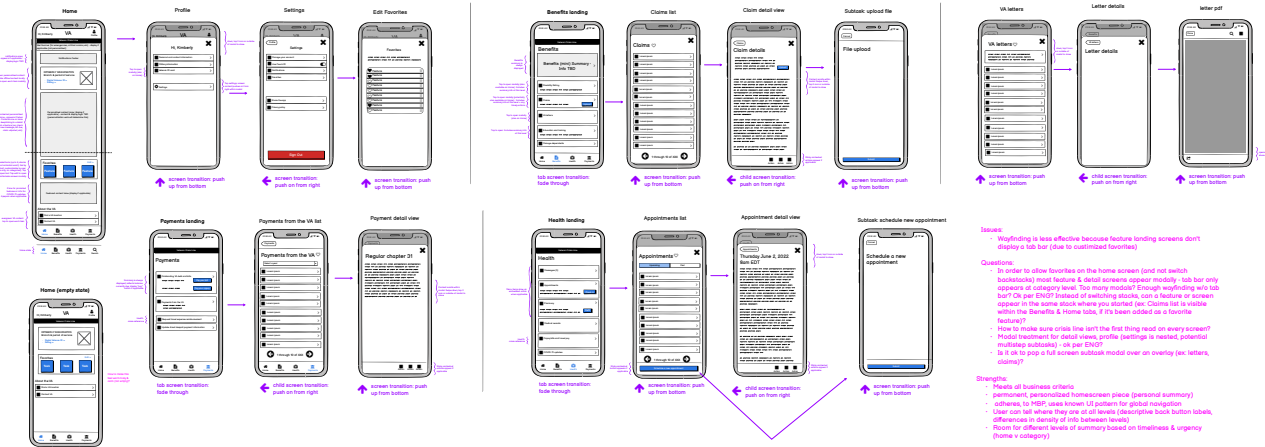


Tab bar = features + categories

V1 - profile in nav bar; detail view/anything accessible from multiple stacks = overlay **MODAL OVERLOAD?**



Issues

Weightlifting is less effective because feature landing screens don't display a tab bar (due to contextual toolbar)

Questions:

In order to allow favorites on the home screen (and not switch backstacks most feature & detail screens expose modally - tab bar only appears at category level. Too many modals? Enough weightlifting who tab bar? Or per stack? Instead of switching stacks, can a feature or screen appear in the same stack where you started (ex: Claims list is visible within the Benefits & Home tabs, if it's been added as a favorite feature)?

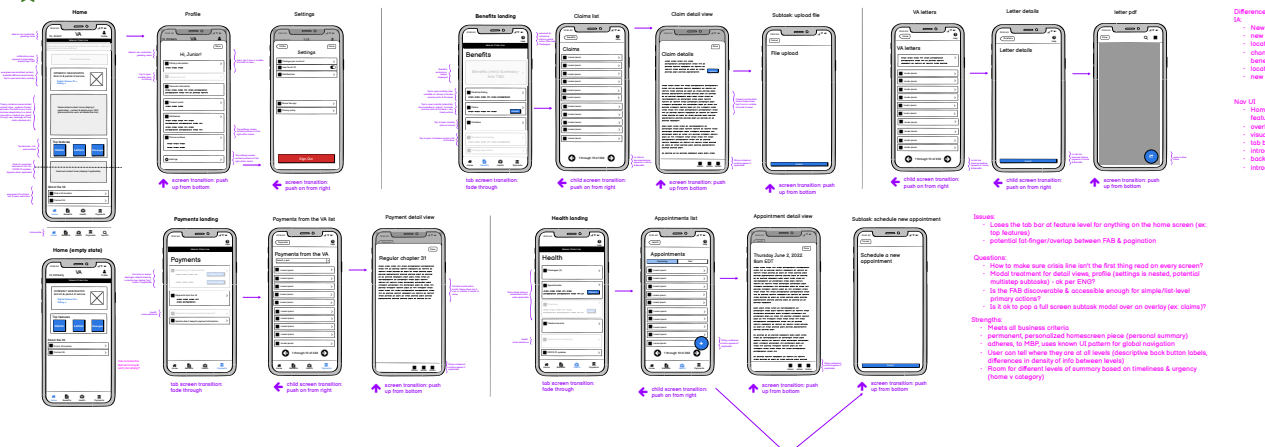
How to make sure critical line isn't the first thing read on every screen? Modal treatment for detail views, profile (settings is nested, potential multiple substacks) - via per stack?

