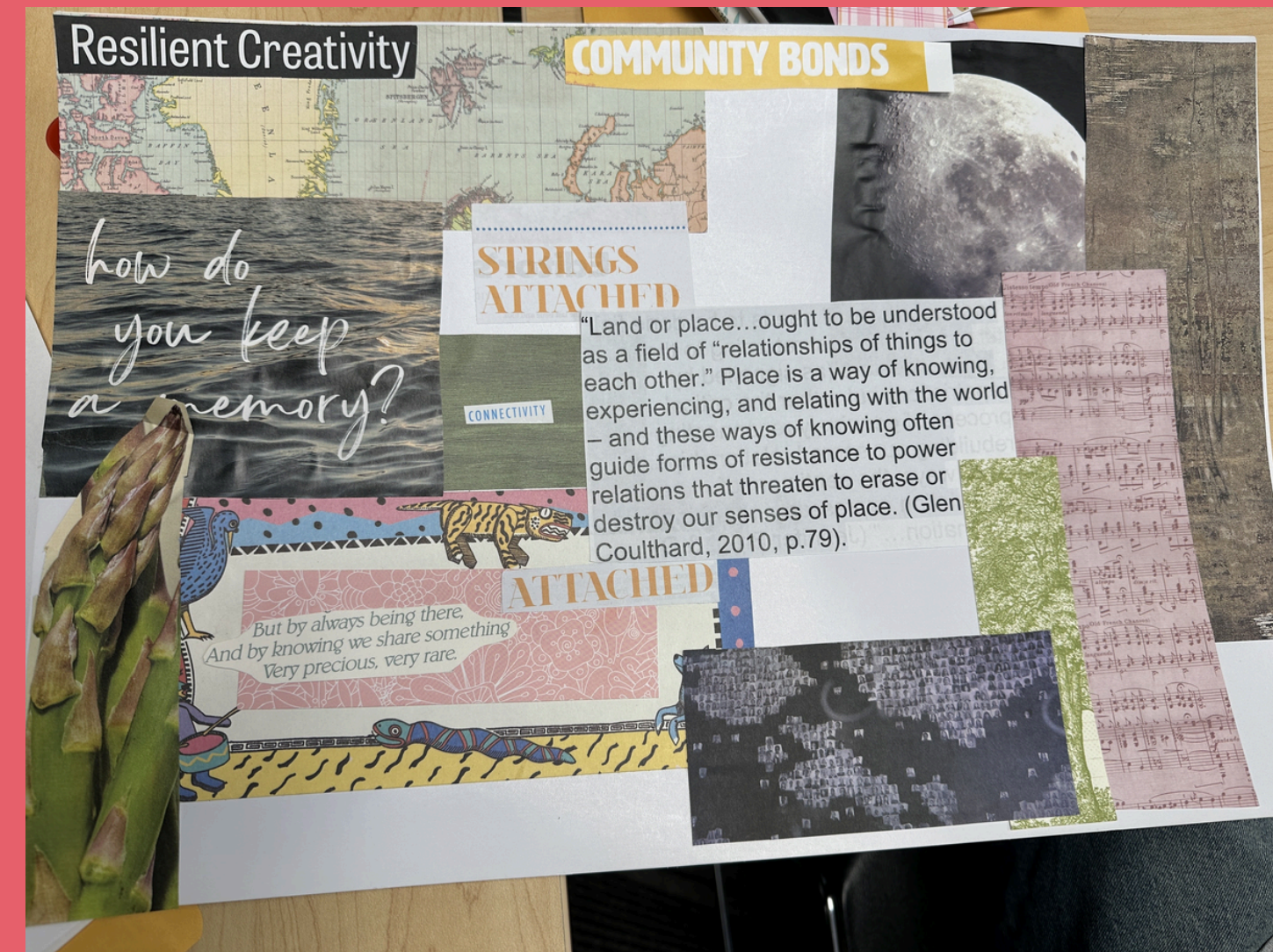


Input Your Ideas
&
See Other Ideas



LAND ACKNOWLEDGEMENT

I (we) wish to acknowledge this land on which we are meeting here, today. For thousands of years it has been the traditional land of the Huron-Wendat, the Seneca, and the Mississaugas of the Credit. Today, this meeting place is still the home to many Indigenous people from across Turtle Island and we are grateful to have the opportunity to work on this land.





