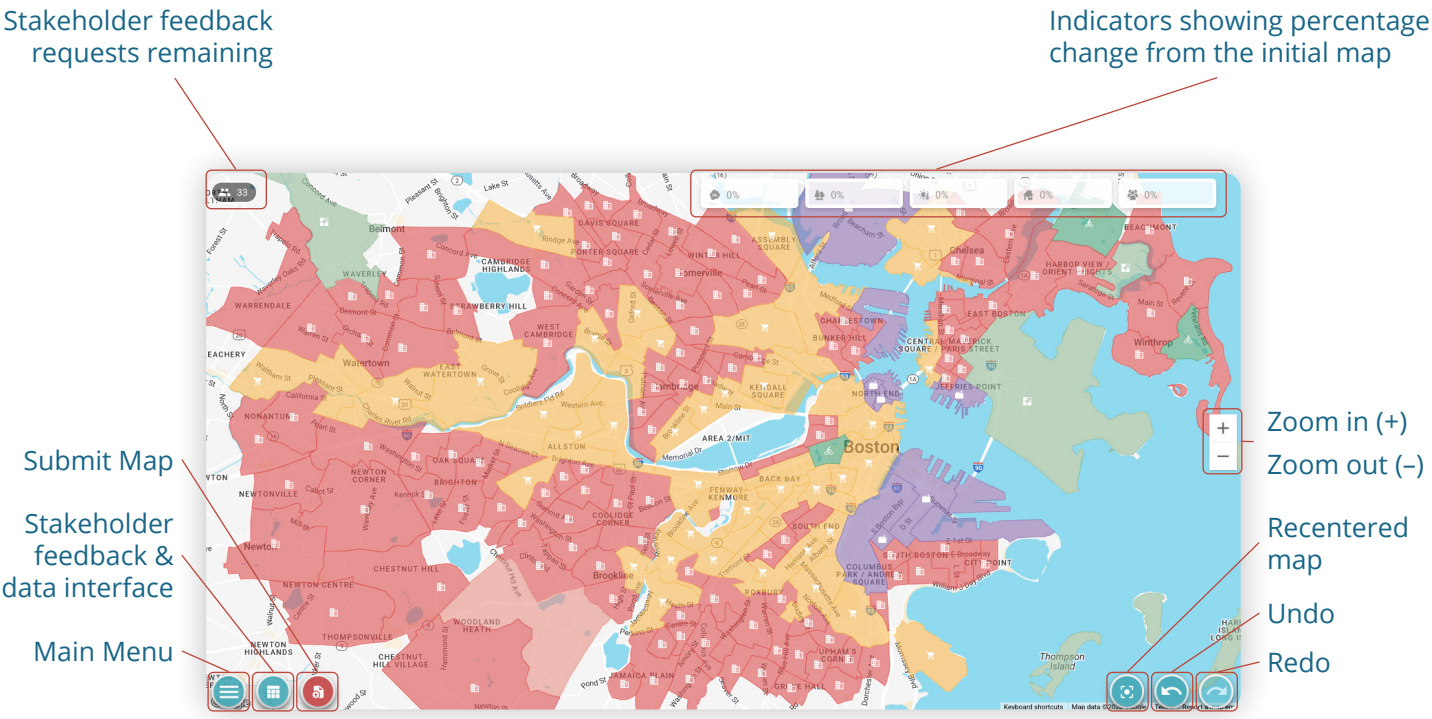
Quick Start Guide

IPLAN INTERFACE

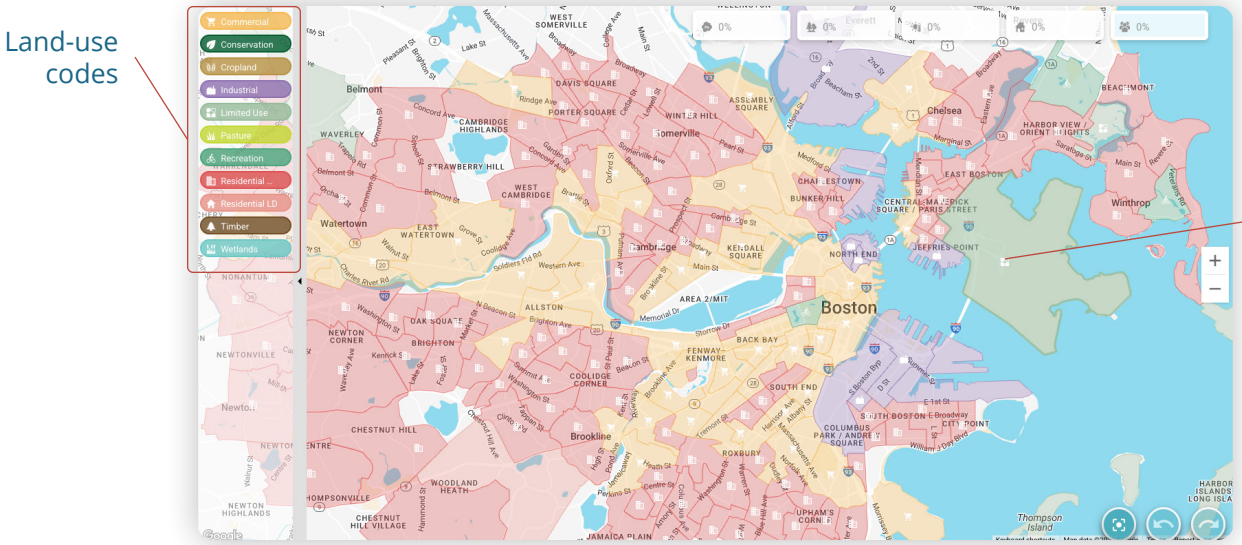
The following diagrams are intended only as a quick reference to the interface and its key features. For a more detailed introduction to the interface and functionality, there is a detailed tutorial available from the main menu.

Map Interface

The main interface in iPlan is a land-use planning map. Each parcel can be selected and changed