Is it ok to pop a full screen substack modal over an overlay (ex: letters, claims)?

Strengths:

- Meets all business criteria
- permanent, personalized homescreen place (personal summary)
- adheres, to MSP, uses known UI pattern for global navigation
- User can tell where they are at all levels (descriptive back button labels, difference in density of info between levels)
- Room for different levels of summary based on timeliness & urgency (home > category)

★ V1a - profile in nav bar; accessible from multiple stacks = overlay or no tab bar (top features but not custom favorites on home)



Differences between v1a & current app

1A:

- new top level category: payments
- new top level category name: benefits (formerly claims)
- location of profile
- change of category for items previously in profile (now in home, benefits, payments)
- location of settings
- new homescreen treatment (surface content/shadow)

New UI:

- Home Screen with space for evergreen content, top features & featured content, personalization
- overlay interaction for profile, settings & detail screens
- visual difference between home, category & feature landing levels
- tab bar appears on more levels of the hierarchy
- introduce vertical screen transitions
- back buttons have descriptive labels
- introduce the idea of global/contextual actions (ex: Help)

Issues:

Looses the tab bar at feature level for anything on the home screen (ex: top features)

potential for finger/overlap between FAB & pagination

Questions:

How to make sure critical line isn't the first thing read on every screen?

Modal treatment for detail views, profile (settings is nested, potential multiple substacks) - via per stack?

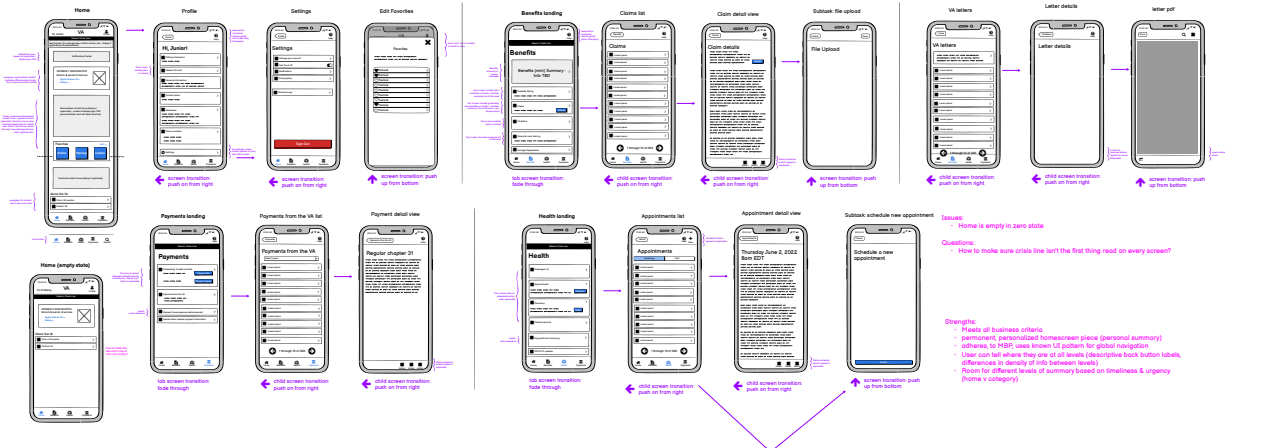
Is the FAB discoverable & accessible enough for simpler/list level primary actions?

