

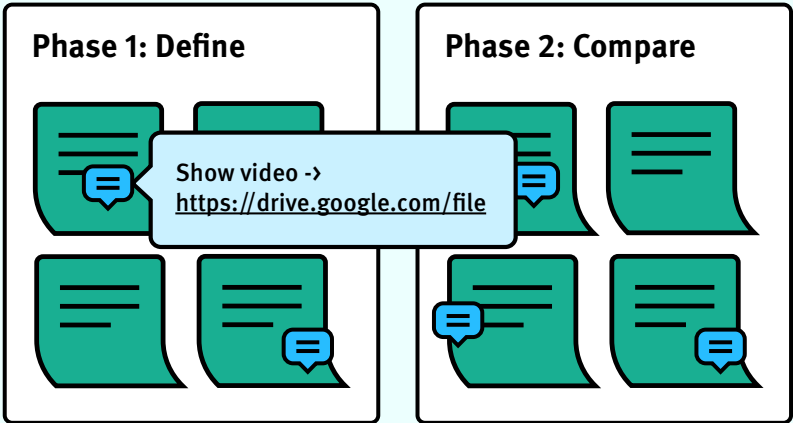
Steps to Building Interactive Maps

(with Figma)

Step 1

Consolidate Findings and Data Into a Low-Fidelity Map

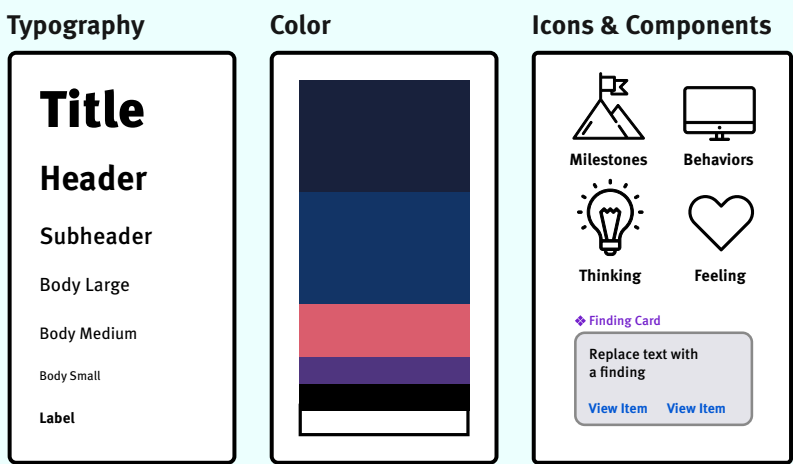
Starting with a low-fidelity map helps you document which findings relate to which pieces of evidence.



Step 2

Establish a Visual-Design System

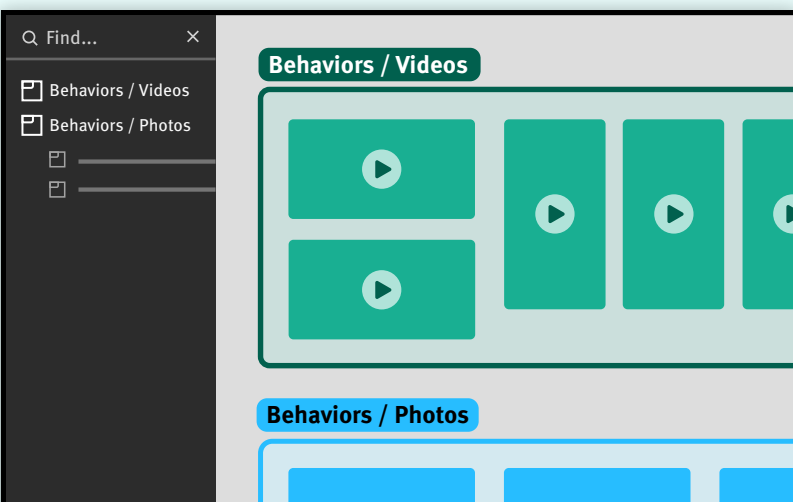
Use or modify an established system or create one by identifying typography, color, iconography, and components and component states.



