

Our user interface design

The design of a good user interface is a large and complex job, and we are only at its beginning. The purpose of our preliminary design is to be a good start to a conversation with people using the PlaNET facilities and experts in user interface design. It will be developed further as part of our Planetmakers PlaNET proof-of-concept discussions.

Our preliminary user interface design shows a set of screens illustrating the major features of the PlaNET software. It highlights two key features:

1. to show an app that brings the relationship between people to the forefront, including trust and reputation, and that makes it easy for groups to work effectively on a 'commons' basis.
2. to show how users control their own data: how different profiles can be shown to different groups, and how they have fine-grained control of what they receive.

Our User Interface Design was prepared for Planetmakers by Adam Zahler, of [Function to Form](#). Of the various screens developed, we will highlight three here that show the key features above.

Some general considerations

We want a design that contains features that users see as familiar, easily understandable, and consistent. All of the screens have a consistent header with a search field and a few icons giving key actions. They all use a left sidebar for navigation, which can expand or contract in accordance with what is shown in the main column.

A personal profile

The point of the personal profile is to give the user a clear sense of the person they are looking at, and their connection with others. The screen shown below has a clean, simple design, with a space for a heading photo.

It prominently shows their reputation, specifically for care of people and care of planet. The icons and star ratings will also appear on all transactions in the PlaNET social marketplace, as when they are buying, selling, or giving or receiving favours. The star ratings on this screen are the average rating they have received over all such transactions. There may be the possibility of putting a time frame on that (as last month, last year).

Beneath that are 'badges' that are meant to highlight voluntary work or favours done for others. Organisations that are part of a PlaNET community will have the ability to award badges to their volunteers, so that they will be seen as desirable people to be offered favours in the gift economy part of the social marketplace.

The screenshot displays a user profile for Paula Hastings (@PHASTINGS79). The profile includes a header photo of a family in a field, a bio, and a 'Recent Activity' section. The 'My Reputation' section shows two categories: 'Care of People' (5 stars) and 'Care of Planet' (5 stars). The 'My Badges' section features four icons representing different types of contributions. The 'Recent Activity' section is filtered by 'GROUPS' and shows four recent actions. The 'People' section on the right lists users with their names, availability, and last seen time.

Name	Availability
Lindsey Stroud	online
George Fields	online
Nicci Troiani	38 mins
Rebecca Moore	6 hrs
Jones Dermot	Apr 15, 2019
Jane Doo	Apr 15, 2019

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Group opening screen

The opening screen for a group gives you a quick snapshot of what is happening in the group. From the group's home screen, their main, day-to-day activities will be linked from one of the three main tabs: *Social*, which takes them to the PlaNET social action network for discussions, *Exchange*: for the social marketplace which has offers and wants, and *Accounts*, which will show them their transactions with others in the group, and which is where their reputation and ratings on each transaction will be shown.

