

SCREEN DOCUMENTATION · DESIGN RESEARCH ·
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cup^{of} sugar

Annotated Screen Documentation
High-Fidelity Prototype · 22 Screens

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Five annotated screens

This document presents the five most conceptually distinctive screens in the Cup of Sugar prototype. Each screen is accompanied by design annotations that explain the decisions visible in the interface — why specific choices were made, what ethical commitments they encode, and how they respond to the community research that grounded the project.

Screen 01

Privacy defaults

The ethical centerpiece of onboarding. Privacy by design, visible in the interface itself.

Screen 02

Community alerts

The three-state verification system. Information integrity as a structural design commitment.

Screen 03

Home feed

The daily view of mutual aid. Every card type and hierarchy decision explained.

Screen 04

Along the Way

Care woven into daily life. The platform's most human-centered feature.

Screen 05

The Cupboard

Material exchange with four modes. The Cupboard - Skills - Time Bank connection explained.

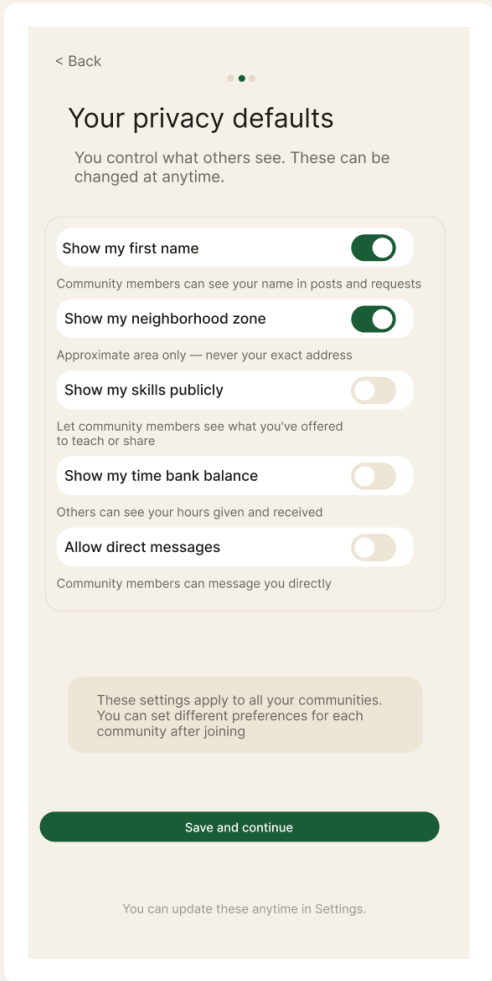
Screen 06

Stone Soup

Collective making, feeding neighbors, and teaching as a single space.

Privacy defaults

The third screen in the onboarding flow, presented before a new member enters the app for the first time. Five toggle rows establishing visibility preferences across the platform. The ethical centerpiece of the onboarding sequence.



DEFAULT STATES

Two on, three off — privacy by default

Name and neighborhood zone are ON by default—necessary for mutual aid requests to work. Skills, time bank balance, and direct messages are OFF by default, with users opting in. The visual hierarchy shows this at a glance: two active green toggles and three muted ones. The interface’s state visually presents this information.

DESIGN IMPLICATION

Privacy isn’t something users need to search for; it’s the default state. This design embeds the platform’s Consent and Data minimization principles directly into the interface.

HELPER TEXT05

Promises at the point of collection

Each toggle is paired with a clear, straightforward statement explaining what sharing that information entails: “Community members can see your name in posts and requests,” and “Approximate area only — never your exact address.” These are not legal disclaimers hidden in a policy document; instead, they are commitments made right at the point of data collection.

COMMUNITY NOTE

Settings apply across communities

The bottom card indicates that these settings are the default for all communities, but users can customize preferences for each community after joining. This approach introduces the multi-community architecture smoothly, without complicating the onboarding process.

PRINCIPLES ENCODED

Which commitments are visible here

- Consent
- Autonomy
- Data minimization
- Dignity

Community alerts

The alerts screen shows community safety and information alerts using a three-state verification system. It is the most distinctive screen in the prototype, reflecting that designing an alert system is an ethical act with real impact on community members dealing with civic stress.

THREE-STATE SYSTEM

Verified · Reported · Expired

Verified — confirmed by a designated moderator with a cited source; the source and expiry date are shown, indicated by a green dot. Reported — submitted by a community member and not yet reviewed, marked by an amber dot. Moderation actions like 'Mark as inaccurate' or 'I can verify this' are visible on the card. Expired — automatically sunset, visually muted, and cannot be auto-verified; all new submissions default to Reported.

