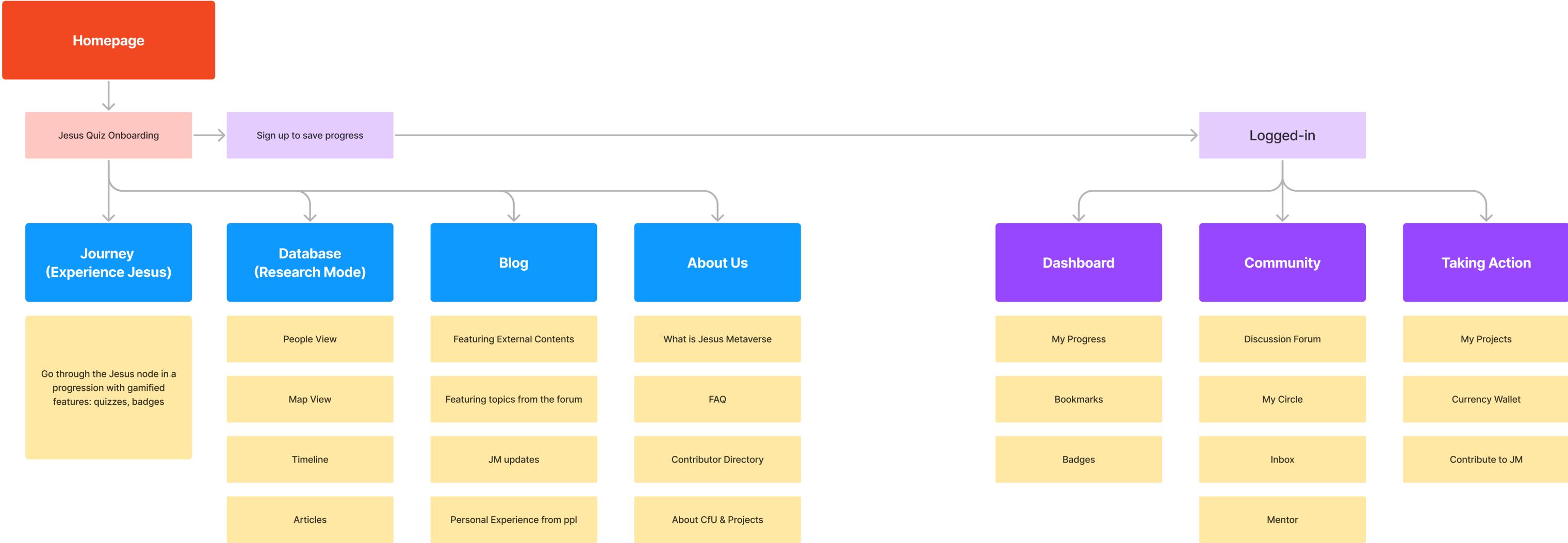


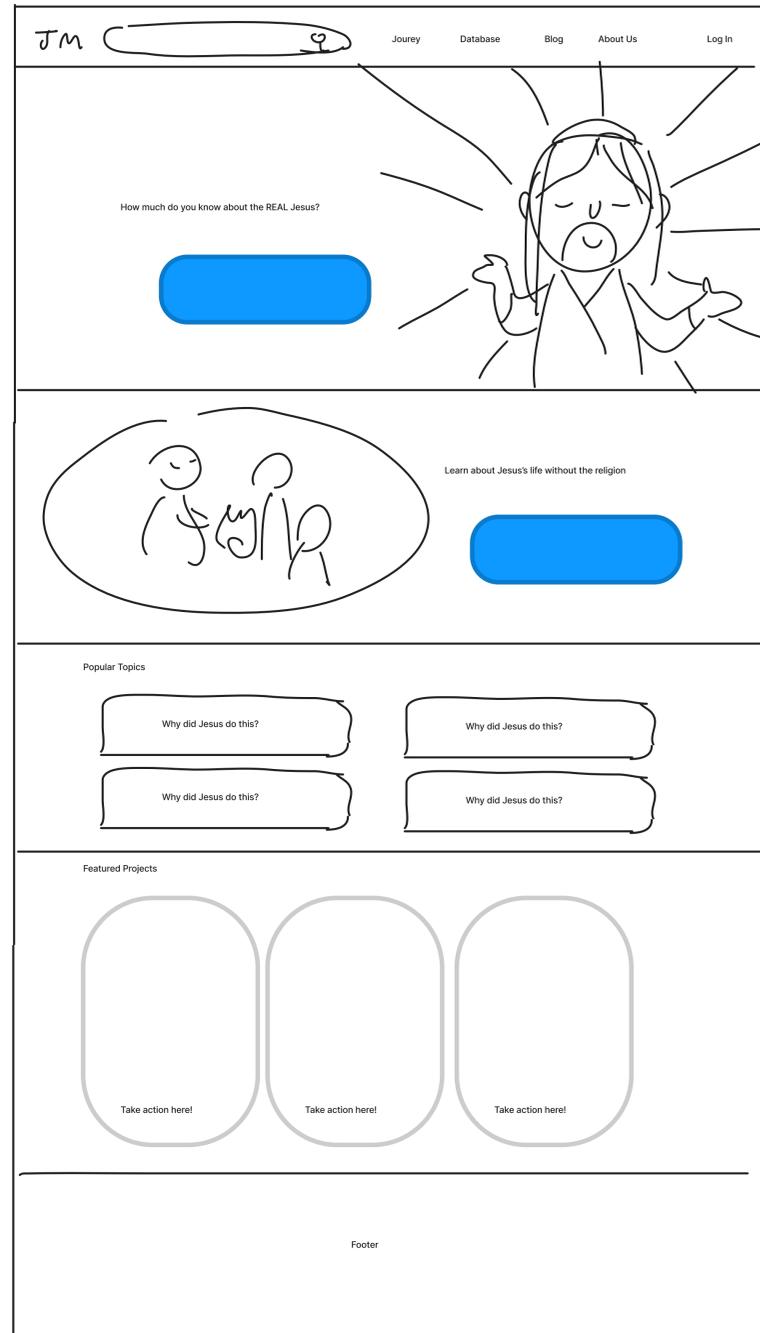
Jesus Metaverse MVP1 - Overview of the site structure