TORONTO WATER ATLAS

Tanee S Agrawaal,
Nils Bonfils, Reyna Wu



UNIVERSITY OF
TORONTO

**TORONTO
CLIMATE
OBSERVATORY**



**SCHOOL OF THE
ENVIRONMENT**



UofT
Mapping
Club

HOUSEKEEPING RULES

1. Safe Space

- a. This is a welcoming and inclusive space for everyone.
- b. Let's respect each other's ideas and create a supportive environment.

2. Be Kind

- a. Kindness and patience go a long way!
- b. Please avoid interrupting or dominating discussions—everyone's voice matters.

3. Photos and Recording

- a. We'll be recording and taking photos as part of the Toronto Water Atlas project, which is both a **public resource** and an **ongoing** research initiative.
- b. Any data collected for research purposes will be anonymized—no personal information will be included. This research has been approved by UofT's Ethics Board.
- c. If you'd prefer not to appear in photos, just let us know—no problem at all!

4. Join the Fun

- a. We're here to collaborate and explore together.
- b. Feel free to ask questions, share ideas, and enjoy the process!

INTRODUCTIONS





GITHUB REFRESHER



- Create account: <https://github.com/signup>
 - Main repo: <https://github.com/TorontoWaterAtlas/atlas-community>
 - Discussions: <https://github.com/TorontoWaterAtlas/atlas-community/discussions>
- 

