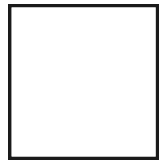
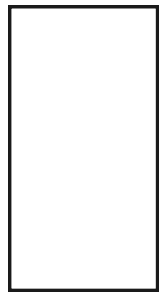
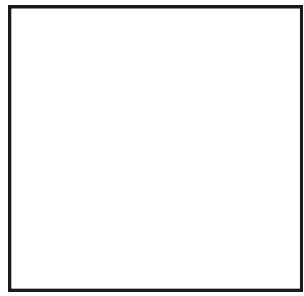
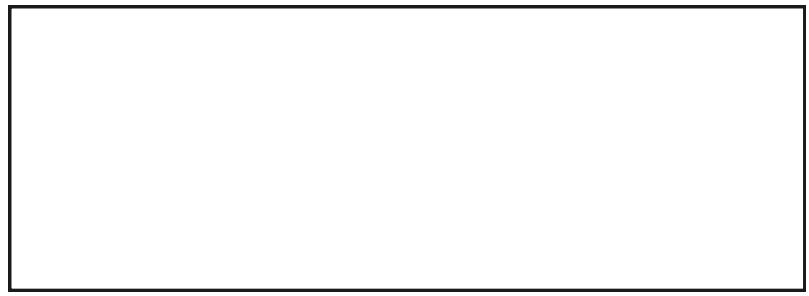
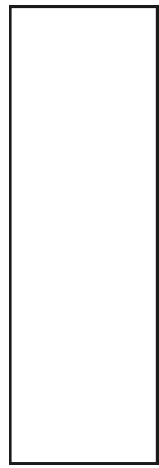
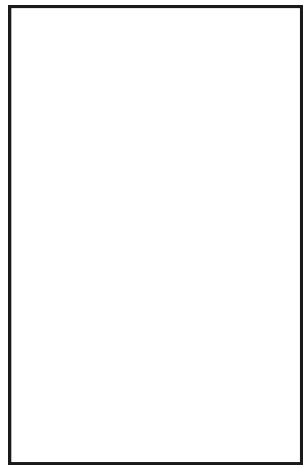
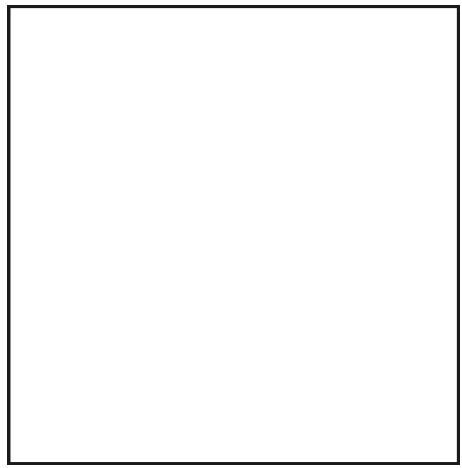
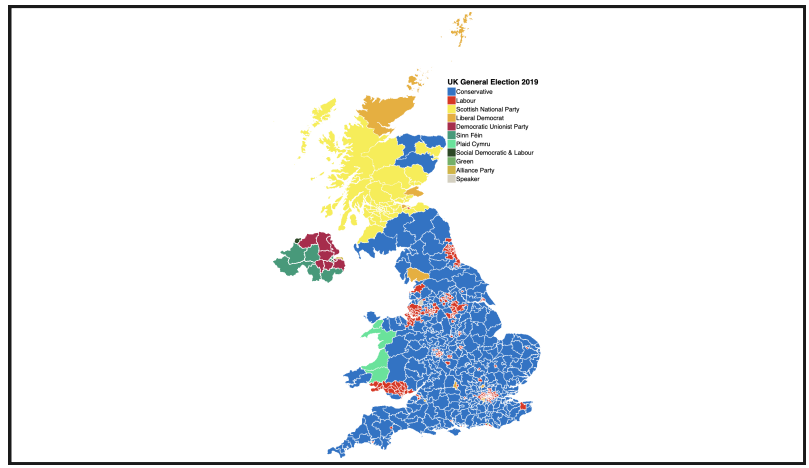


