Early Bird

Citizen Science App Design for the Onychophora phylum

[Public Figma File Link]
[Public Figma Prototype Link]

Angel Le

Creature Information

Early Bird is designed for the Onychophora phylum, which contains all velvet worms between two families - Peripatopsidae and Peripatidae. Within the Peripatopsidae family is the Blind Velvet Worm (Leucopatus anophthalmus), which is spearheading this app.

As a lesser-understood phylum, Onychophora is broadly threatened, and the Blind Velvet Worm is considered endangered by the Internation Union for Conservation of Nature (IUCN) Red List.

Discovered in the last two centuries, very little is understood. Today, they face major threats - fire and deforestation removes damp logs/mossy stones/leaf litter needed for survival. Nearly exclusive to tropic forests, streamsides, coastlines, and shrublands in Australasia and Afro-America, Early Bird is equipped for audiences in both areas to discover and learn about the unique creatures.

"living fossil"

Velvet worms are otherworldly and nearly as old as life itself; dating back to the Cambrian period about 500 million years ago, which saw the first major diversification of animal groups. A missing link between arthropods (contains insects, spiders) and annelids (segmented worms like earthworms), they serve as a powerful study for the evolutionary history of our planet. For example, their simple eyes help us understand the evolution of vision.

We must understand velvet worms before beginning to protect.

Fun fact: surprisingly, velvet worms are more related to arthropods than annelids!

alien build, alien behavior

These worms are have adorable, cartoonish looks - with typically 15 pairs of non-jointed feet, limited/no eyes, antennaes, and a velvet texture, they're too distinct to mistake.

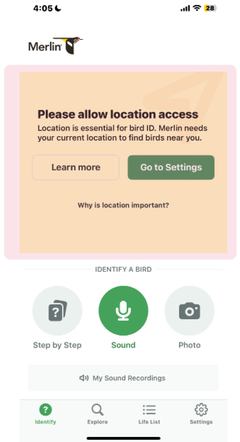
Their extremely porous, hydrophobic "velvet" skin is coated with papillae to protect them from lethal moisture-loss, and have small hairs receptive to touch and smell! They also breathe through constantly open trachea holes across their body. With a body prone to drying out, velvet worms are limited to damp, shady areas.

Generally blue-gray, brown, or white, velvet worms are often beautifully patterned. Their alien bodies are complete with teethy jaws and oral tubes that dispense a "silly string of death" - a viscous, sticky secretion that buys time against predators and tangles prey (and the nutritious dried slime is edible after!)

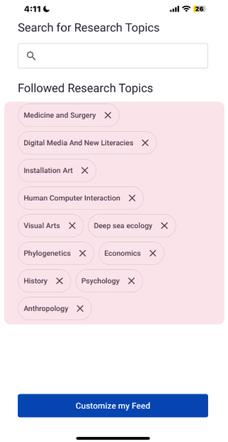
The velvet worms are also extremely diverse in forms of reproduction. While some species lay yolky eggs, others contain them until they're ready to hatch, and some even have yolk-less young that feed on their mother like mammals do!

Image Credits: Alexander Bär (https://www.horizons-mag.ch/2023/03/02/deciphering-a-natural-super-glue/)

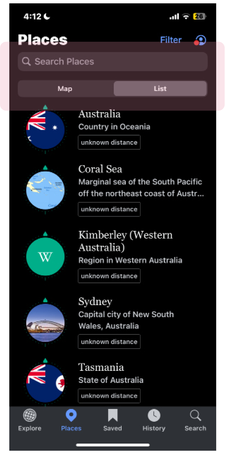
Ideation & Process



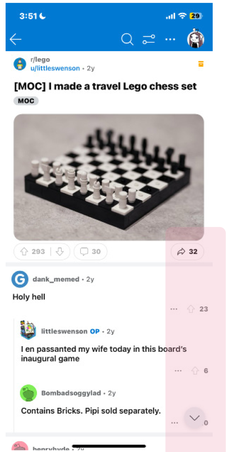
Through exploring the Merlin Bird ID app, I realized location and camera access in the onboarding process would be important, and I've implemented this in Early Bird.