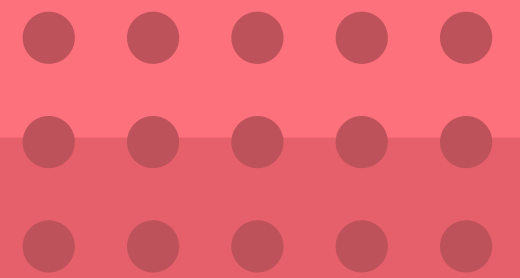


FOCUS OF TODAY

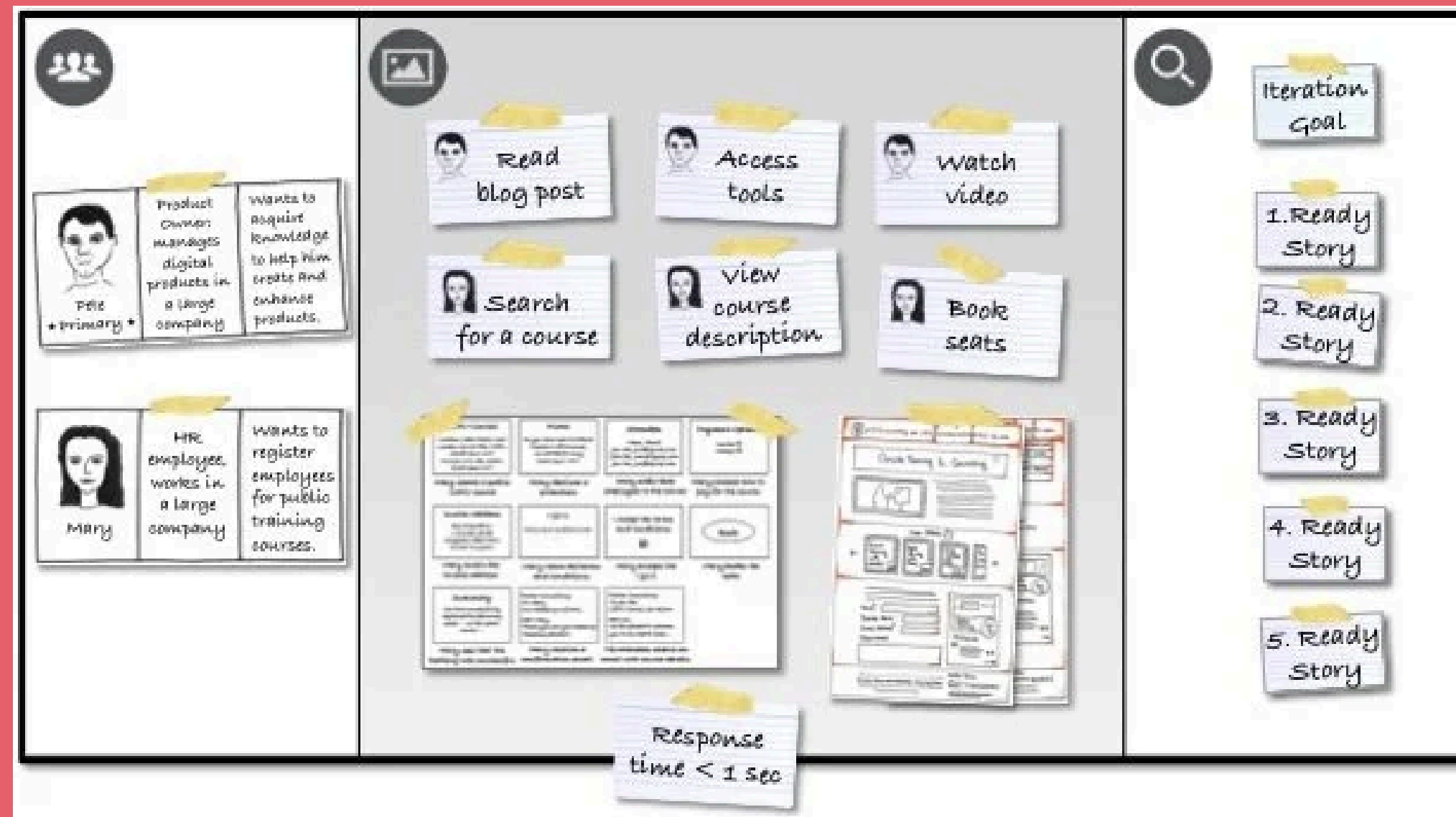


Decide on your format/medium (e.g., visuals, media, etc).

Consider how your project incorporates art-based and critical perspectives.