DESIGN IMPLICATION

The system's logic is clear to all users, ensuring that no one mistakenly considers a Reported alert as verified. The status is always visible and trustworthy.

HELPER TEXT

Deliberately composed — devoid of alarmist aesthetics.

No red colors, no alarm symbols, and no dramatization of urgency. For communities facing enforcement pressure, misinformation leads to tangible harm: individuals skip work, postpone medical treatment, and keep children out of school due to unverified reports. The design intentionally remains calm because this approach aligns with ethical responsibility, not just aesthetics.

FILTER CHIPS

All · Verified · Reported

Members can filter alerts by status, which is especially useful for community members who wish to act solely on verified information. The Verified filter provides instant access to the trust hierarchy.

ENTRY POINT

Report something in your community

The link at the bottom directs users to the Submit alert form, which requires a source before submission and clearly states: "All reports start as Reported — not verified." This demonstrates the system's dedication to information integrity from the moment of submission.

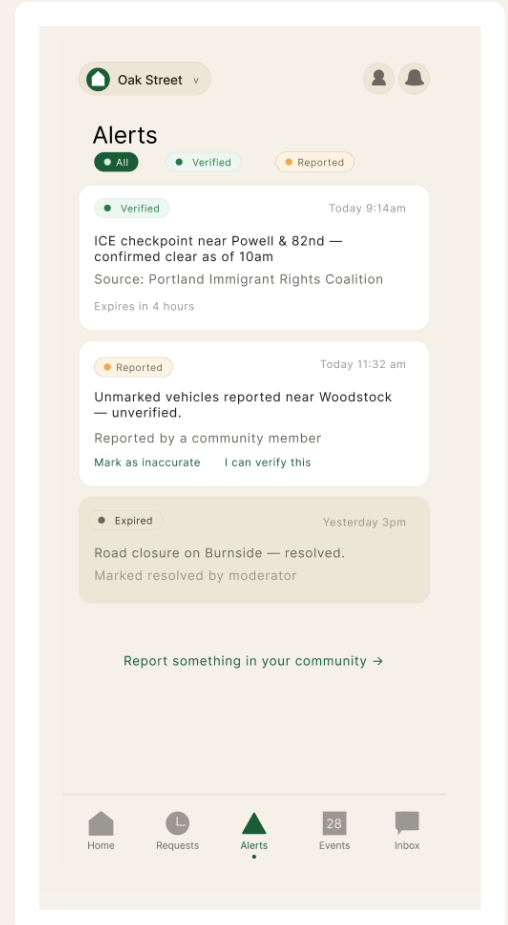
PRINCIPLES ENCODED

Which commitments are visible here

Information integrity

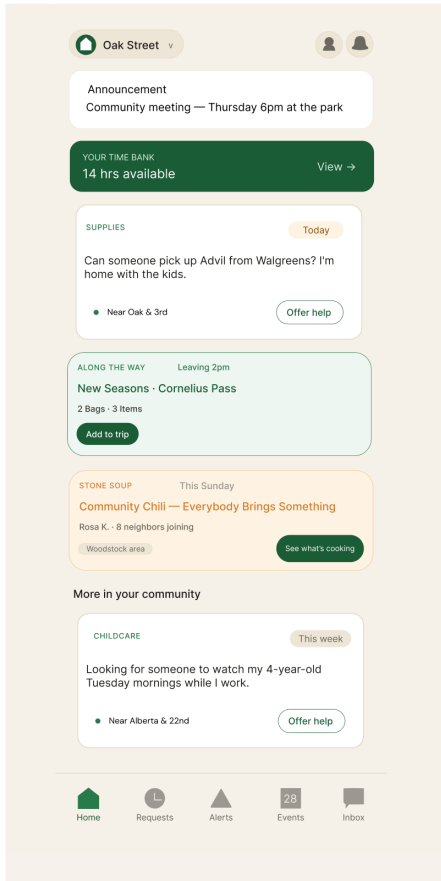
Non-carceral orientation

Dignity



Home feed

The main daily view of community activity. Each card type, hierarchy choice, and information element on this screen represents a design decision about what members should see first and the reasoning behind it. The home feed serves as the platform's daily presentation of mutual aid.



HEADER

Community switcher pill + bell

The header features just two elements: the community switcher pill (house icon, community name, and caret) and the bell notification icon. The community name is consistently visible and clearly displayed, ensuring members always know which community they're in. Data remains isolated, never mixing between different communities.