In the Academia app, I was requested to select topics of interest in onboarding, and this inspired my media tagging screen, where users can search and select relevant tags.



I also love the 'Places' tab in the Wikipedia app, and how their spatial portal was split by map and list view, which I also incorporated into Early Bird, in the form of a map and sightings data view.



Reddit's forum design is a major inspiration for Early Bird's forum, with the addition of 'Citizen' and 'Scientist' roles that resemble Discord's chats.

Ideation & Process

Initial versions of the library page for a blind velvet worm

My main process documents were **sketches, user flow drafts, and discussion notes**.

Through these sketches, I brainstormed different layouts for screen types, including the greeting, media upload, and "library pages" for species within the app's design (the Onychophora, or velvet worm, phylum). The focus was to explore different ways to interact with the main features without emphasizing how they connect to each other. After beginning my sketches, I realized that the layouts were built for right-handed users like me, and did not consider left-handed users (-like myself as a child!), and shifted my focus for the remainder of the sketches. I considered the type of user, horizontal symmetry for left/right-handed use, as well as keeping the main "acting" area in the lower 2/3rds of the screen, where hands have best reach. I designed with the user in mind, intending to interact with academics by two main bridges - species in media confirmed by scientists, and a forum/chat section between citizens and scientists.

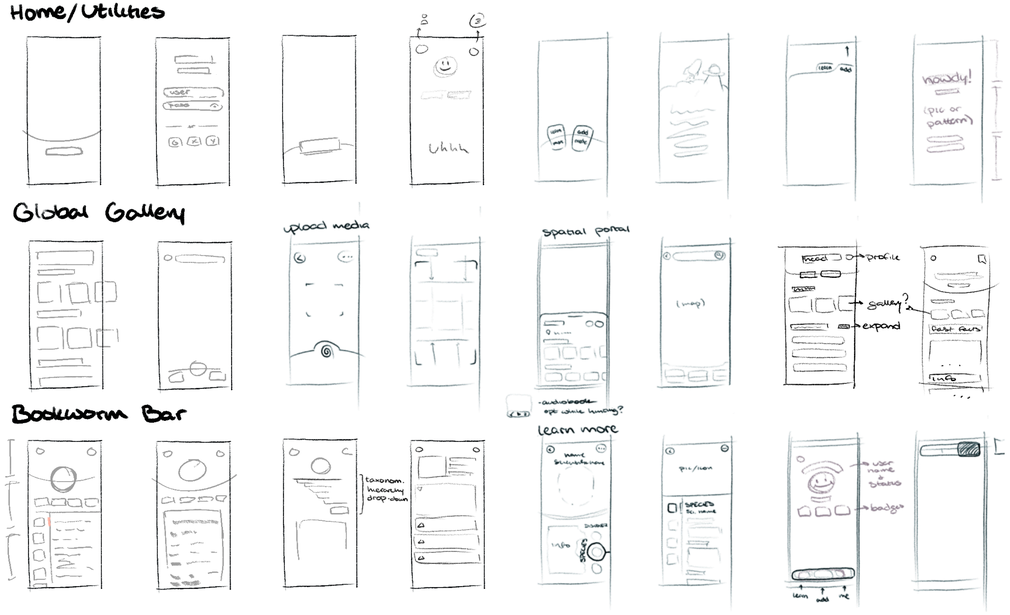
I came up with four ways to upload media and settled upon two for range. An initial plan was inspired by an Instagram/AppleOS/Snapchat camera mechanism that users can click to take photos or hold down to record videos. I wanted the process to feel clean and minimal, instead of cluttered.

I designed the metadata and forum screens to resemble Tumblr or Reddit, where users upload one or multiple pieces of media, then tag and note their sightings. I loved the range in skill level you'd receive posting on Reddit, and this shows in the profile badges in Early Bird, which would add credibility to scientists' responses in my hypothetical algorithm. I also love the social aspect of following a scientist to keep up with their work/app activity. Originally, I designed the "citizen media" to only allow metadata assigned by scientist profiles, but after the first round of testing, reversed this to allow citizens to feel more involved in advancing science.