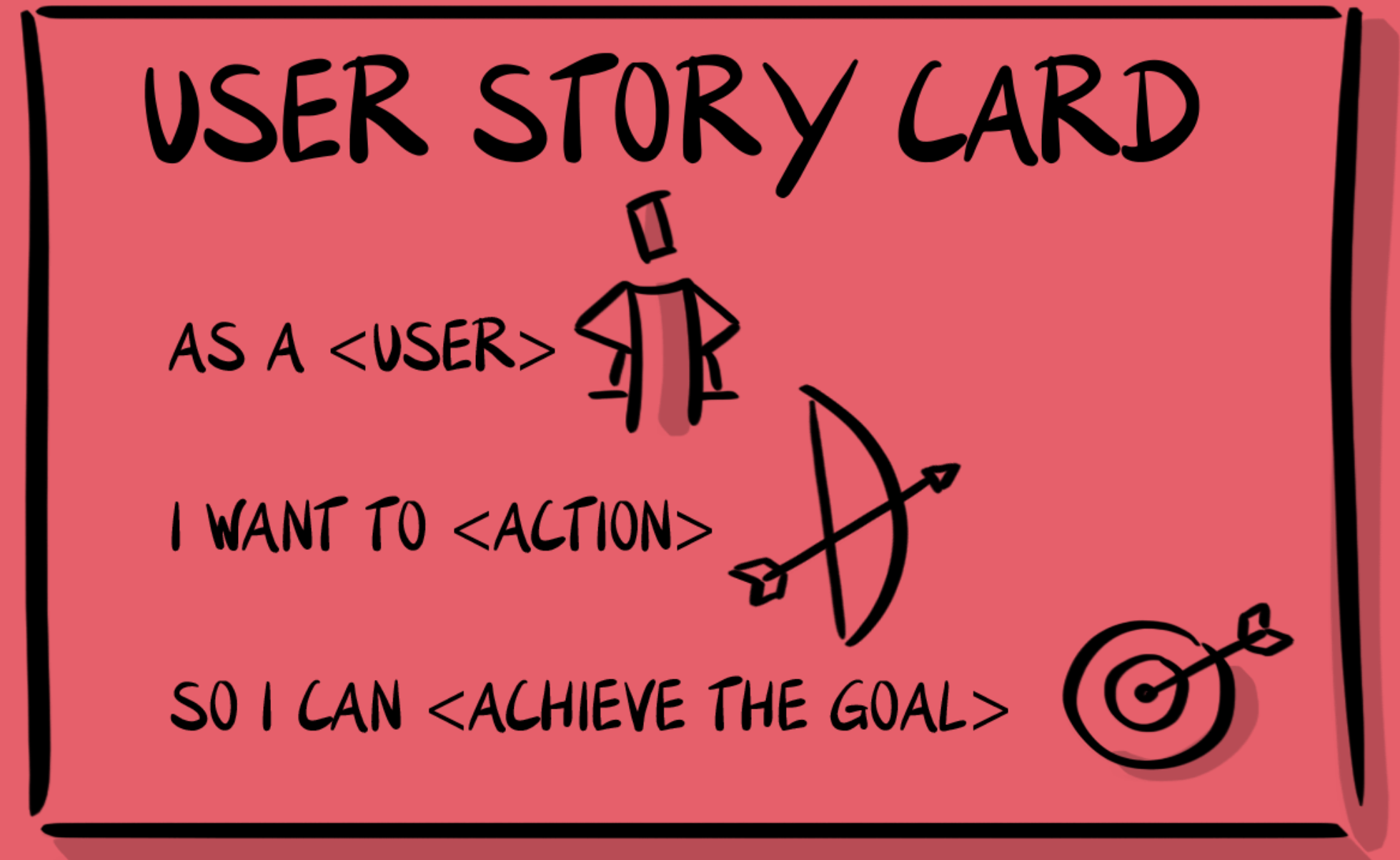
USER STORY



USER STORY

- User stories are short, simple descriptions of how different people might use or benefit from a project, tool, or system.
- They're written from the perspective of the person using the tool – not the creator or the developer.

As a [type of user],
I want to [do something]
so that I can [achieve a goal]



WHY USE USER STORY?

- Center the needs of “real” people
- Guide design — by clarifying features and priorities that matter.
- Spark imagination — especially when people contribute stories from different neighborhoods or experiences with water in Toronto.
- Identify gaps — whose voices might be missing, and what kinds of interactions aren’t supported yet?

EXAMPLE

- We plan to build an interactive map that visualizes the city's evolving relationship with water through layers like recent events, human interventions, and policy changes.
- We aim to use newspapers as sources to identify where and how water-related issues are being discussed, helping us trace patterns of visibility, conflict, and care across time and space.

As a policy researcher,
I want to visualize which
water bodies are receiving
attention (or being ignored)
so that I can understand
how discourse shapes action.

As a community organizer,
I want to see past and
upcoming water-related
events
so that I can promote my
local cleanup and connect
with others.

As a newcomer to Toronto,
I want to learn about
community events near rivers
and lakes
so that I can feel more
connected to my
neighborhood.

As a concerned citizen,
I want to contribute to a
growing conversation about
water pollution in a specific
area by sharing my
experience
so that others pay attention
too.

BRAINSTORM

- Who might be interested in your map?
- What might they be looking for on your map?
- How can your map help them find what they need or care about?
- How might they use what they find?
- What questions or concerns might they bring with them?

Tools: Miro board, Google Doc,...

SHARE YOUR USER STORIES

**5-MIN
BREAK**



STORYBOARDING

A storyboard communicates a story through visuals displayed in a sequence of panels that chronologically maps the story's main events.

STORYBOARDING

A storyboard communicates a user journey through visuals displayed in a sequence of panels that chronologically maps the different steps of interaction of the user with your map.

