Currently, the Connect and Account sections of HealthyCity.org have the same functionalities. Both spaces give the user an opportunity to store and/or display the searches and products they have accumulated throughout their research process. The benefit of archiving work is clear, but if this continues to be the primary purpose of the Connect and Account rooms, the users experience with Healthy City should register more like searching through a well-organized catalog and less like rummaging through a junk drawer.

Alternatively, using the Connect and Account pages as a launchpad for action, rather than as a storage space for, will better address our user’s needs and add momentum to the Advancement Project’s vision and goals.

Healthy City can make it easier for individuals to act and connect (as well as archive work) by providing a clearer organizational strategy—including greater differentiation between public and private, a more refined method for displaying public stories, groups, neighborhoods, and data, and a stronger underlying structure with consistent navigational elements (labels, headers, symbols, links, etc).

Eventually, with the additional emphasis on this space as an action hub, Healthy City should give greater consideration to the categories and labels we are using for the secondary navigation. For example, grouping by activity (connect, create, edit, etc.) as opposed to type (data, story, group) would emphasize the action aspect over the storage aspect of the space. This, however, is just one example and would need further exploration.

In the meantime, applying flexible elements and versatile layout to HealthyCity.org will leave room to grow and change directions in the future.
The Connect Room

All the links beneath the “Share” heading lead to the user’s account. This is a clear example of a misleading title and an artificial division. Additionally, this page doesn’t provide limited explainers and guidance, which leaves too much guesswork for the user and leaves too many functions undiscovered.

Pictured second, an early sketch exploring the potential possibilities of this space and giving the user tools to filter through the public stories and groups (rather than sift through an endless list).
Strategies for headings

The system for titles and headings on HealthyCity.org currently is extremely inconsistent. There should be a clear strategy for both the titles of saved items and the heading of the page. Pictured right are two extremes—the data page heading doesn’t match either of the options for the navigation links, leaving the user wondering “Where am I and how did I get here?” Furthermore, there is no title for their open data set, which adds further uncertainty.

The Story section, on the other hand, uses breadcrumbs to give a clear sense of where the user is within the website structure, but the link for My Stories in the local nav bar doesn’t indicate where the user is.
“Even after we’ve used a Web site extensively we tend to have very little sense of how big it is. For all we know, there could be huge corners we’ve never explored.” Steve Krug, *Don’t Make Me Think*

While many of the methods Healthy City employs for page headers do work, their navigational power is limited because they aren’t standardized. Users have to re-learn what cues to look for on every page. Adding clear titles (and a clear structure for placement) will make a world of difference.
Information Architecture

My first attempt at improving navigation borrowed the tabs system that already exists in the Map and Data rooms and re-purposing it for the Connect and account areas. This format made each option within the page clear and accessible, but didn’t work well when extended to the large variety of options within the accounts section. (I attempted making the tabs work in tandem with a vertical side nav bar for primary options, but this strategy added unnecessary complexity.

Using a more flexible, modular system provided an opportunity to highlight certain aspects of the website, creating a clearer hierarchy and providing a more engaging, curated collection.

By adding color variation and separating the modules, each segment became more like a tangible, stand-alone piece. This feeling adds a tactile and weighty quality that is hard to convey on the web and that can be used to help convey a sense of place and physicality as users move items and interact with different elements to construct a story or a group.
While still a work in progress, this more refined version features a clear strategy for the page header and leaves room for an introductory explainer. This method can easily translate to the rest of the pages or rooms on the site.
Story Room

This space suffers from a lack of distinction between utilities or actions (edit, embed, delete, etc.) and content (who made this story? what is it about?).

The page where users can view a story drops the vertical nav bar that helps create a sense of where the user is at, so this page feels like a dead-end.

While the element-editor section is somewhat more engaging than the other editors on the site (and it is nice to have all my options laid out before me) the action-options and text explainers are repetitive. Furthermore, because it is so different, once again the user has to re-learn the process for creating a story.
The system I propose incorporates drop down partitions and a simplified navigation system that highlights where the user is within their account. The users location is also reinforced by the header, and the explainer in the left column that welcomes them to the account.
The partitions make it effortless to shuffle in between editing, browsing, and creating functions.

Furthermore, assigning icons to each element will help the user recognize them as distinct pieces of the story and make them feel more tangible and interactive.

This format leaves room for additional framing and guidance as the user creates a story. After an individual clicks to add an element, they will encounter a pop-up window, so the process is similar to adding a map layer or changing geographies and doesn’t force the person to re-learn how the site works.
The design I am working on for the completed story product has a more neutral and contained format so it is easier for users to embed and get their work off the site and into the world. However, there still needs to be more work done on how to balance the succinct, compact story package and a more flexible way to browse through the individual pieces.

There is also an opportunity for more visual studies and usability questions within this space. For example, should the process of making/creating (for the first time) and the process editing have the same form, or do users need some indication that they are working with a different function?
Currently, the capabilities within the Groups section are fairly limited. I can add members, and they exist within that space, but that is really all they do (unless I go the extra step and create a story). There are no specific actions or functions that creating a group on its own gives a user access to.

At the very least, adding room for pictures or other media will make the groups space more dynamic, but there need to be other functions to promote sharing + connecting within this selective public space. Current ideas include: recent activities, news, updates, posts, network wall...

**Brainstorm + discussion:**
What sort of functionalities would we like groups to have?
Once on group profile, it's not obvious whether or not it is a group profile.

When I try to make a post, it doesn't say in the profile, if I belong to the group when I go to their group, it shows I'm in Group Profile.

Need a way to navigate to pages and groups.

Some options:
- [ ] More Options
- [ ] Edit Group
Searches

The searches room functions well if the user only has a few items that they are storing. Here, again, the “index card” method makes each element feel more tangible and recognizable. Allowing the user to preview the item as they browse will also make it easier for them to identify what it is they are looking for, and then decide whether they want to edit it, delete it, add it to a story, etc.
My Neighborhoods

The my neighborhood section is organized similarly to the searches format. One change to note, however, is that this sketch shows a different possibility for the local navigation on the left column.
Live Maps

The only decision I've made so far with live maps is to return to this section later. This content really needs to be treated at the same time as the maps section of the website. However, one question for discussion at this point in time is: where does live maps live? There is no indication on the primary navigation bar.
Additional Questions

1. Discussion of Story feature and how we want to balance linear, well thought out story while giving readers an overview of the entire story all at once.

2. We currently have a “landing” page for the Connect room—should account be treated similarly? Do we want a more engaging profile page, for example?

3. This isn’t really a question, more of a statement: Account should be added to the primary navigation.