Template provided to participants

approx. laptop screen size

approx. tablet screen size



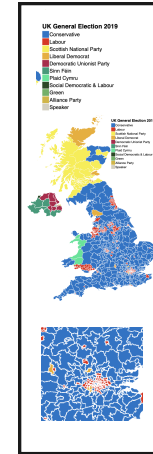
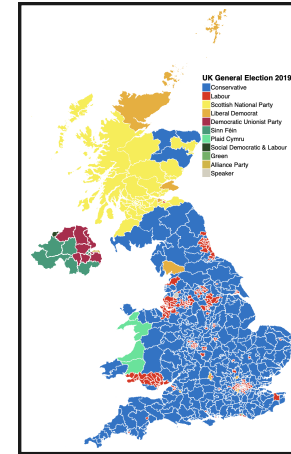
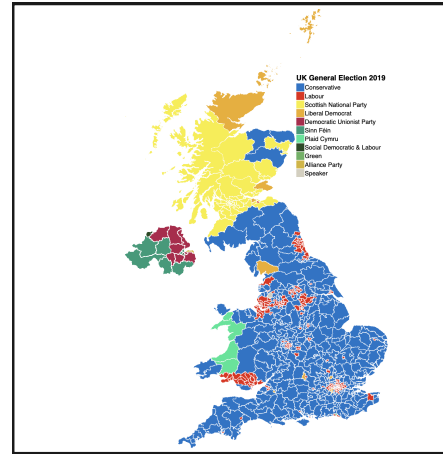
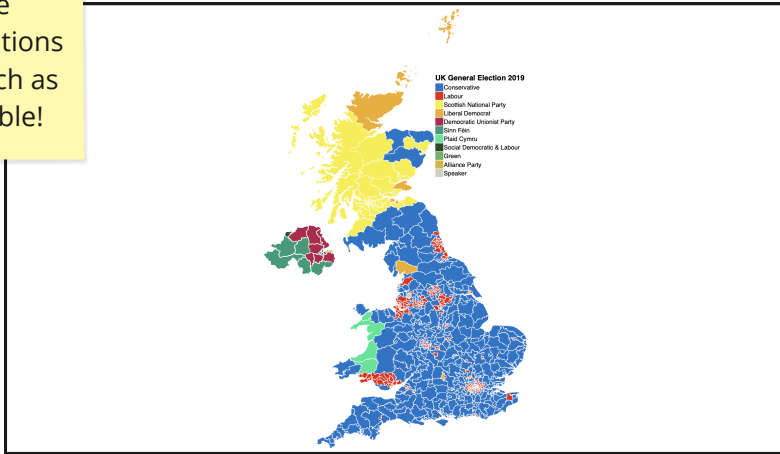
approx. smartphone screen size

P2's final designs

approx. laptop screen size

approx. tablet screen size

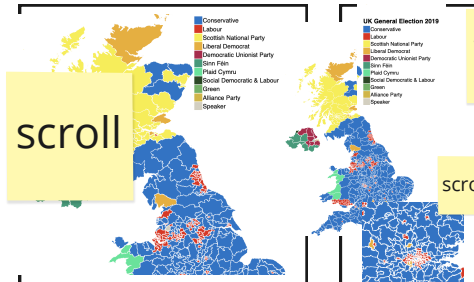
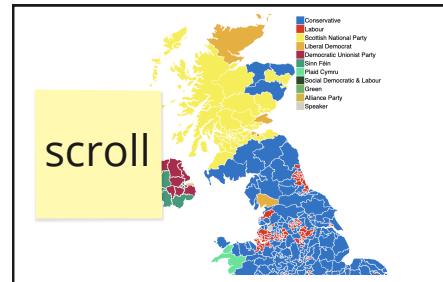
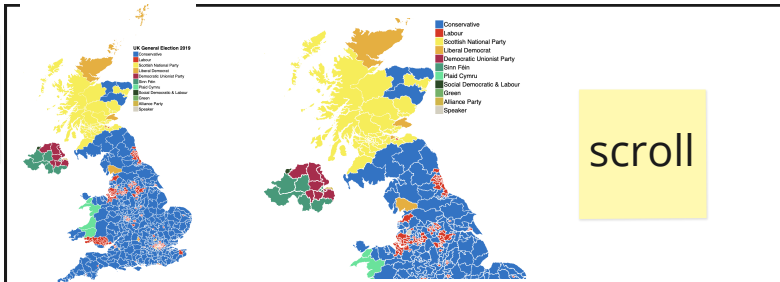
use annotations as much as possible!



mobile screen is ok to be smaller because you're closer to the screen

move Shetland islands down

scale down the map to fit as much as possible, then keep that minimum size and let users scroll