STORYBOARDING

How storyboards will help with your map project:

- Showcase a user's journey
- Start thinking about interaction
- Clarify your vision
- Set your priorities
- May spark new ideas

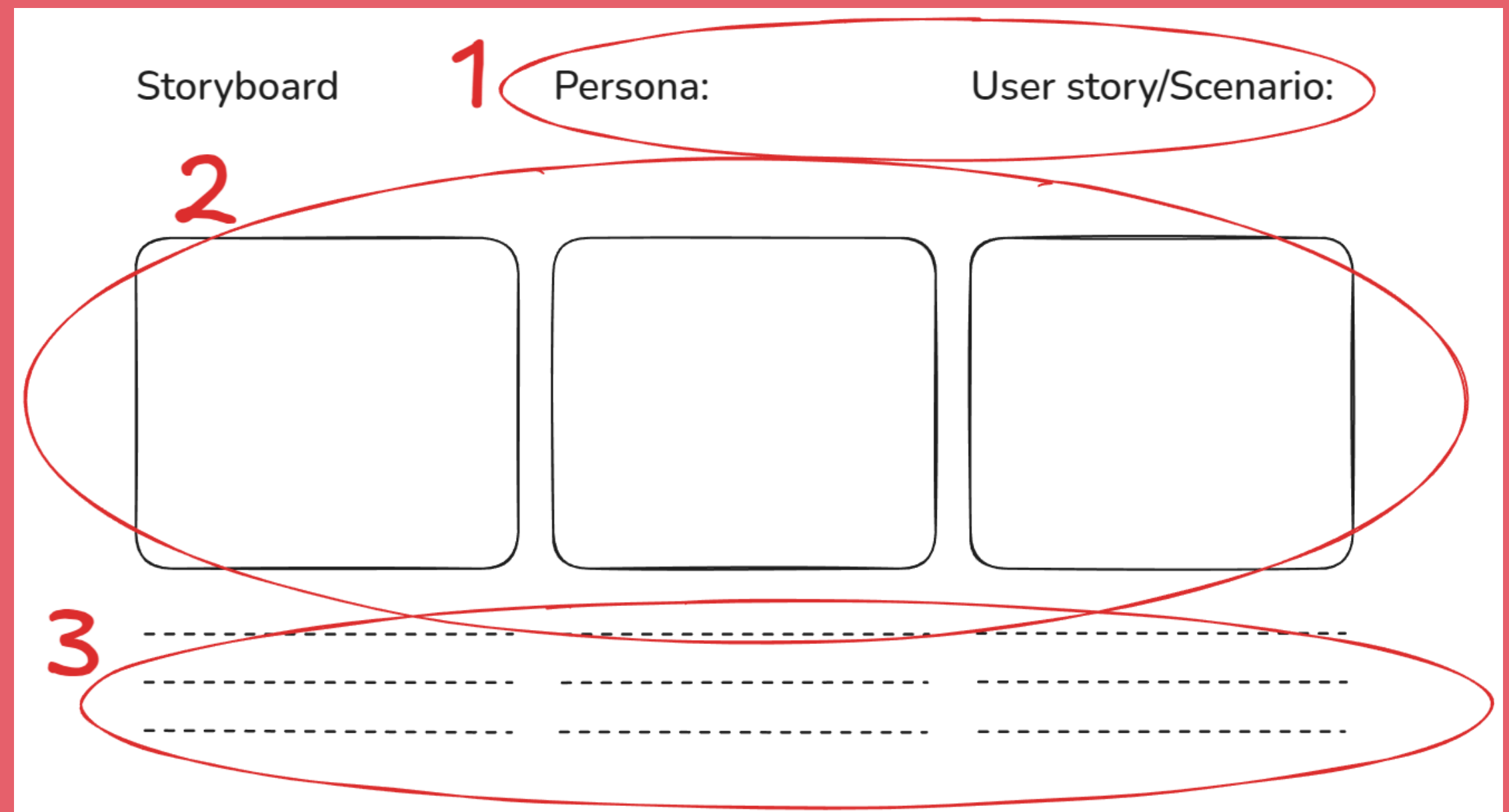
STORYBOARDING

Elements of a storyboard:

