

# Table of Contents

## **1. Chapter 1**

- 1.1 Introduction
- 1.2 Scope
- 1.3 Target Audience
- 1.4 User Needs
- 1.5 Description

## **2. Chapter 2**

- 2.1 Prototype
- 2.2 Evaluation

## **3. Chapter 3**

- 3.1 High Level interface Description
- 3.2 High Level interface Design

## **4. Reference List**

# Chapter 1

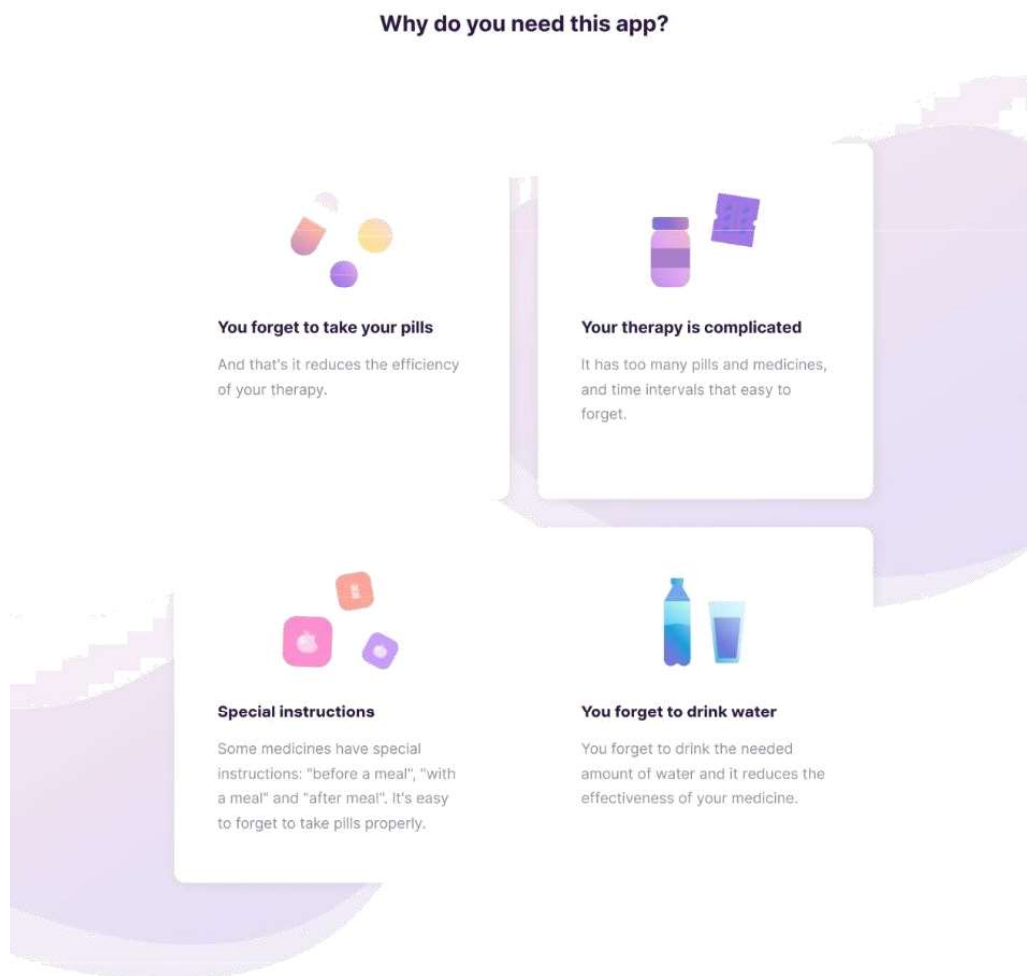
---

- 1.1 Patient adherence to medications regimes is one of the largest problems across the world. Studies show that 40% of patients fail to adhere to their treatment (Ameta et al., 2020).

There are various reasons for this. One of the primary causes is patients forgetting to take their medications. In another study, forgetfulness was mentioned by 49.6% patients as one of the main reasons for the lack of adherence. Patients' health education is also a central contributor to the absence of adherence (Ameta et al., 2020).