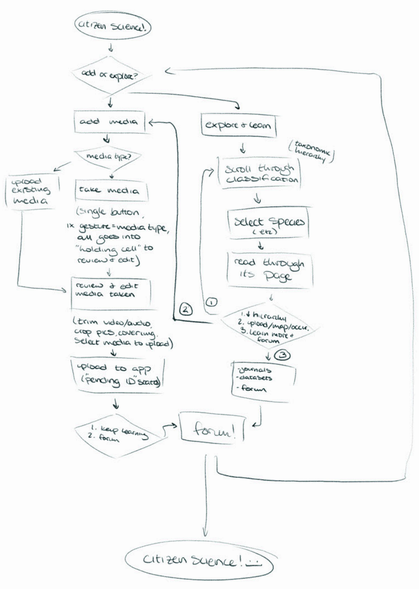
My biggest goal for the app was to feel easy to use and build a closer bond between the public and scientists working towards the same goal - learning!

While I initially wanted to gamify my design with an alien or fantasy theme, I quickly found that integrating a complex theme/look was overcomplicating the quality of interactions, especially for my first app. I scrapped this for a cuter, bubbly look that focused on teaching users new information and make them feel involved in the discovery and study of an endangered phylum. Early Bird is focused on the beauty of learning as a user above all, so exploration, not perfect metadata, is my emphasis. Data entry should be fun and not tedious. I opted for rounder shape language in the buttons and a simple look inspired by iOS elements.

Wireframes

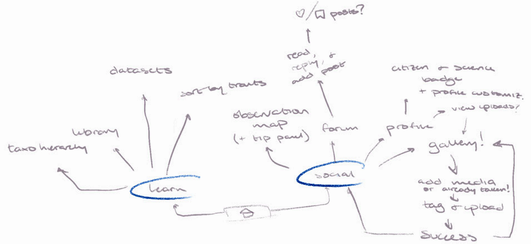


Wireflows



My wireframe sketches were originally to try different layouts after writing a list of main and secondary priorities. Personally, I found this to be overwhelming and resulting in cluttered and unclear designs.

Attempting a different technique, I made a handful of mind maps and it definitely provided a clearer vision for Early Bird. I found that the mind map was more effective in transitioning from a list of flows and features to the visual prototyping, because I was able to view the functions, group them, and find gaps and redundancies.



I created the wireflows with as clear of a user journey as I could have. Early Bird's features naturally divided into an educational ("learn") and sharing ("explore") section. The 'learn' tab consisted of the species articles and sightings map, and the 'explore' tab hosts the forum and ability to upload and tag media. After several rounds of usability testing however, the sightings map and forum would switch to the opposing parent tabs, as this layout was more intuitive for my users.

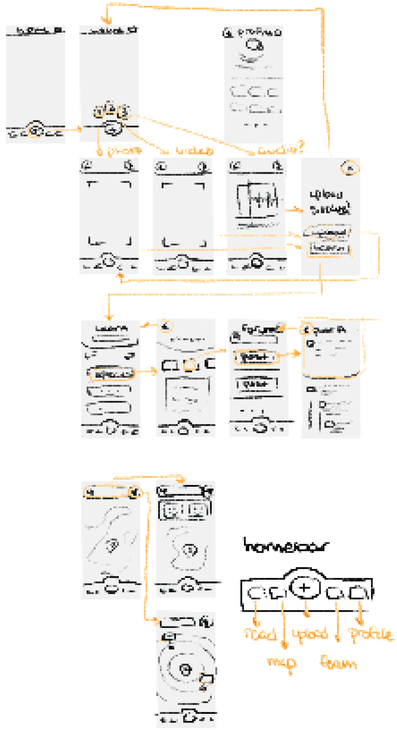
Usability Testing

ROUND 1 - rainy

- homebar tabs = confusing naming.
- ability to discern screens + button purpose limited by prototype (use lo-fi, poorly designed)
- colors are overly bright + distract.