- 1.Scenario
- 2.Visuals
- 3.Captions

Keep in mind:

- Simple scenario
- Low-fidelity Visuals
- As many panels as you want



EXAMPLES

STORYBOARD



- MAKES NOTE OF SUPPLIES NEEDED ON CLIPBOARD
- PHYSICAL INVENTORY

PERSONA:

CORPORATE BUYER,
JAMES

SCENARIO:

REPLENISH OFFICE SUPPLIES



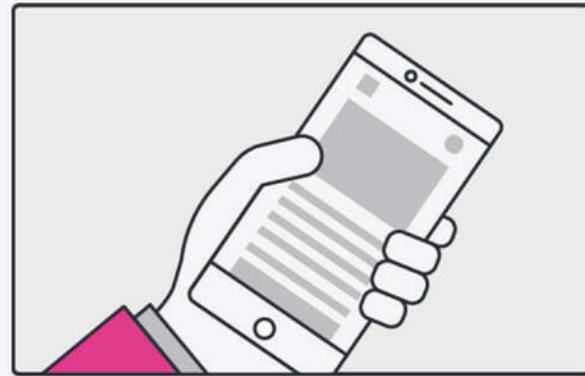
- SELECTS ITEMS FROM FAVORITES LIST
- USES DESKTOP + SUPPLY LIST AS TOOL



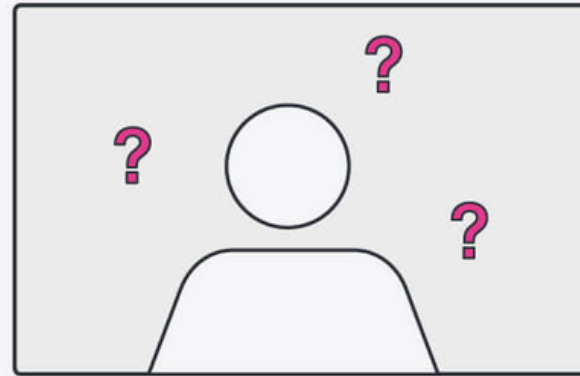
- RECEIVES SHIPMENT WINDOW W/ORDER SUBMISSION
- SETS PLAN FOR RESTOCK

Source: <https://www.nngroup.com/articles/storyboards-visualize-ideas/>

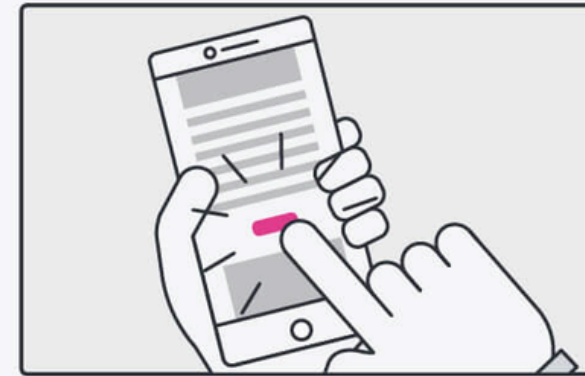
EXAMPLES



1.
Searching app to complete an action



2.
Can't locate the section they need



3.
Finally finds the right button

Source: <https://www.uxdesigninstitute.com/blog/ux-storyboard/>

EXAMPLES



Source: Class exercise previously carried at UofT

EXAMPLES

High-level Storyboard 1: User successfully leaves and returns to Secured Station



User opens app to find a secure space



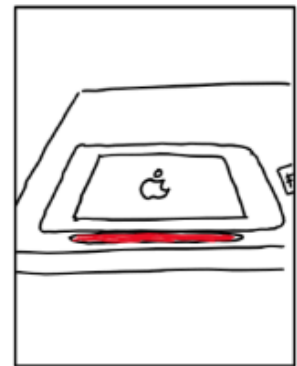
User arrives at secure space



User sets up laptop and tablet at station



User needs to leave station; scans barcode to lock station



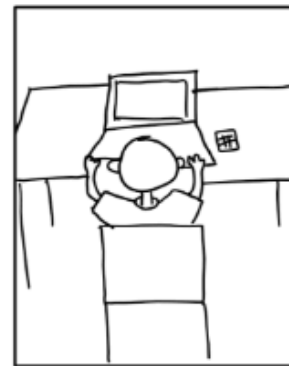
Station locks, and indicates so with a red light



