DISCOVERY

BACKGROUND

While working at FL Photos, my advisor, Professor Robert Sobel (Ohio U Communication Studies), and I noticed that hurricane messaging was often unclear, inconsistent, or overwhelming—especially for people who aren't meteorologists. Hurricane season is a perfect challenge for this because the stakes are high.

We set out to explore how design can help communicate hurricane risk, and one of the opportunities we pursued is designing for color vision deficiency (CVD). This project was published in the Proceedings of the 2025 Design Opportunity Through Human Centered Design Principles for the National Hurricane Center Hack (DOI:10.5038/2577-6207.1.1.1).

RESEARCH GOALS

- Do a quick, yet engaging dialog a hurricane, how do we provide users with the information they need to act?
- While information is important to display in order for them to make the best decision how would visualize that data?
- What do users look for when assessing the risk of a hurricane?

INTERVIEWS

10 interviews were conducted remotely through Zoom. There are three categories of participants: Hurricane Experienced, Hurricane Inexperienced, and Hurricane Curious. An interviewee participated in the Hurricane Curious that had no hurricane experience but showed interest. The setting was set to be casual, allowing participants to feel comfortable to share their thoughts. Each interview lasted around 30 minutes, and I was the primary moderator for the sessions.

These questions generally assess for experience and familiarity of users to hurricanes, how they prepare, and communication. Each interview was recorded and I took notes on questions said to me and also my initial reactions and observations, and I also took notes on the participant's body language and facial expressions. Themes were generated from the interviews, and 166 codes were collected. Afterwards, I created an affinity map to group the codes into 4 main themes.

COMPETITOR ANALYSIS

When all of the info dumps, 8 opportunities were presented to the National Hurricane Center. They provided their feedback and mentioned that they would like to see more on the mobile app and website. Due to the limited time, I chose to focus on the mobile app. Additionally, I chose to focus on the Hurricane Tracker page, because it provided the most information. Overall, I found that the app was overwhelming, and I wanted to see if I could improve the clarity of the app. I also found that the website was lacking in visual cues and that it was a little clunky to navigate.

Additional competitor analysis was done for hurricane scenarios and hazard communication. The scenarios generation is used as the front page, and cross comparison is used to see how the hurricane scenarios are communicated to the public. Hazard communication is used to see how hurricane hazards are communicated to the public. Overall, I found that the hurricane scenarios were overwhelming forecasters or alerts. Websites that did produce the information were not clear and lacked visual cues. Hazard communication was also lacking in the user's location information and personalization.

DEFINE

USER PERSONAS

From the interviews, four user personas were created that reflects the codes across from the main themes. Maggie represents the Hurricane Experienced, Kyle represents the Hurricane Inexperienced, Chloe represents the Hurricane Curious, and Desmond represents the participants that were not interviewed.

Maggie, 45 Years Old

Has had experiences hurricane before and is familiar with hurricanes. She is a mother of two and has been through multiple hurricanes such as Ian and Irma.

Kyle, 28 Years Old

Kyle is a graduate student that is living in NYC. He is from Florida, but has experienced hurricanes growing up. He is familiar with hurricanes, but not as much as Maggie.

Chloe, 26 Years Old

Chloe is a graduate student that recently moved to Hackensack, NJ. She is from Arizona and has no hurricane experience.

Desmond, 35 Years Old

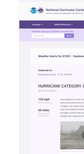
Desmond is a father of two and is employed as an IT tech. He is not from Florida, but has been through hurricanes before.

SKETCHES

After all the research I have collected, I started building low fidelity sketches on Figma. I wanted to see how I can improve the clarity of the app. I also collaborated with another design student to see how we can improve the app. We both had different approaches to the problem, but we both had the same goal. I decided not to include social media because even though this was requested, the client also does not have social media accounts.

I also kept component sketches that I further refined for the user personas. The mainly consist of components relevant to hurricane risk information, such as a hurricane tracker, hurricane cone, and hurricane hazards. I also kept the UI of the app consistent and did make the changes that they were not as relevant to the user personas.

User Persona: Maggie



User Persona: Kyle

User Persona: Chloe

User Persona: Desmond

USER FLOW

Before diving in and building in the web page, I'm sure this is common for everyone, I like to create a user flow to see how the user will navigate through the app. This is a simplified one, but includes the main features of the app.

DESIGN

FINAL DESIGN

The final design has a clean and modern aesthetic to the personas of Chloe. Most of the responses from the Chloe group consisted of wanting certain details about the product to be simplified. Due to the limited time, I decided to focus on the mobile app and the website was referencing using the styles.