Is it ok to pop a full screen substack modal over an overlay (ex: claims)?

Strengths:

- Meets all business criteria
- permanent, personalized homescreen place (personal summary)
- adheres, to MSP, uses known UI pattern for global navigation
- User can tell where they are at all levels (descriptive back button labels, difference in density of info between levels)
- Room for different levels of summary based on timeliness & urgency (home > category)

V1b - profile in nav bar; detail view/anything accessible from multiple stacks = child page, no tab bar (no favorites)



Issues:

Home is empty to zero state

How to make sure critical line isn't the first thing read on every screen?

Questions:

How to make sure critical line isn't the first thing read on every screen?

Strengths:

- Meets all business criteria
- permanent, personalized homescreen place (personal summary)
- adheres, to MSP, uses known UI pattern for global navigation
- User can tell where they are at all levels (descriptive back button labels, difference in density of info between levels)
- Room for different levels of summary based on timeliness & urgency (home > category)

Tab bar = features

V5a- Home as Hub, tab bar contains top tasks



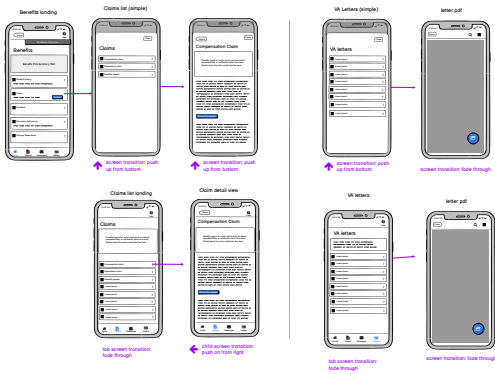
Differences between v16 & current app

- Home app (summary) (except profile) is part of the home screen. Health categories become subcategories, distributing the depth hierarchy differently, in a single deep stack.
- Global navigation is in category, subcategory & feature landing weeks, but some exist as a task.
- Top features appear in the tab bar rather than categories.
- New subcategory payments.
- New subcategory category name: benefits (formerly claims).
- Change of category for several items previously in profile (now in home, benefits, payments).
- Location of settings.

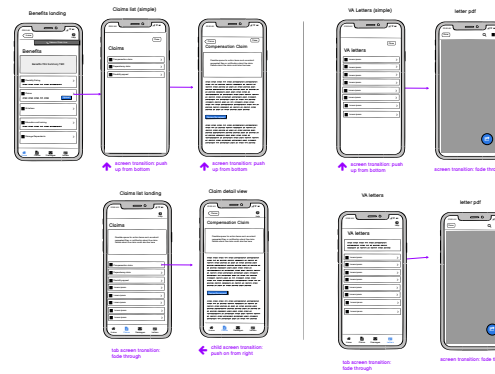
Now US

- Home Screen with zones for evergreen content, featured content, personalization.
- moving interaction for profile, settings & detail screens.
- visual difference between home, category & feature landing levels.

V5b- simplified models for items that are duplicated in tab bar



V5c- full screen models for items that are duplicated in tab bar



V16b- Tab bar = Home, Profile, Browse section w taxonomy



Issues:

1. A1ty/HBP: Two ambiguous categories = harder to know what the app is about at a glance, requiring people to select the menu tab to find out what it contains, features/categories are less discoverable.
2. A1ty: A potential issue with the menu tab is "out of sight out of mind."
3. A1ty: long list of options in drawer is harder to parse (cognitive overload).
4. A1ty/HBP: Global nav disappears at subsection/feature level because nav is so fat (difficult to know where you "are").
5. With this option, in order to meet MBP around # of tab bar items, we are making profile the most discoverable category (research & BR suggests this is the wrong hierarchy).
6. No category landing screens to summarize section content that doesn't deserve to be on home (important for Payments especially).

Questions:

- Will users discover & understand the purpose of the Menu tab?
- How to make sure critical info isn't the first thing read on every screen?