to another land-use type, and the simulation models the effects of the change on the indicators.

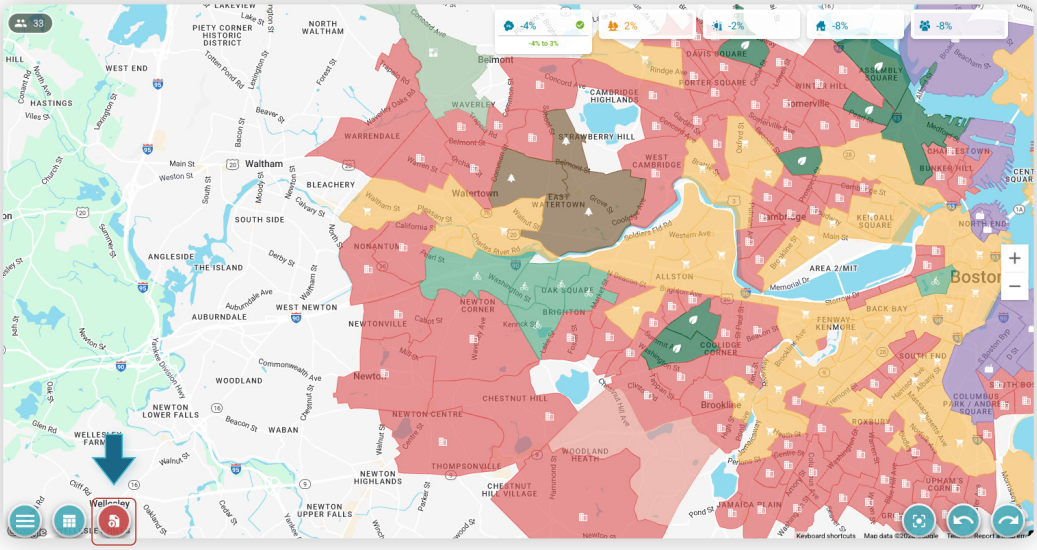


If one or more parcels are selected, the list of land-use codes appears on the left.



Map Submissions

Selecting **Submit** will open the submission interface. Submitting maps to the stakeholders for feedback helps the user identify both *what* changes the stakeholders want and *how much* change they want.