- further develop prototype w/ out rdt
- sharp design + test study
- minimize, have correct feature!

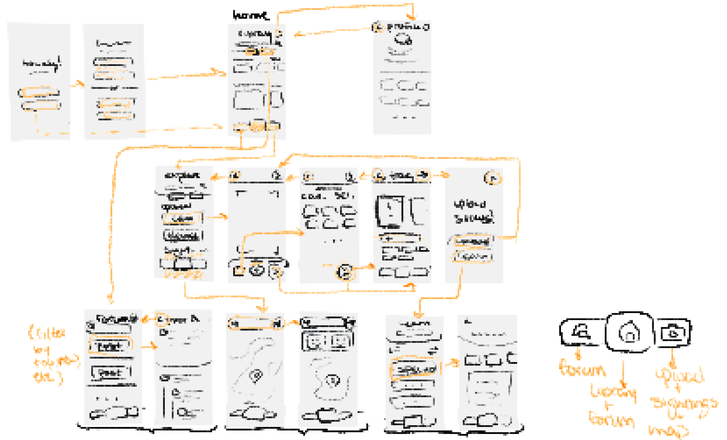
Usability Testing



Round 2 - Lamy

- "profile gets smaller"
- A is unclear, feels like profile page → redesign so less like profile
- moved
- homebar wants interacting ("learn, home, share") - intention ("bookmarked, home, chat") - reception
  - support ID, open book → redesign icons, tweak homebar, compare & proto.
- assumed species names → add species names! blind user.
- prefers forum (lil ~reddit) exclusively through learn tab (currently access. in both) → keep BB = library, forum, map; upload tab / explore / off
  - unless forum → add forum, then de-local tab exists
- ability to upload media feels like afterthought by design (access is nested, color incorrectly is off & user eyes gravitate to high contrast) → Pathfinder priority! upload = major, social = minor
  - since round 1, remembered that media upload was a main feature, now feels minor
- would enjoy forum & upload link (2ndary) → 2ndary access to features, but clear primary vs. 2ndary
- enjoys bridges btw learn & social, but amount of both tasks is unclear & misaligned → keep learn + social → learn tab (MAIN FLOW); add bridges btw both (SIDE FLOWS)
  - gallery in library pg
  - ~~gallery in maps~~
  - ~~forum in library pgs~~
  - forum in upload → success screen
  - homebar = learn, home, upload → library, forum (2ndary), map → forum, home, upload
- upon landing, wants clear path to learn or social (home)
- local occurrences/upload gallery feels like learning, not sharing
  - suggests renaming "local community"
  - add gallery in library pg
  - on GO, change it like "photo made gallery & not like species on BB
- bar feels like collected worms w/o text (intended confirmed observations/occurrences) → keep bar in BB & expand in library pg

Usability Testing



Round 2 - isa

- forum posts
- real app! feels real so far
- view my 'sightings', not occurrences → Change to "sightings"

forum posts
- struggling w/ forum
  - how to get to forum, tab @ bottom needs text?
  - home is okay
  - books can mean several things
  - can filter forum
- plotted observers
- filter by traits
- diff. results - map location good!
- scientists answer posts! @ citizen/scientist (✓) / badge
  - a scientists answered in this!
- ♡ button for most liked posts
- report & hide, purple link, filter by unread/non favorite; - likes for comments, bounce for posts
- homepage = local map
- keep Camera tab as is!
- comments under media tags !!!
- upload → + button!

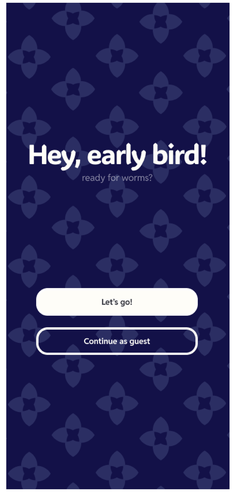
→ colors, text, & visual hierarchy is clear!