- 1.2 The main objective for this application will help the users to track their intake of the medicine and its schedule to prevent the occur that they forget to take the medicine on time. In addition to, it keeps the adherence on track and keeps the patient on his healing track.
- 1.3 All patients that usually have problem with remembering their medication course, especially the elderly individuals.
- 1.4 This application is targeting the elderly and people often forget to take their medicines, therefore our application will make it easier for them to achieve their medication course by:
- Have simple colour palette so elderly people does not get irritated.
  - The application will be introduced with simple and affordance interface.
  - Application contain smooth interface to make it easier to use.
- 1.5 There are two main sections in the app:
- Schedule and Medication database
    - In the schedule area, users manage their medications schedule, write notes about each day and backtrack of how previous days went.
    - The medication database area is where users can obtain a multitude of information regarding a medication.

## - Description



## Colour and Typography



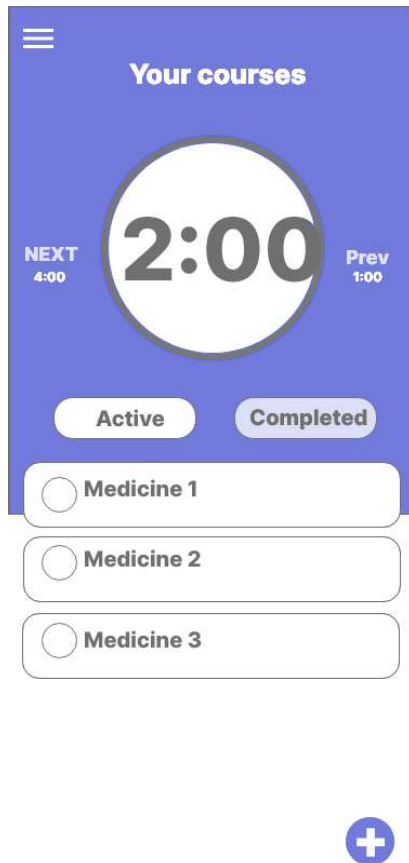
**Aa**  
**Inter**

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll  
Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww  
Xx Yy Zz 0 1 2 3 4 5 6 7 8 9

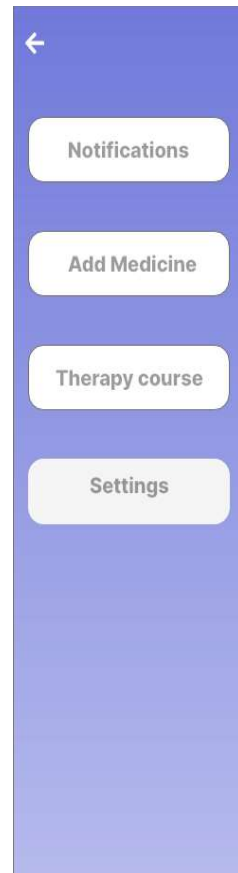
# Chapter 2

## 2.1 Prototype

### Home page

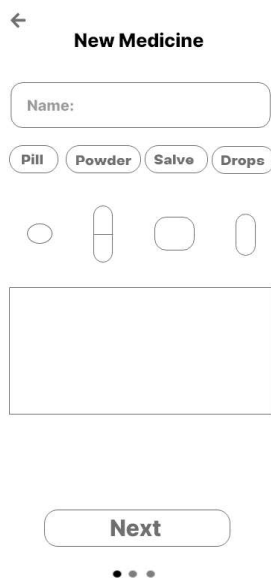


### Menu



## Add New Medication Steps: -

1)



← **New Medicine**

Name:

**Pill** Powder Salve Drops

☐ ☒ ☐ ☐

**Next**

• • •

2)



← **New Medicine**

☒ ☐

**Every day** **2 Times**

**Start** **Tomorrow**

**For** **1 Month**

**Repeat** **1 Month**

**Next**

• • •

3)