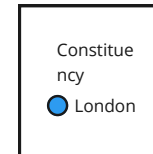
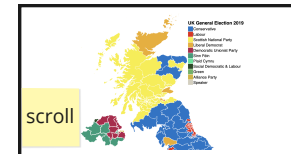
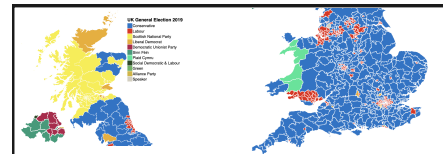
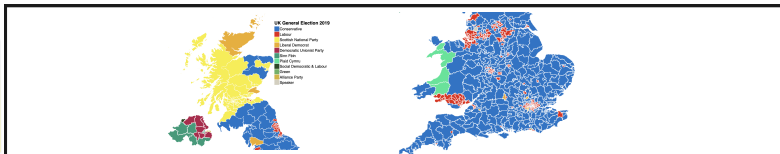


use annotations to reduce need to scroll to legend

approx. smartphone screen size

for arbitrary colors, legend is more important and colors should be reduced to 4 if possible

would user test cut up map, scroll is also ok



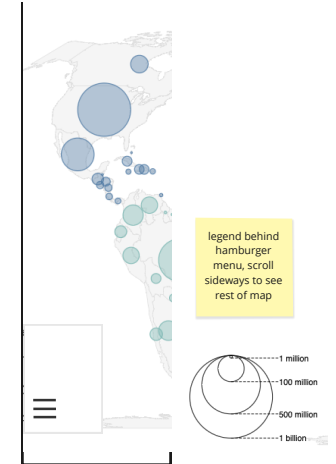
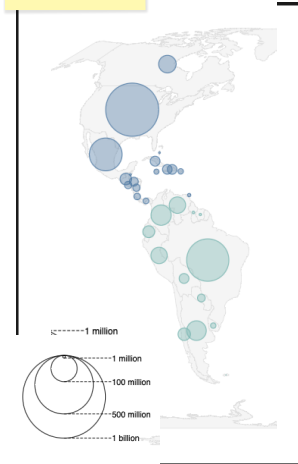
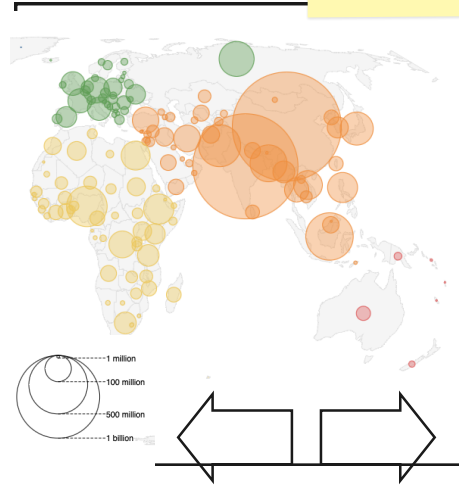
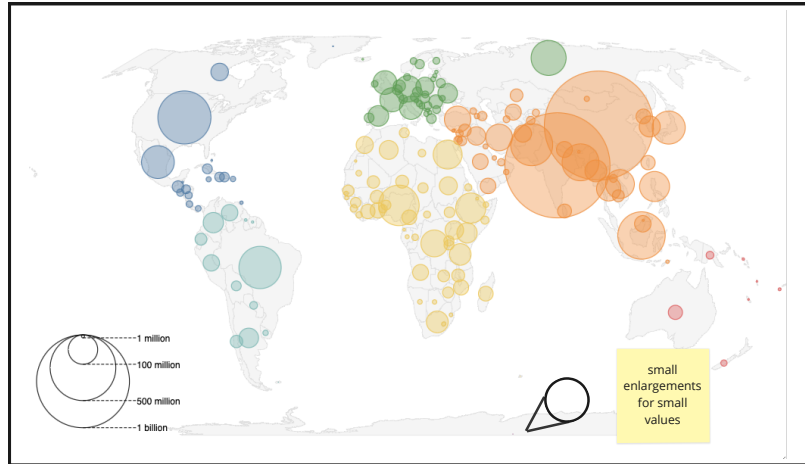
P5's final designs