Forum & citizen + scientist roles
- redesign icons
- traits + "filter by traits"
- ~~scientist~~ → citizen + scientist badge
  - profile
  - scientist responses = more credible!

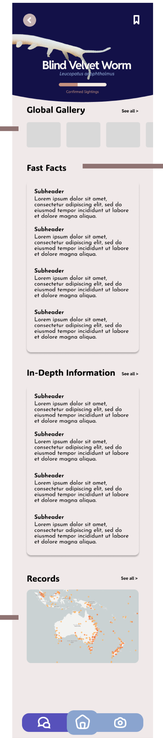
chat w/ other scientists, several scientists!

learn, hands on

Final Shots



The final greeting screen serves as the base for Early Bird's major choice screens, and keeps the buttons in the lower 2/3rd portion for a comfortable experience without reach. The colors and patterning created in Figma also introduce the app as friendly and clean.



To bridge the educational and explorational sections of Early Bird, each library page is designed to sandwich information with a 'global gallery' for local sightings other users have posted, and a 'records' window that shows sightings on a map. These areas allow secondary paths/bridges with the explorative sections from the educational pages (high priority).

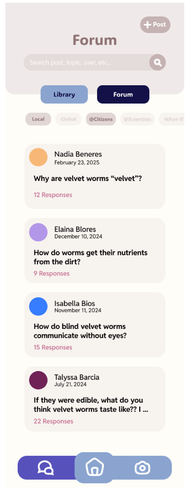
A user, in her test, best described this as switching from "reading the science to being in the conversation with scientists".

This background (#131148) with white text (#FFFFFF) has a 17.48:1 contrast.

Page keeps the shape language with an ambidextrous layout. It is now horizontally mirrored for both left and right-handed users.

Section tabs are changed from neutrals to high-contrast blue shades to solve usability concern and reinforce clear visual hierarchy.

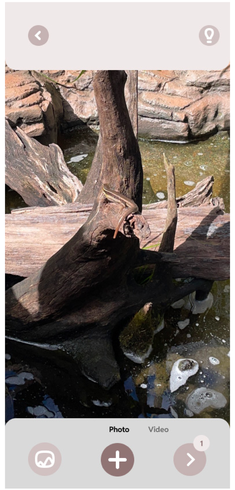
Filter buttons are neutrals as secondary functions.

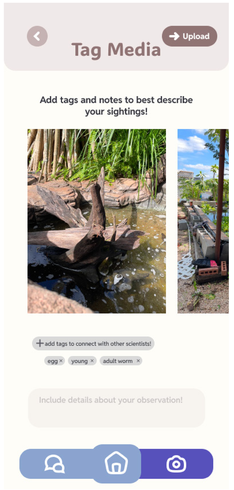


The forum page displays questions or fun facts. This is the chat area for citizens, enthusiasts, and experts to bond over the Onychophora phylum. Different filters can be applied to narrow posts down based on topic, proximity, role of poster, and other factors.

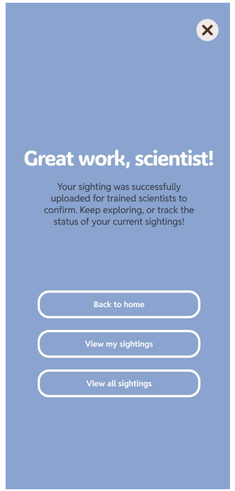
Final Shots

This brown background (#502E1D) with light neutral text (#FEFDF8) has a 17.48:1 contrast.





The final greeting screen serves as the base for Early Bird's major choice screens, and keeps the buttons in the lower 2/3rd portion for a comfortable experience without reach. The colors and patterning created in Figma also introduce the app as friendly and clean.



This page shows the user's sightings. Pictures would be replaced with a thumbnail of each sighting uploaded. Lower opacity elements are pending confirmation by a user registered with the @scientist role.