- The user-facing presentation of the nodes have been simplified and merged
- Instead of displaying all 8 types of nodes (Person, Relationship, Group, Objects, Events, Time, Location, and Topic), we will categorize them into 4 different display views - People view (includes person, relationship, group nodes), Map View (includes location and object nodes), Timeline (includes time and event nodes), and Articles (includes topic, and previously known feature 'Stories')
- Logged in states will now include a feature 'Taking Action'. This will let the users create or join 'projects' that is doing good things that's in line of Jesus's teachings.
- More details to each of these features later in this deck!



Home page - First time user (not signed up)

Desktop



1. First CTA - Take a quiz. How much do you know about Jesus? 3 minute long easy quiz. Answers page will have links to the respective nodes. Prompt to sign up at the end.

2. Second CTA - Learn about Jesus's life without the religion. Link to 'Journey'

3. Popular topics - Some intriguing topics that might interest the users to jump right into reading.

4. Featured projects

Mobile



Jesus Math X

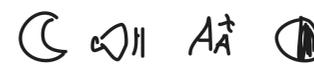
Jourey

Database

Blog

About Us

Accessibility Options



Change Language

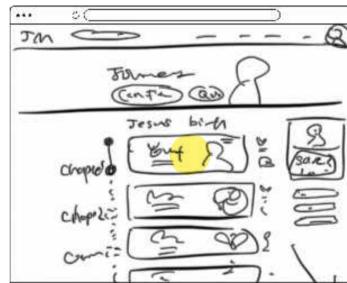
English

Log in

Journey - Experience Jesus

- This is basically the Jesus node broken down into bite sized learning modules.
- Currently the Jesus node is our largest - 40 pages long, which is way too long.
- We'll break things down into modules or chapters, and also add gamification features.

1. Selection page



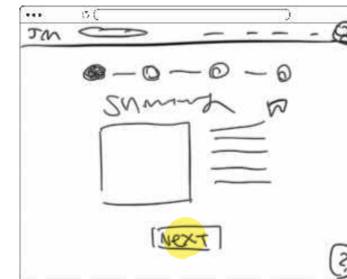
- User will need to start from chapter one, complete the quiz to move onto the next one.
- Bookmarks / share / comment
- Save progress by logging in
- Would be nice to have a mini 'current progress' stat panel on the side

2. Summary pop up



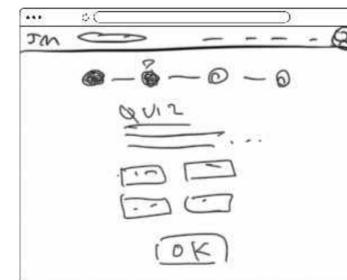
- Selecting a module will open a modal with summary to the chapter
- Includes how long it will take to finish, what you will learn, maybe some social feature on how many people have completed this module

3. Modules



- Bite sized learning. each page shouldn't take longer than 3-5 minutes to read. Would be nice to have images or mini videos for each page.
- Bookmark / share
- Progress bar at the top
- After completing a module, there should be a 'key takeaway' page and badge earned

4. Quiz

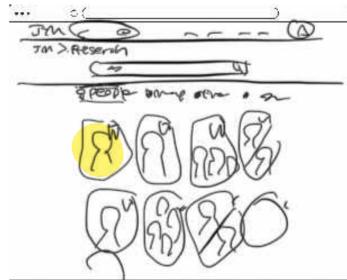


- Inbetween module learning, there will be pop quizzes to test out learning.
- Simple multiple choice.
- Get quiz results right away, with explanation and link to related nodes for further details