User leaves his station with his phone



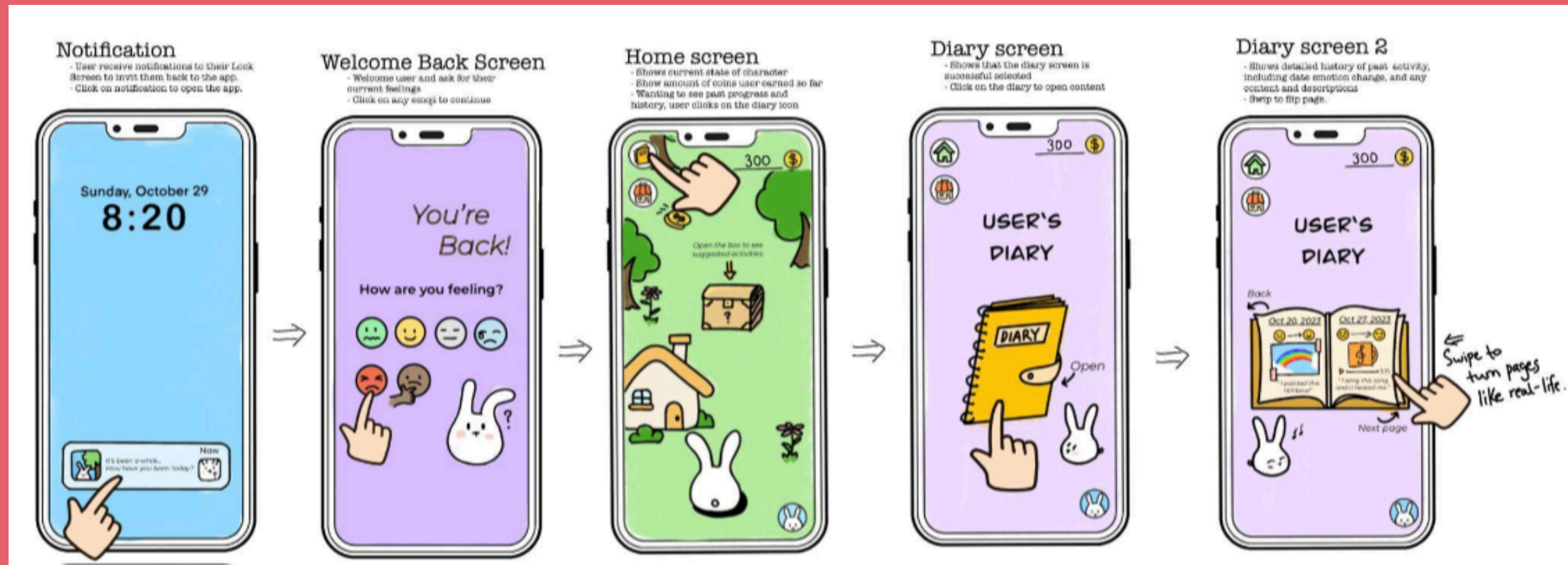
When user returns, they unlock the station with app