Strengths:

- Meets all business criteria
- permanent, personalized homescreen piece (personal summary)
- User is able to scroll to see everything in each category of at once in menu tab

Differences between v16 & current app

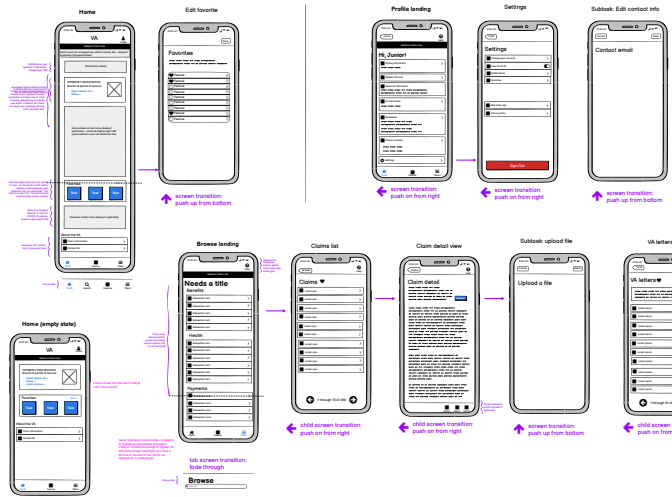
IA:

- Entire app taxonomy (except profile) in a secondary menu/top level category (categories become subcategories, distributing the app's hierarchy differently)
- Secondary menu acts as hub
- New subcategory: payments
- New subcategory category name: benefits (formerly claims)
- Change of category for several items previously in profile (now in home, benefits, payments)
- location of settings
- new homescreen treatment (surfaces content/shallower)

Nav UI:

- Home Screen with zones for evergreen content, top features & featured content, personalization, custom favorite features
- No global navigation in any subcategories
- overlay interaction for profile, settings & detail screens
- visual difference between home, category & feature landing levels
- introduces vertical screen transitions for subtasks
- back buttons have descriptive labels
- introduces the idea of global/contextual actions (ex: Help)

★ V16b1- Tab bar = Home, Profile, Browse section w taxonomy



Issues:

1. A1ty/HBP: Two ambiguous categories = harder to know what the app is about at a glance, requiring people to select the menu tab to find out what it contains, features/categories are less discoverable.
2. A1ty: A potential issue with the menu tab is "out of sight out of mind."
3. A1ty: long list of options in drawer is harder to parse (cognitive overload).
4. A1ty/HBP: Global nav disappears at subsection/feature level because nav is so fat (difficult to know where you "are").
5. With this option, in order to meet MBP around # of tab bar items, we are making profile the most discoverable category (research & BR suggests this is the wrong hierarchy).
6. No category landing screens to summarize section content that doesn't deserve to be on home (important for Payments especially).

Questions:

- Will users discover & understand the purpose of the Menu tab?
- How to make sure critical info isn't the first thing read on every screen?

Strengths:

- Meets all business criteria
- permanent, personalized homescreen piece (personal summary)
- User is able to scroll to see everything in each category of at once in menu tab

Differences between v16 & current app

IA:

- Entire app taxonomy (except profile) in a secondary menu/top level category (categories become subcategories, distributing the app's hierarchy differently)
- Secondary menu acts as hub
- New subcategory: payments
- New subcategory category name: benefits (formerly claims)
- Change of category for several items previously in profile (now in home, benefits, payments)
- location of settings
- new homescreen treatment (surfaces content/shallower)

Nav UI:

- Home Screen with zones for evergreen content, top features & featured content, personalization, custom favorite features
- No global navigation in any subcategories
- overlay interaction for profile, settings & detail screens
- visual difference between home, category & feature landing levels
- introduces vertical screen transitions for subtasks
- back buttons have descriptive labels
- introduces the idea of global/contextual actions (ex: Help)

Subtask schedule new appointment