← **New Medicine**

**Introduction**

☐ ☐ ☐

Before meal Before meal Before meal

**Reminder**

**9:30** **12:00**

**Finish**

• • •

Course Details

←

⚙

Therapy course

65%

Your treatment process

15:30 - Next Medication

Medicines

Days

Days left

5

23

7

9:30

11:30

13:00

15:30

☐

☐

☐

Course Setting

←

⚙

Therapy course

65%

Your treatment process

15:30 - Next Medication

Medicines

Days

Days left

5

23

7

9:30

11:30

13:00

15:30

☐

☐

☐

Notifications

←

Notifications

Medicine 1 Reminder

Medicine 2 Reminder

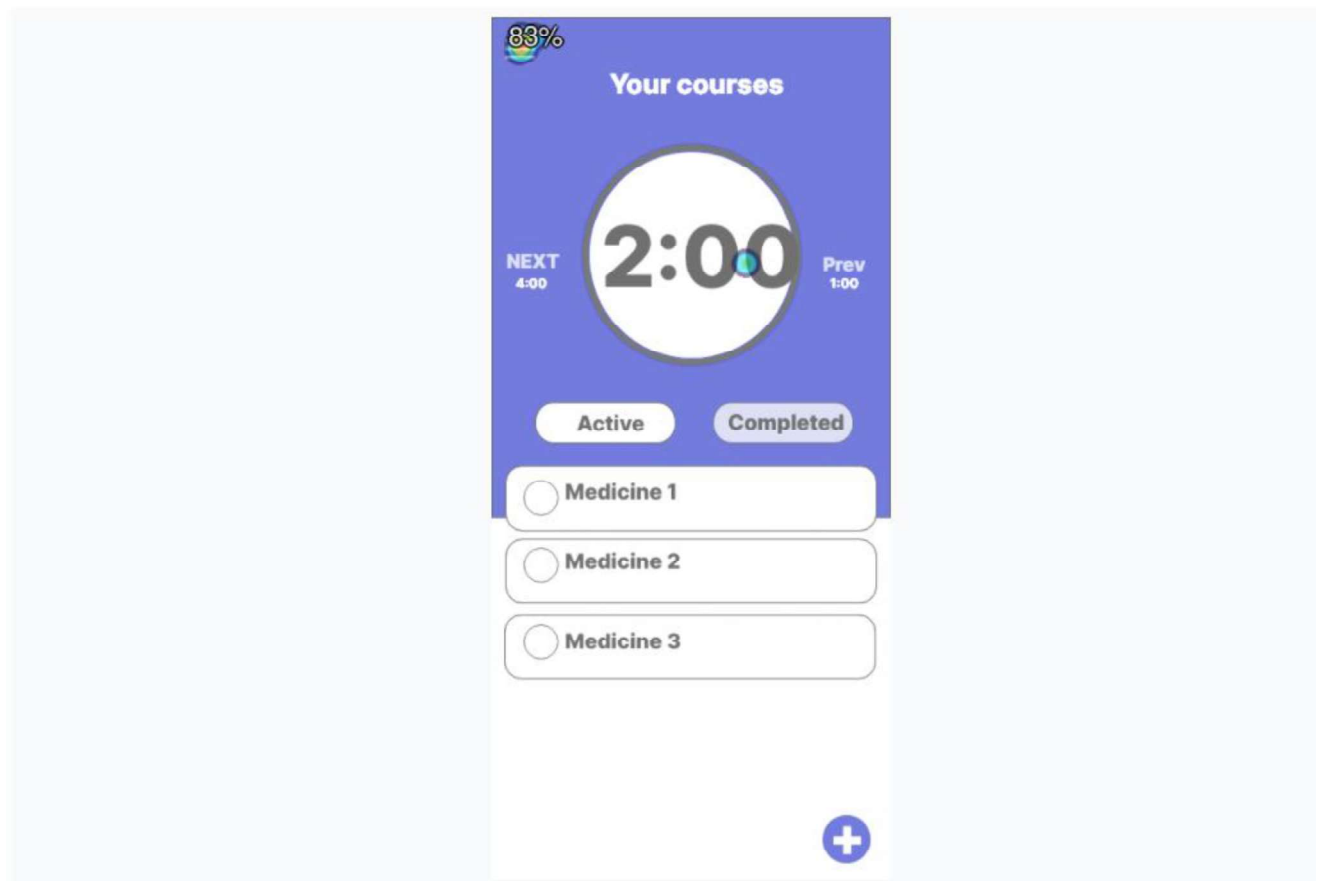
Medicine 3 Reminder

## 2.2 User Evaluation

### Open menu to Navigate

Open Menu to navigate

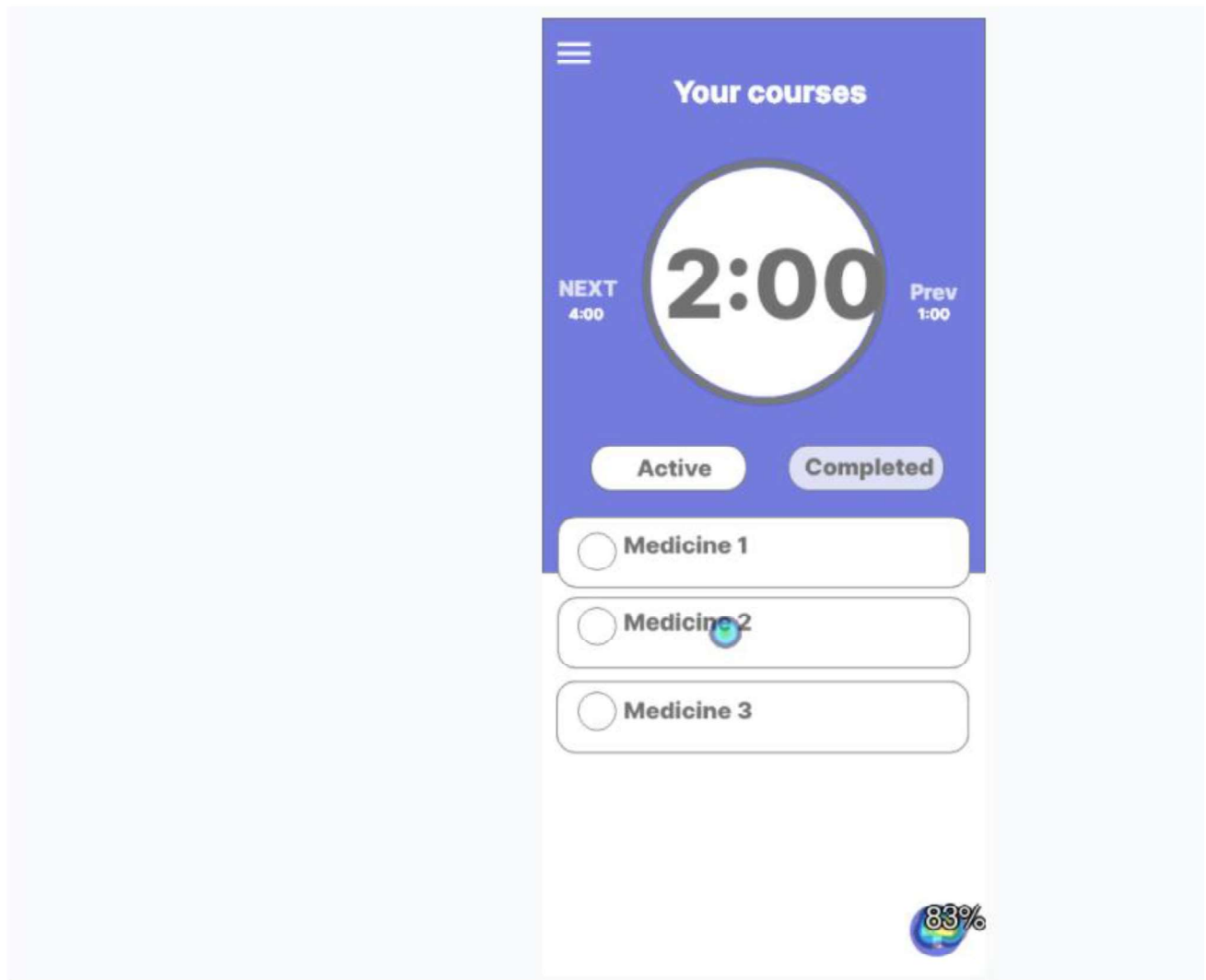
6 clicks 5 successful 0 skips 10.1 avg (secs)