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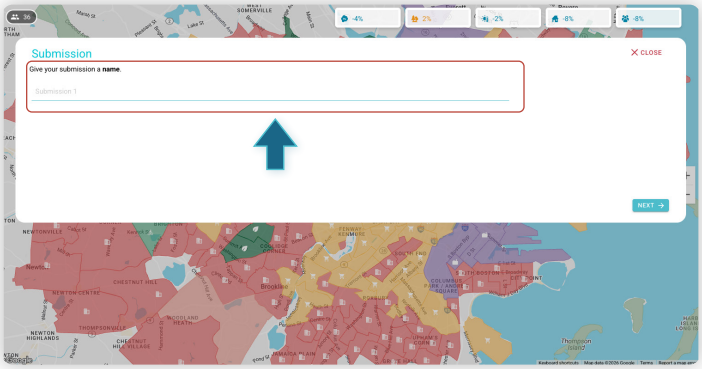
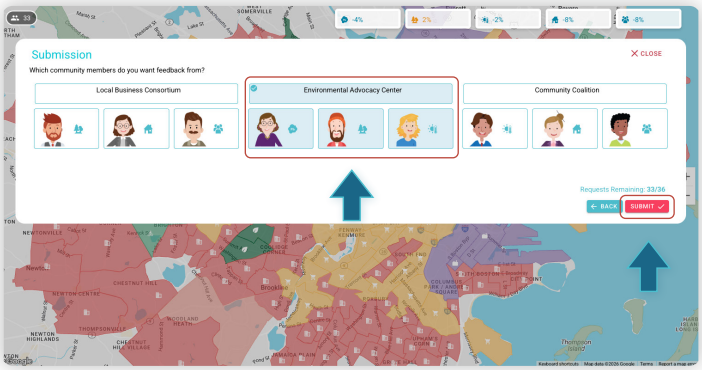


Step 1: Name Submission

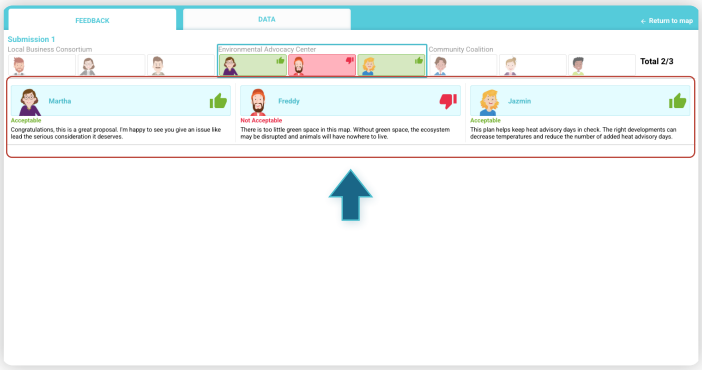
The system will prompt the user to **Name Their Submission**. Leaving this field blank will simply number the submissions.



Step 2: Selecting Stakeholder Feedback

Next, the system will ask which stakeholders the user would like to ask for **Feedback**. You can select an entire bloc (e.g., the Environmental Advocacy Center) or individual stakeholders.

When a user selects **Submit**, the system will bring up the Stakeholder Feedback and Data Interface.



Step 3: Stakeholder Feedback

Stakeholders selected for feedback will provide a **Thumbs Up** or **Thumbs Down** depending on whether they are satisfied by the submitted map. The text associated with each stakeholder will explain their feedback.

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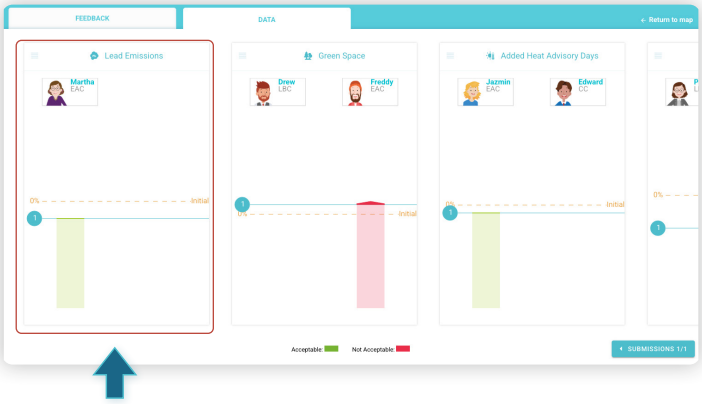
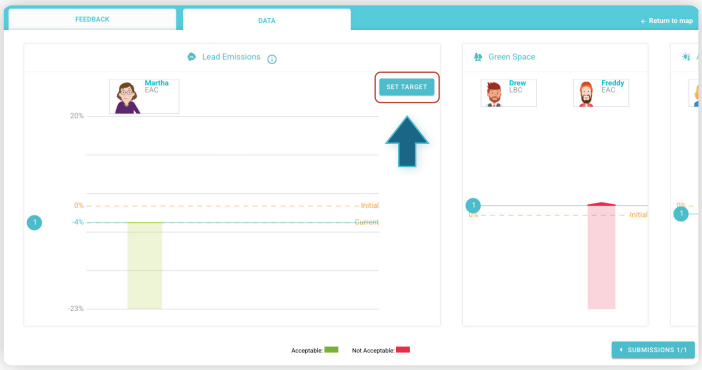


Step 4: Data Tab

To explore further, the **Data** tab contains information about the level of each indicator in the submitted map(s) (numbered blue line) as well as the level of each indicator in the original map (orange Initial dashed line).

