multiple pieces of information but does not provide a focused view. This would afford the user to get more information at one time and be more aware about the political spectrum. Both formats present the information in an easily digestible format because both are easy to understand, and do not cause an information overload. Our group felt strongly about having the users select the level of detail that they would like to see when they would like to learn more about the political environment in the communities. Thus, ==we opted to display the homepage as a default in a single-card layout with the ability be switched into a grid-based layout.==

Question: How will the user move from the homepage to expanded info?

Options — Constraints

Accordion — Spatial Awareness

Pop-up — Ease of Navigation

New Page — Complexity of Gestures

Positive Assessment ————————

Negative Assessment ··························

Pop-Up　　　　　==New Page==　　　　　**Accordion**

Design Rationale:

In determining how to most effectively display isolated and focused information, we wanted to make it digestible and easily navigable. Our decision to display information in a card-based stack format guided most of this process, as we didn't want conflicting gestures possibly creating conflict. ==We decided on taking the user to a new page, as it satisfied all of the constraints we could find without creating conflicts.== Since the card-based interaction will use left and right swiping as an option for navigation, we thought the "pull to close" feature of the pop-up could create problems, as similar gestures would then be in place for much different results (closing information versus getting more information). This is also not as common of a convention, and could be disorienting to some users.

While the accordion display does keep the user from being dragged around from screen to screen, we determined there are too many drawbacks to current implementations. Often, navigating these interfaces can be cumbersome and clunky, particularly when the user chooses to scroll onward from an expanded panel. Thus, based on the conventions of navigation and safety of a "back" button, ==we determined the focus view should take the user to a new page==.

Sketched Wireframes

--------------------------------QOC WE ARE NOT DOING---

Question: How do users get more information about what's displayed on the card?

Options:
Swipe right
Click a button/icon
Drag to save icon
Tap and hold card

Criteria:
- Low User effort
- Screen Compactness
- Visible Continuous user feedback
- Fast

Question: How do users save events?

Options:
Swipe right
Click a button/icon
Tap and hold card
Double tap

Double tap and single tap icon

Criteria:
- Maximize user control = avoid errors
- Screen Compactness
- Visible = Easy to learn/continuous feedback
- Haptic feedback