TIME BANK CARD

Forest green — consistently accessible with a single tap

The dark green time bank balance card is positioned directly below the announcement banner — the sole dark-themed element in the app, giving it a unique visual presence. '14 hrs available' remains constantly visible, highlighting reciprocity rather than hiding it in a sub-menu. A single tap leads to the detailed time bank screen.

DESIGN IMPLICATION

The prominence of the time bank reflects the principle of mutual aid: reciprocity is fundamental rather than optional. Members view their balance prior to seeing any requests.

REQUEST CARDS

Category · Urgency chip · Zone · CTA

Each request card displays: a category label (SUPPLIES, CHILDCARE) in 10px uppercase; an urgency chip in amber (Today) or muted parchment (This week); the request details; an approximate zone indicator instead of a full address; and an Offer help button. The layout is designed to prioritize information for quick, confident responses.

ALONG THE WAY CARD

Green wash — visually distinct from requests

The Along the Way teaser card features a green wash background, making it the only colored card surface on the home feed. This visual cue indicates a different interaction: it's not a request awaiting response, but a trip already underway that neighbors can join. At a glance, the destination, departure time, bags, and items are summarized.

NAVIGATION

Five tabs — Home active

Home, Requests, Alerts, Events, Inbox. The Home tab features a green dot indicator when active. The Events tab displays the current date as its icon, providing a contextual detail that adds meaning to the tab beyond just its label.

Along the Way

The shared errand coordination feature allows users to post trips if they're already heading somewhere, while neighbors can add items or request rides. The name reflects the platform's fundamental value: integrating care into everyday life rather than treating it as a separate activity. Grounded directly in community research: "It would be so nice if someone could grab something for me at the store if they are already going."

ACTIVE TRIP CARD

Expanded view with item list and member avatars

The active trip card displays the destination and departure time in the header, along with the driver's name, bag capacity, and item count. A detailed list shows each requester's avatar and name, with each item indicating who added it — Rosa, Paul, Miranda — highlighting the shared and personal aspect of the task. Member initials link the transaction to real relationships.

DESIGN IMPLICATION

The list of members' names is not just a logistical tool; it's a relationship indicator. You know exactly whose almond milk you're grabbing, making the errand personal because the community is personal.

ADD AN ITEM

Low-friction entry point

The "Add an item" link at the bottom of the active trip card is intentionally simple — it appears as a text link rather than a button. The process of adding an item to a neighbor's trip is designed to be as effortless as asking in person, with no forms or obstacles involved.

OTHER TRIPS TODAY

Secondary trip cards — compact format

Trips without member participation are displayed in a compact secondary card below the active trip, showing destination, departure time, driver, capacity, and item count. The "Add to trip" button is available but less prominent. Browsing multiple trips remains quick and easy.

PRIVACY

Zone is approximate until confirmed

Pickup zones are approximate, serving as neighborhood areas rather than exact addresses, until both the driver and neighbor confirm. This protects community members' privacy, particularly during sensitive situations such as medical appointments, immigration travel, or court hearings. No precise location sharing is needed to access this feature.