## Add new Medicine to your course

Add new medicine to your courses

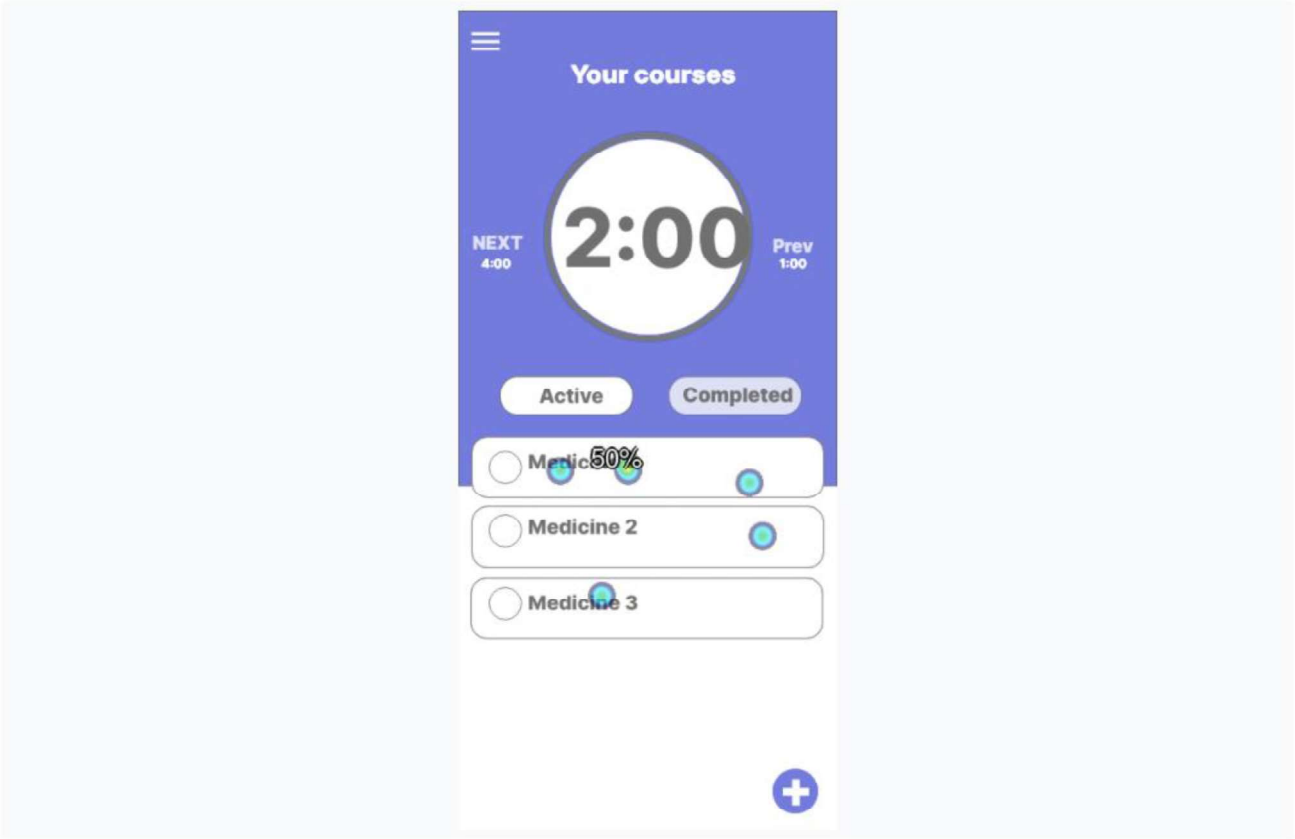
🕒 6 clicks 👍 5 successful ➡️ 0 skips ⏱️ 7.2 avg (secs)