Step 3

Group Key Elements by Theme or Type

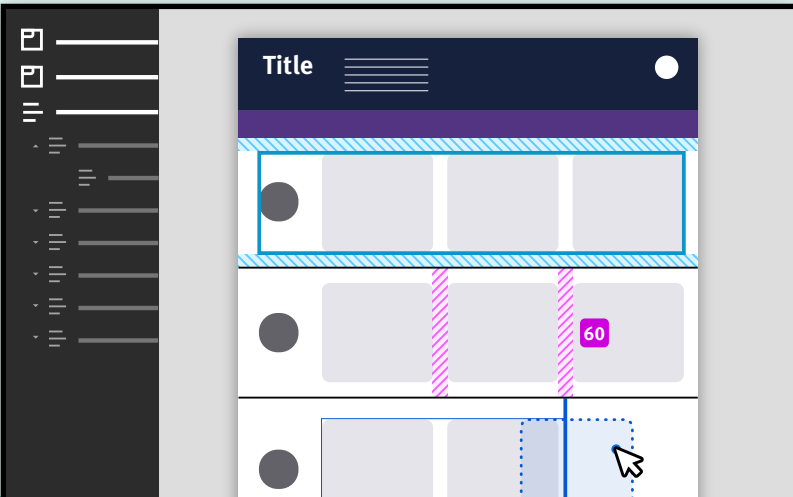
Use Figma's section tool to categorize the different elements in your map, like photos, videos, and quotes.



Step 4

Create a Structure Using Auto Layout

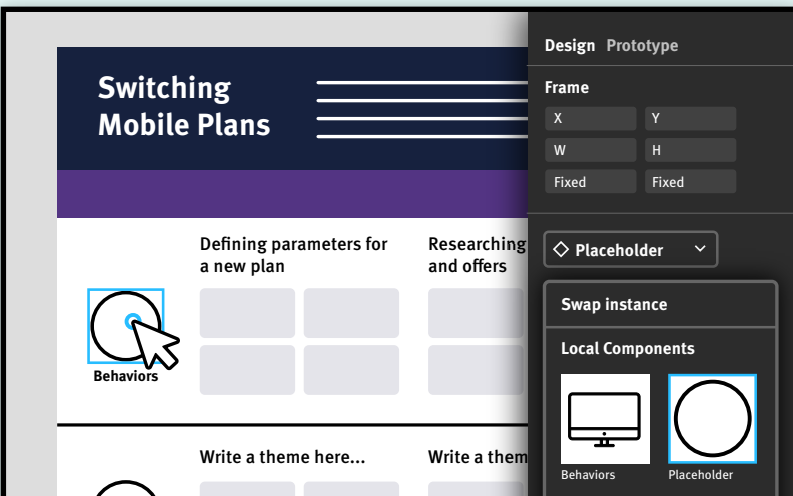
Create auto layout frames to serve as the skeleton of your map. This should include headers, swim lanes, quadrants, and other necessary map components.



Step 5

Add Content

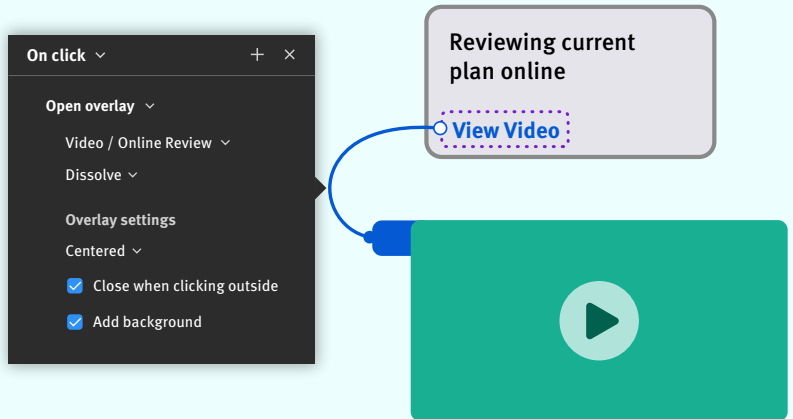
Now that you have a structure, include exact text and swap out random placeholder icons for relevant ones.



Step 6

Prototype Desired Interactions

Switch to Figma's prototype mode and connect your interactions as desired.



Step 7

Test and Troubleshoot

Test the map with at least one other person. Doing a final test with someone else before distribution can help catch any last-minute bugs.