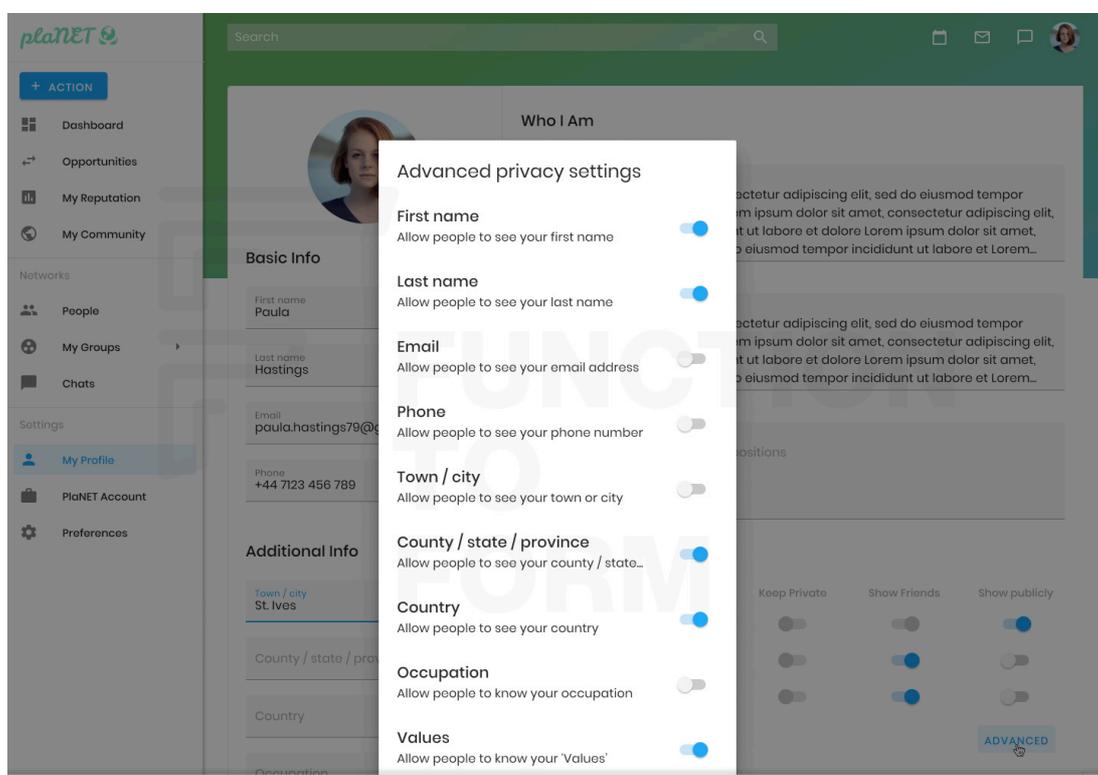
Other than the main daily activities, for the health and effective functioning of the group as a Commons, there is the Metasystem, which is shown as the five icons within the group's main photo: WhoWeAre, Commons, Peacemakers, Synergy and Direction. For any of these where there has been new activity, there is a small number indicating how many new activities there are. These might include, for example, new members, a new vote for decision making, changes to policy or future plans.

The screenshot displays the PlaNET mobile application interface. On the left is a navigation sidebar with sections: ACTION (containing Dashboard, Opportunities, My Reputation, My Community), Networks (People, My Groups, Operation Cleaner..., Village Wind Turbine), and Settings (Profile, PlaNET Account, Preferences). The main content area features a search bar at the top, a group banner image of a beach, and five colored icons representing the Metasystem: WHO WE ARE (yellow), COMMONS (black with 6 NEW), PEACEMAKING (purple), SYNERGY (pink), and DIRECTION (orange with 2 NEW). Below the banner is the group name '@PM_CLEANERBEACHES Operation Cleaner Beaches' and a text post: 'Between 2013 and 2018 we have discovered a 29% increase in the annual average litter and waste left by locals and tourists on our 3 main beaches compared with the previous 5 years. We have pulled together an initiative led by @phastings79 and @jonestdormot to address this rapid increase. So far in 2019 we are on track to more than halve the total amount of litter compared to 2018 but we need your help. Contact @phanstings79 to learn more.' A bottom navigation bar shows HOME, SOCIAL (selected), EXCHANGE, and ACCOUNTS. Below this is a 'What's on your mind?' text input field with a POST button. A post by Rebecca Moore (Volunteer) is visible, dated 21.08.19, with a 5-star rating and the text: 'Yesterday evening's cleanup on the headland went really well with a great turnout so thanks to everyone who made it!'

Fine control of your own data

In our present centralised, commercial platforms (FaceBook, Amazon, etc.) all your personal data is owned and controlled by the platform, and is mined for information that can be sold to advertisers or others. In contrast to this, in the Holochain world, all your data is stored securely on local servers, under the control of the community, and every user and every group can control who sees their data. This can be one to a fine degree of detail, if desired.

We have made a start to this in our profile screen, which shows (in the background) a choice of three options: keep private, show friends, show publicly. Then there are 'advanced privacy settings' that give you even more detailed control of different items.



In conclusion

The purpose of our user interface design is to enable users to interact efficiently, with trust and credibility, to maximise success in achieving the goals of PlaNET to build more collaborative, sustainable communities. The user interface is a template, a guide that enables users to achieve these goals without having to understand any theories of how to do this. Everything about the user interface should make this management of processes as seamless as possible from the user's perspective.