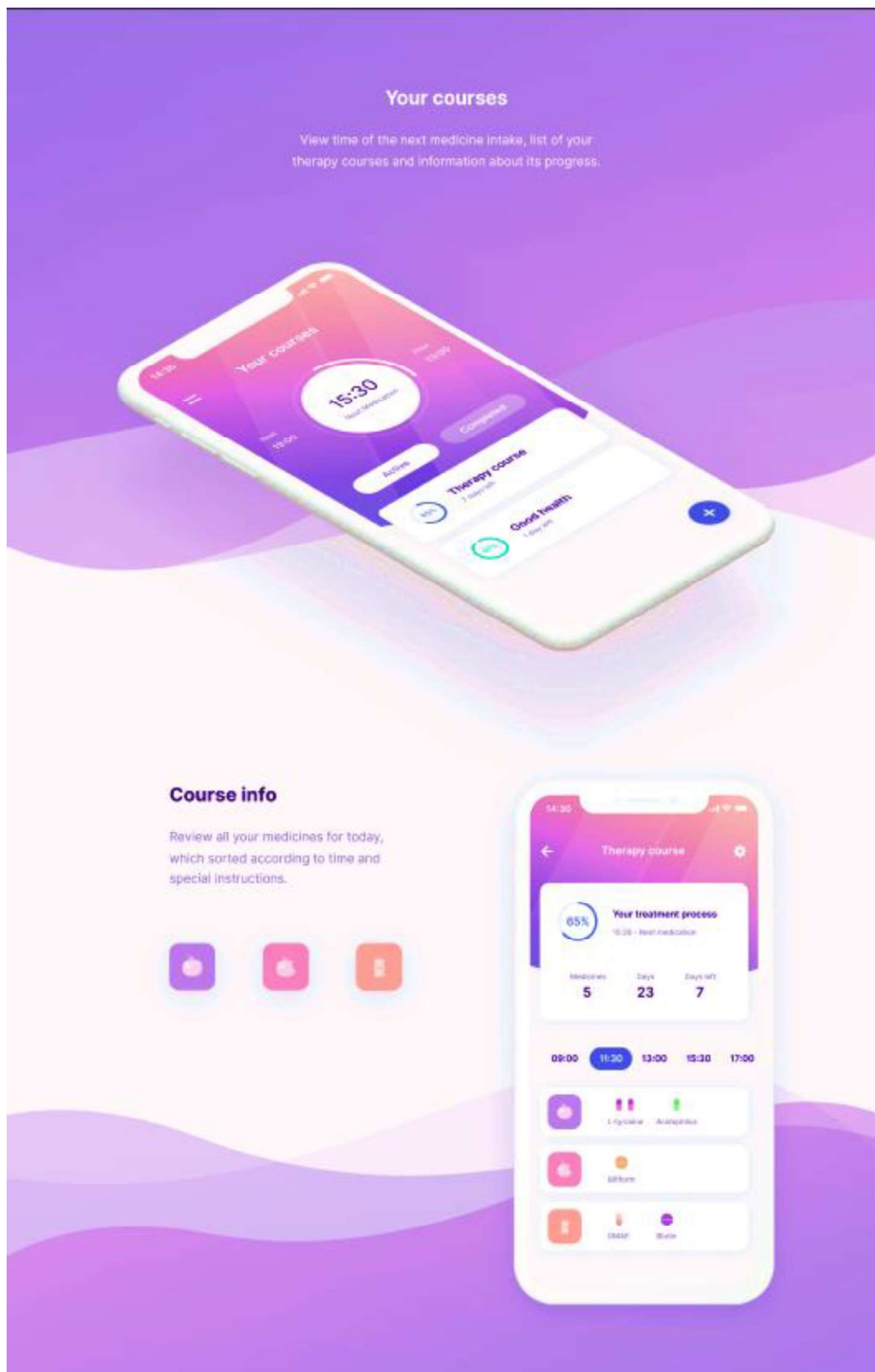
# Open Medicine details

Open medicine details  
6 clicks 6 successful 0 skips 5.6 avg (secs)