approx. laptop screen size

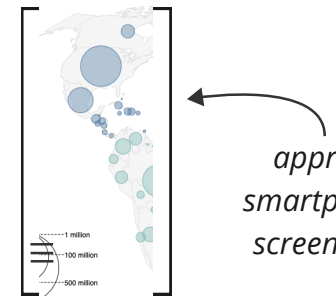
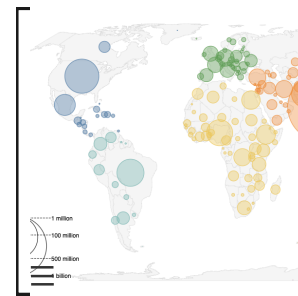
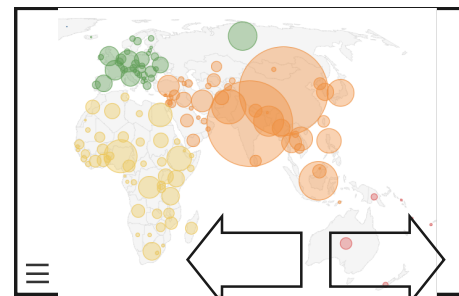
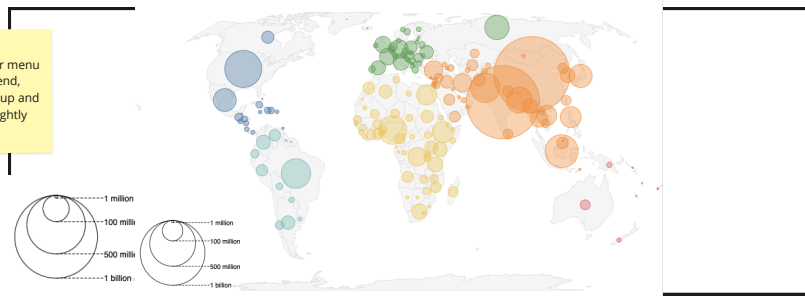
approx. tablet size

scroll sideways, add snap to points for views that seem reasonable

two screens - switch between them with arrow buttons

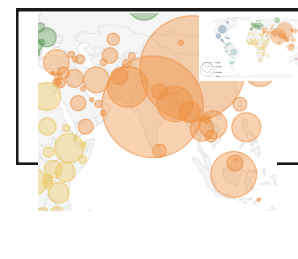
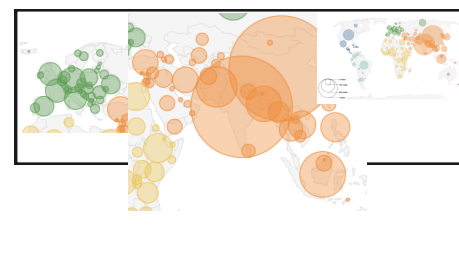
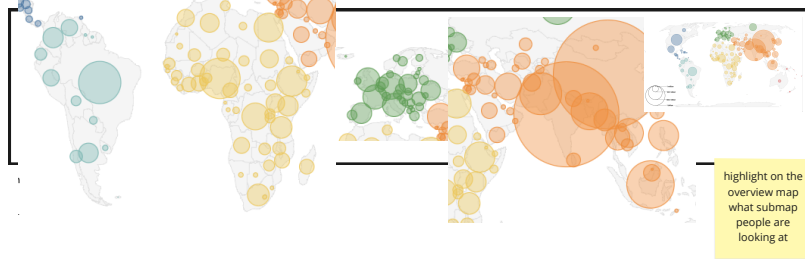


hamburger menu for legend, scroll/pan up and down slightly



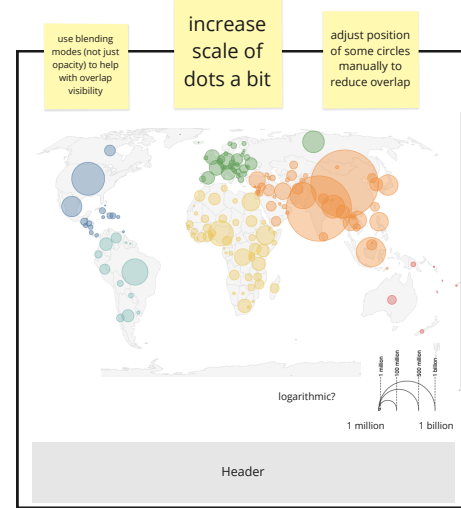
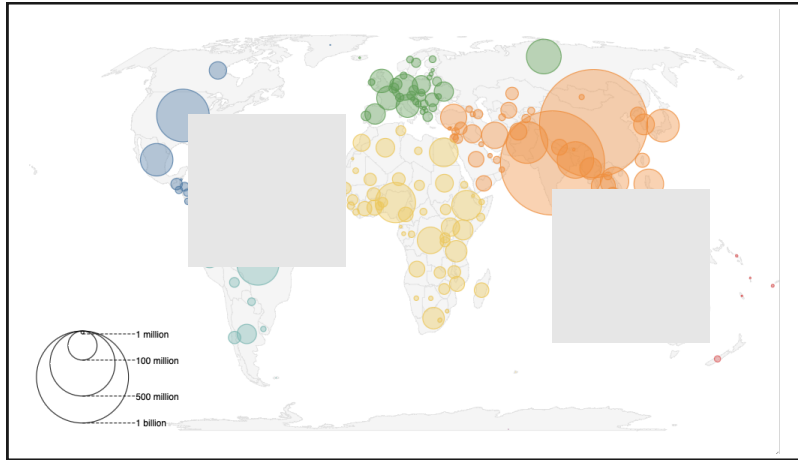
approx. smartphone screen size