User continues to work at station

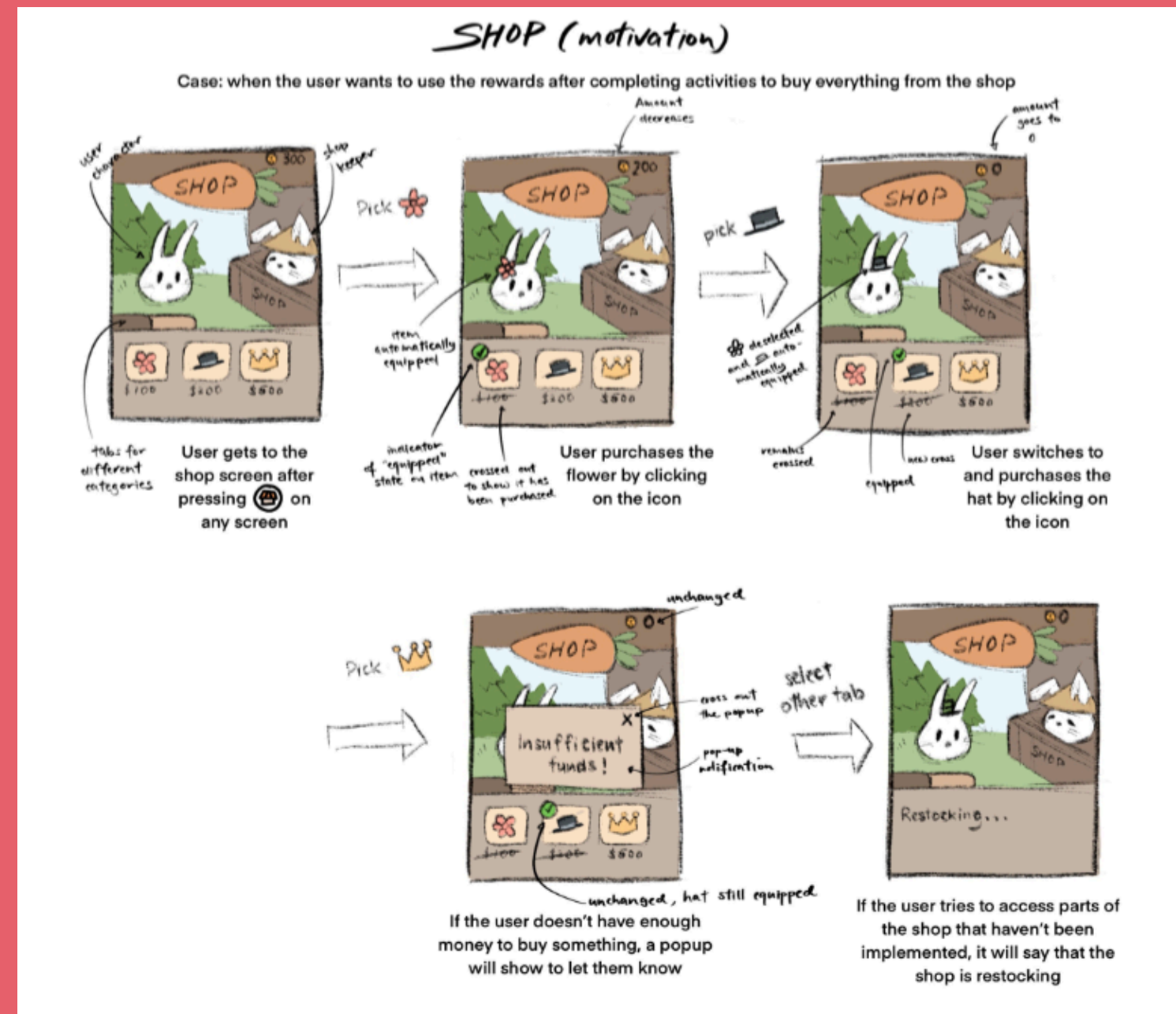
Source: Class exercise previously carried at UofT

EXAMPLES



Source: Class exercise previously carried at UofT

EXAMPLES



Source: Class exercise previously carried at UofT

OVERVIEW OF INTERACTIONS

Story Maps

Static Maps

Temporal & Evolving Maps

Game-like Maps

Itinerary Building Maps

SKETCHING ACTIVITY

- **For digital maps:** Storyboard a user journey (e.g., what does the user click on? What happens after they click on something? Are there any pop-ups/knobs/sliders?).
- **For physical maps:** Mock up interactive elements (e.g., liftable flaps revealing “past/present/future” layers).
- **Guiding Questions:**
 - Does the interaction deepen understanding of the narrative?
 - Is it intuitive for your target audience?
 - Is it playful and engaging for your audience?

COWORKING