PRINCIPLES ENCODED

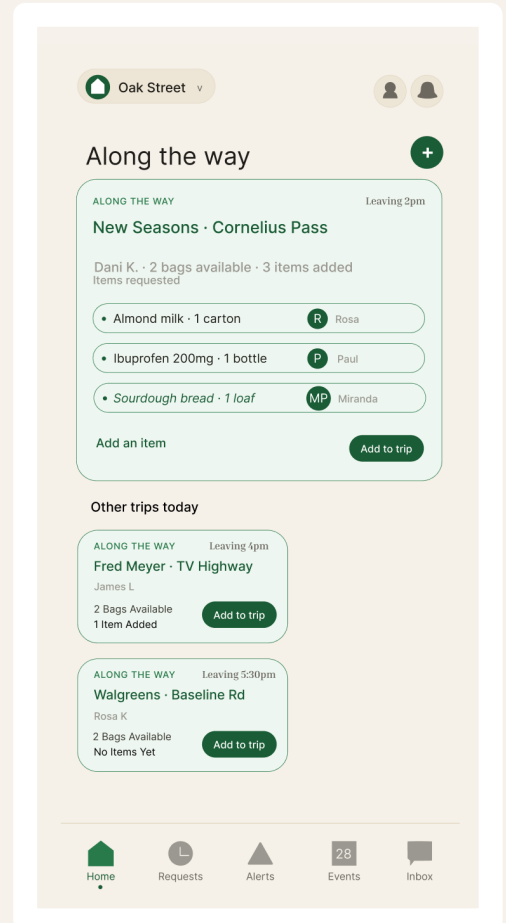
Which commitments are visible here

Dignity

Mutual aid

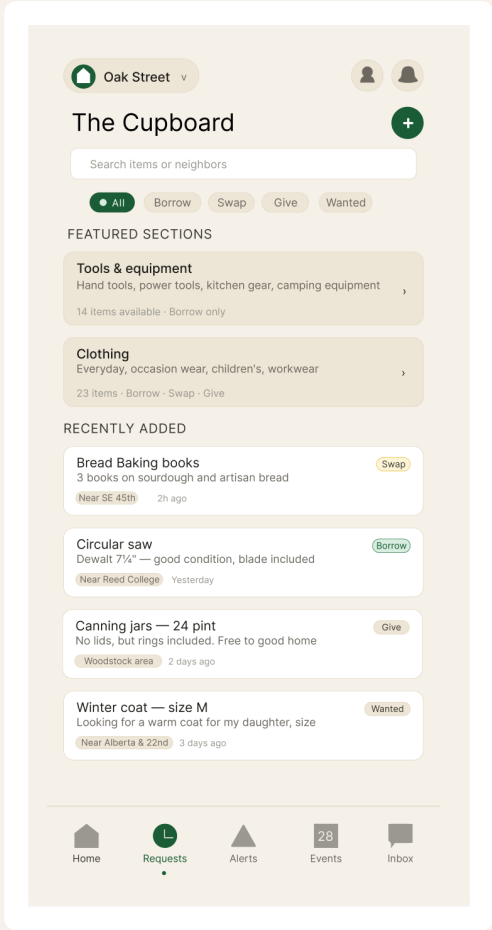
Non-carceral orientation

Autonomy



The Cupboard

The community material exchange feature offers four modes—Borrow, Swap, Give, Wanted—selected by the community member listing the item. The platform itself does not determine the mode. Additionally, the Cupboard connects to both the Skills directory and Time Bank through a repair routing flow, which is the most notable cross-feature link in the prototype.



FOUR MODE CHIPS

Borrow · Swap · Give · Wanted

Borrow — return expected; used for tools, equipment, or occasion items. Swap — exchange for something of similar value; used for books, plants, preserves. Give — no return expected; follows the ‘cup of sugar’ model. Wanted — indicates someone is seeking a specific item. Each mode is specified by the person listing the item and will have a unique color treatment in the component library.

THE GIVE MODE

A cup of sugar is borrowed without formal repayment — the mutual understanding exists within the relationship, not through the platform. The Give mode directly encodes the platform’s name, creating a cohesive metaphor

FEATURED SECTIONS

Tools & equipment · Clothing

The two featured section cards link to dedicated sub-screens: Tools & equipment (with a checkout calendar for tracking borrow requests) and Clothing (browsable by size and occasion, with a mending connection to the Skills directory). These sections have sufficient content and behavioral complexity to warrant their own screens.

RECENTLY ADDED

All four modes represented

The section displays items across all four modes: Bread baking books (Swap), Circular saw (Borrow), Canning jars (Give), and Winter coat wanted (Wanted). Each card shows the item name, description, zone tag, time added, and mode chip. The range of items — books, power tools, kitchen supplies, clothing — illustrates The Cupboard’s breadth without requiring a sub-category filter.

THE CONNECTED LOOP

Cupboard - Skills - Time Bank

On the Item detail screen, each item card has a repair flag: “This item could use some love — find a neighbor who can help.” Tapping it opens the Skills directory filtered for sewing, mending, darning, and alteration skills. The repair process follows a skill request flow with both parties confirming completion. The Time Bank logs the transaction, and the repaired item returns to The Cupboard in better condition. Over time, the community becomes more skilled.

AUTOETHNOGRAPHIC

This link is based on the designer’s practice. Pollock sews, darns, and repairs. The platform’s key connection is embodied knowledge — an autoethnographic method in practice.

PRINCIPLES ENCODED

Which commitments are visible here

- Dignity
- Mutual aid
- Autonomy

Stone Soup

The Stone Soup screen illustrates that need and abundance are not mutually exclusive. It features three modes—collective making, feeding neighbors, and teaching—that share a single space because the same neighbor might, for example, post a zucchini surplus on Tuesday and arrive hungry on Sunday. Mode differentiation is indicated solely by color: amber for collective making, green for feeding neighbors, and white for teaching. Posts in the teaching mode link directly to the skills directory and log into the time bank, while community meals do not—since a soup pot has no transaction to record. The act itself serves as its own record.

MODE FILTER PILLS

All · Collective making · Feeding neighbors ·

Four filter states allow members to browse by the nature of the exchange. The active All state uses the forest green filled pill, consistent with filter patterns across the platform. The mode names are descriptive rather than branded — they say plainly what will happen.