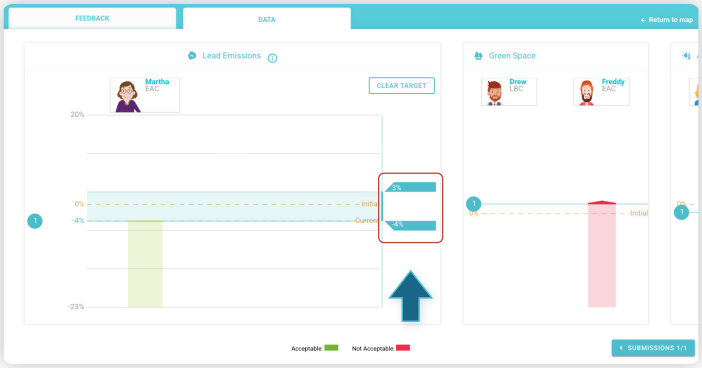
For stakeholders whose feedback has been obtained, the graphs indicate whether or not they were satisfied and in which direction they would like the indicator to change. In this graph, for example, the submitted map lowered Lead Emissions, which satisfied Martha, and it increased the amount of Green Space, but Freddy would prefer even more Green Space than Submission 1 achieved.



Step 5: Setting Targets

Selecting any indicator graph brings up a more detailed view.

Selecting **Set Target** will enable users to set a goal for that indicator.



Step 6: Setting Target Bounds

You can drag the handles to chose an upper and lower bound for the target.

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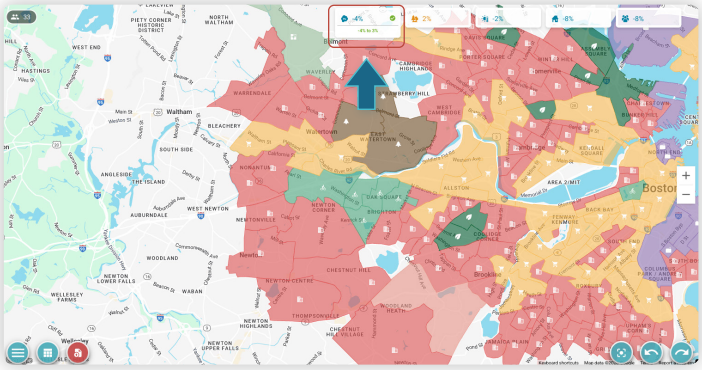
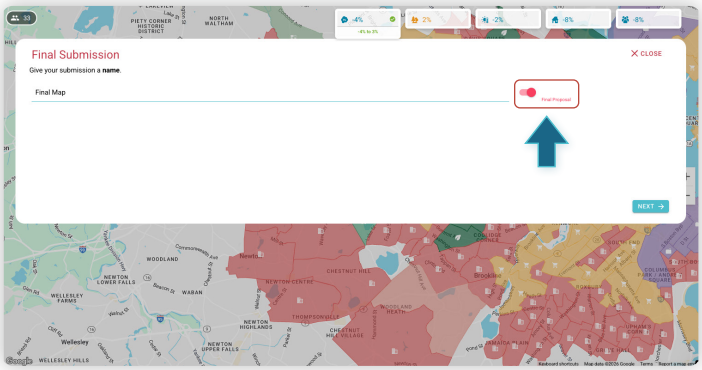


Step 7: Targets on Indicators

When the user returns to the Map Interface, the targets will display in the Indicator Panel; when a given map satisfies the criteria, the numbers will turn green and a check mark will appear.



Step 5: Final Submission

The simulation ends in one of two ways:

1. When the number of stakeholder feedback requests reaches zero, the next submission will automatically be a final submission.
2. The user can select **Final Submission** at any time from the Submission Interface

Submitting a final land-use plan will generate feedback from all nine stakeholders, and the user will no longer be able to make submissions, though they will be able to access the Map Interface and make land-use changes and also access prior submission feedback and data.

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