separate continents into submaps

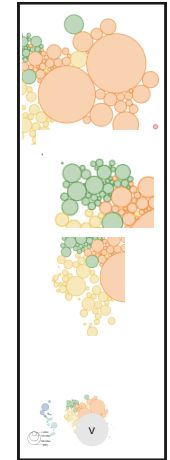
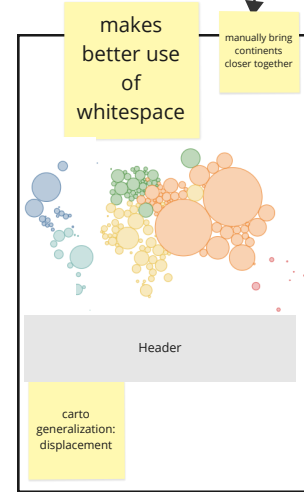


P6's final designs

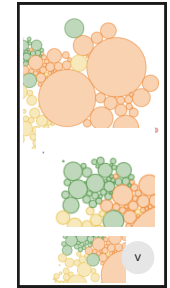
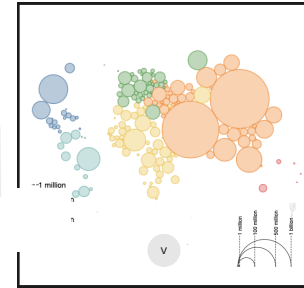
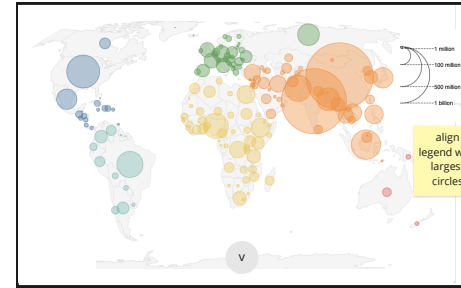
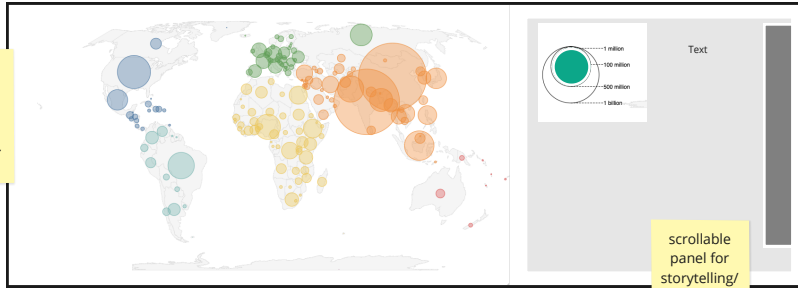
approx. laptop screen size



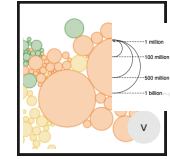
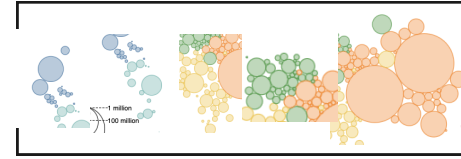
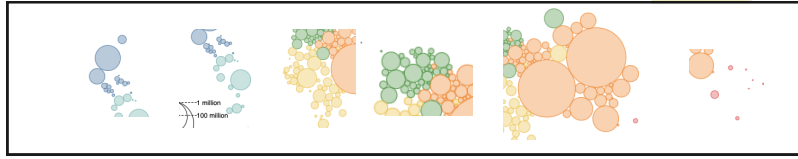
approx. tablet screen size



choose a different projection that is wider



approx. smartphone screen size



"big enough" - size and visual hierarchy - get rid of stroke to maintain that

displace lower dots upwards to fit everything