COLLECTIVE MAKING

Amber wash · “Bring if you can”

The amber card fill indicates collective making at a glance, without the need for a mode label to do so alone. Color conveys meaning across all three card types, making the feed scannable with mode understood before reading words. The italicized contribution list — vegetable · broth · bread · your appetite — describes items neighbors might offer without depending on any one contribution.

DESIGN IMPLICATION

The list of members’ names is not just a logistical tool; it’s a relationship indicator. You know exactly whose almond milk you’re grabbing, making the errand personal because the community is personal.

PRIMARY ACTION

“Join” — filled, forest green

The forest green button represents the main action on the making card, indicating the importance of joining a community meal. Its size matches the “Add to trip” button in Along the Way, representing a purposeful, positive act.

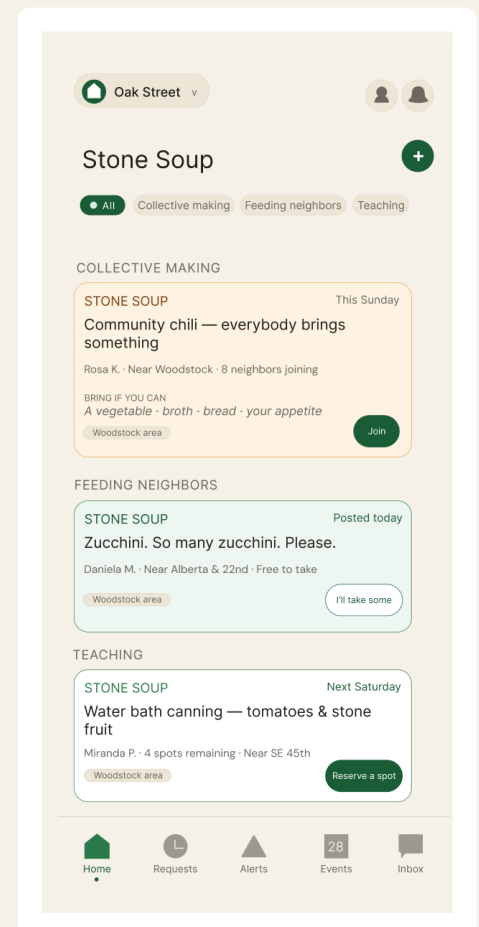
FEEDING NEIGHBORS

Zucchini stories

“Zucchini. So many zucchini. Please.” is how the platform names zucchini stories—a headline that emphasizes abundance and humor rather than need. Those familiar with a zucchini surplus will grasp the intention to share the excess. The aim is to encourage participation without implying a crisis. The ‘feeding neighbors’ card features green instead of amber, emphasizing surplus food as part of community activities while keeping a warm tone.

STONE PRINCIPLE

Stone Soup shouldn’t come across like a food bank notice. ‘Zucchini stories’ provides the fix. You’re not just donating; you’re sharing a story. It’s an August Tuesday, and you have forty pounds of tomatoes.



Stone Soup

SECONDARY ACTION

“I’ll take some” — outlined, lower

The outlined button on the feeding neighbors card carries less visual weight than “Join” deliberately. Taking something from a neighbor requires less ceremony than joining a collective event. The button weight matches the friction level of the action — lighter commitment, lighter visual presence.

TEACHING

Capacity language • Skills connection

The phrase “4 spots remaining” uses scarcity language appropriate for a workshop setting. “Reserve a spot” signals a higher level of commitment than simply taking surplus food but less than joining a meal. Teaching posts link directly to the skills directory and are recorded in the time bank, with both the teacher and learner confirming the activity. This is the only mode in which reciprocity is reflected in the ledger.

AUTOETHNOGRAPHIC

The teaching workshops listed — water bath canning, tomatoes and stone fruit — are grounded in the designer’s own practice. Pollock owned a farm, grew and preserved nearly all her food for years, studied herbal medicine, made soap, and currently owns a microbakery. The platform’s knowledge layer is embodied knowledge.

THE CONNECTED LOOP

Stone Soup • Skills • Time Bank

Teaching workshops within Stone Soup are recorded in the skills directory and logged in the time bank. However, community meals are not, as a pot of soup should not be seen as a transaction. This is not a technical problem but a deliberate value-based decision about which forms of care are tracked in a ledger and which are regarded as community involvement.

PRINCIPLES ENCODED

Which commitments are visible here

Dignity

Mutual aid

Abundance over scarcity

Non-transactional care

Embodied Knowledge

Community resilience