Research Mode

- When you first go on the Research mode page, it starts off with People view.
- Bread crumbs and search bar is always there, plus points if it can dynamically appear when it detects you scrolling up, disappears when scrolling down.
- Predictive search, popular search, search history and filters
- Toggle of different views: People view, Map view, Timeline, Articles

1. People view



- Cards of different people with labels of their names and image.
- Bookmark
- When it's a group, have multiple people in the card
- When it's a relationship, put a divider in the card



- Opens up a modal with summary, similar to the Journey mode



- Search bar disappears, breadcrumb stays
- Each people node page will have a summary, profile pic, related people, tags, outlinks and video etc.
- Each section can be bookmarked

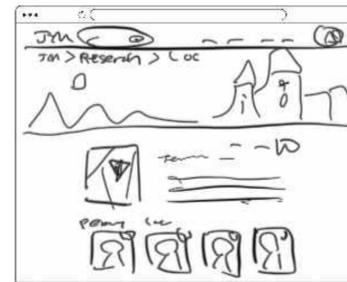
2. Map view



- Interactive map with map pins of each location and object nodes



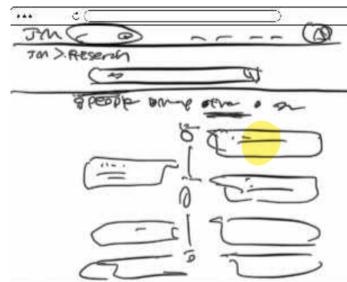
- Choosing a map pin opens up a modal



- Location node will look something like this
- Links to people who's been here etc.

Research Mode

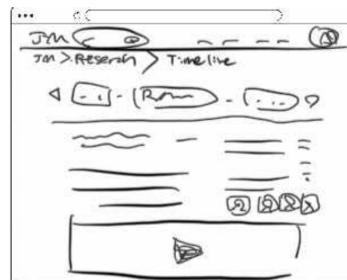
3. Timeline



- Interactive timeline view
- Hopefully user can scrub on the timeline and the selection bubbles open up and close dynamically



- Select a bubble to open up the modal



- Time and event node pages.
- At the top it would be nice to be able to go have a selection tool to go to previous and next time/event.
- Summary, tags, people involved, location, maybe a short video of the event

4. Articles



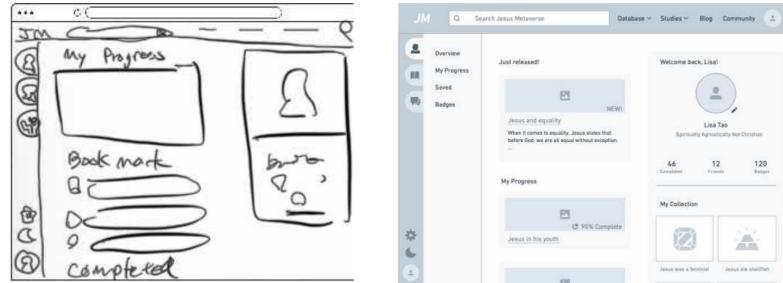
- Each article card has richer information such as: question / topic headline, start of the article, contributing writer, time written, how long it takes to read, bookmark
- Here I think we can include a comic strip style illustration, or stock photos



- Selecting an article directly leads to the article page (no pop up here)
- Page layout similar to previous feature 'Studies'



Dashboard



- First page when you visit dashboard is Dashboard > My progress
- Shows a teaser of everything. Clicking on sub tabs will lead to full page.
- 3 tabs on the side: Dashboard, Community, Taking Action.
- Sub tabs for Dashboard - My progress, Bookmarks, Badges

My Progress

- Shows your progress in the Journey mode.

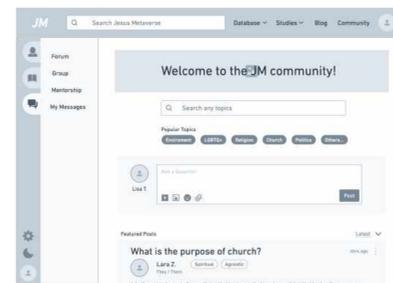
Bookmarks

- Everything the user bookmarked, categorized.

Badges

- Everything the user bookmarked, categorized.

Community



Discussion Forum

- Search function, filter by popularity / newest / oldest
- Show featured post first
- Reaction emotes

My Circle

- Goes to your circle's main page.
- Can see the topics of discussion, members, projects
- Meetup calendars (might need its own sub tab)

Inbox

- Your DMs

Mentor

- Feature TBD but hopefully a mentor dashboard / mentee sign up?

Taking Action

My Projects

- Featured projects, my projects, start projects.
- Details TBD but hopefully be able to spend earned tokens and badges to support these projects.

Currency Wallet

- Token / NFT stuff dashboard

Contribute to JM

- Ways to contribute to JM
- Sign up as a mentee
- Contribute art / creative work to JM?
- Donate?
- Feedback?