Allison DeCicco
Billy Miller
Lian Showl

<center>Human Interaction Assignment: Summary of The Average Joe Classifier</center>

Our product is a classifier for someone who does not know/understand machine learning. The user will be able to upload their dataset, label the object(s) they want to classify, and then create a classifier without a large time commitment or an understanding of what is happening. The gap our product is filling is for someone who is not educated or familiar with topics such as machine learning and computer vision. Also, we want to create a classifier that does not need hundreds of images and require a large time commitment. Our user will still be able to create a classifier without the knowledge or the time commitment typically needed for this type of product.

The pages of the UI are labeled with numbers corresponding to the the numbered items below.
Note: The menu bar at the top of all the pages are hyperlinks to show that the user can click to navigate and switch pages. There was no way to indicate that in the drawn physical version.

1. Welcome Page

This is the page the user sees when they navigate to the site. They see our logo, a start training button and a description of the project. The start training button takes them to the train page which is labeled 2.

2. Train Pre-upload page

The instructions for the Train page did not fit on the physical piece of paper, but all the instructions fit nicely in a static container no matter where the user scrolls. The long black button under where the user can choose files to upload, the text is white and reads, "Submit". In the physical copy, "submit" is written above the black button for viewing purposes.

3. Uploading Page

After submitting the images to upload the user is shown a loading screen with our logo and a description of what is happening while we perform image processing.

4. Train Post-upload page

After the uploading is complete the user is directed back to the Train page. The left hand side of the page still shows the same instructions (in the physical paper, there is a description of what the user should see), while the right hand side shows a container with a scrollable list of images and two buttons at the bottom. They are able to draw bounding boxes on the images, which have a label box where they can label the object, save the label and delete the label. Each image has a delete button attached to the bottom where they can delete the image if they decide they do not want it included in the training. If they select the delete button they are shown a confirmation box where they must confirm or cancel the delete. Once they are done labeling they can select the train image at the bottom which will kick off their first round of

training. The finish training button will not be visible until the first round of training is complete. The finish button will direct the user to the finish page when selected.

5. Upload page for training

This tells the user how long the wait is for the training to be completed. This page displays the logo while the user is waiting. This page is similar to the "Uploading Page".

6. Finish page

Displays a grid of 3 x 3 images that will show their image with the label on it. The grid is only scrollable so that all images can be displayed without cluttering the page and having the title and menu bar stay static to ease visibility for the user.