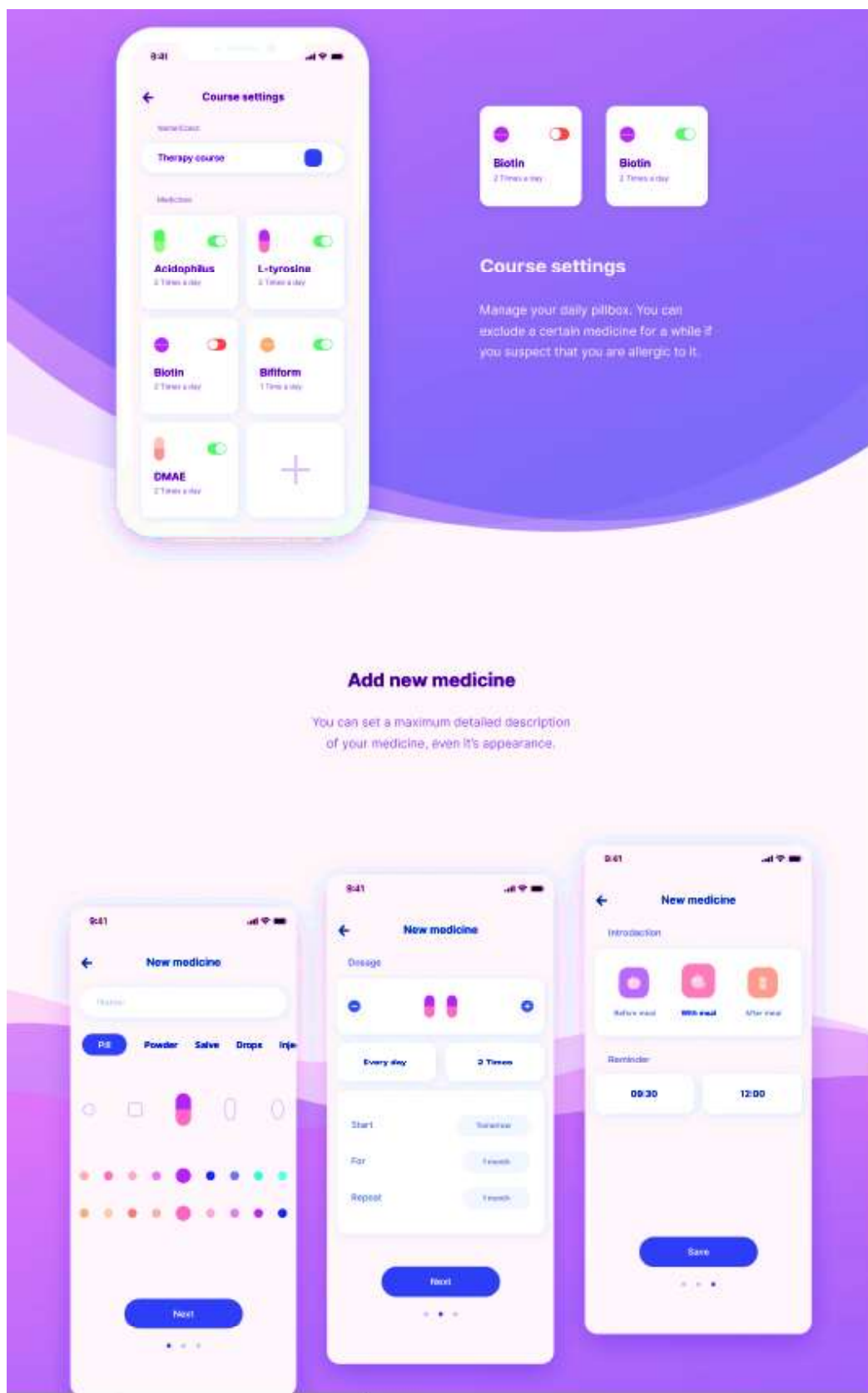


# Chapter 3

## 3.1 High Level Interface Description



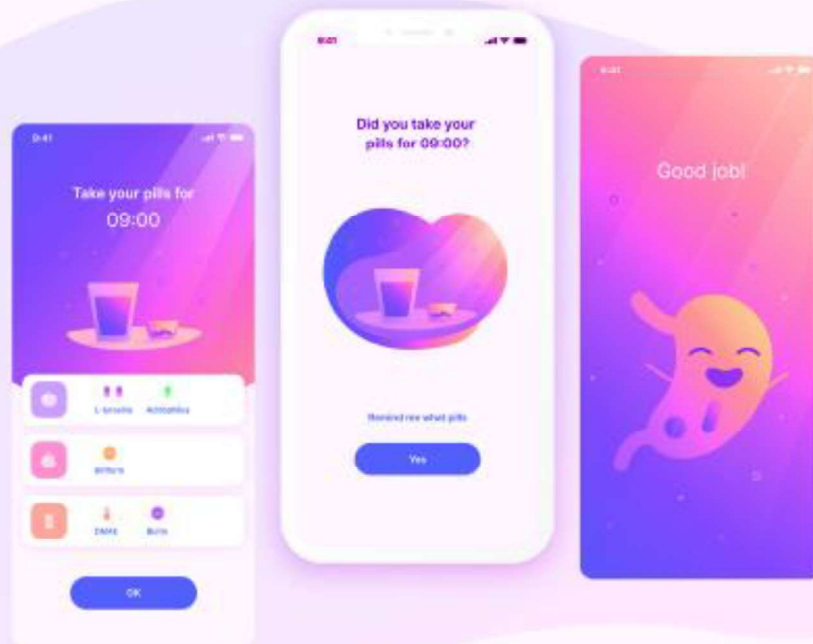
04 September 2020



04 September 2020

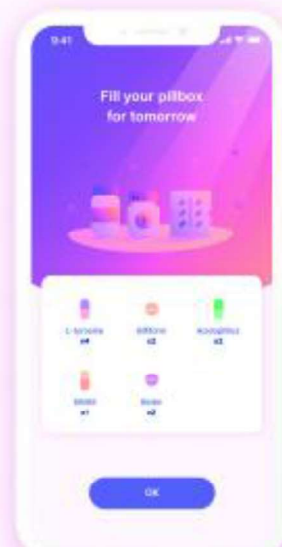
## Reminder

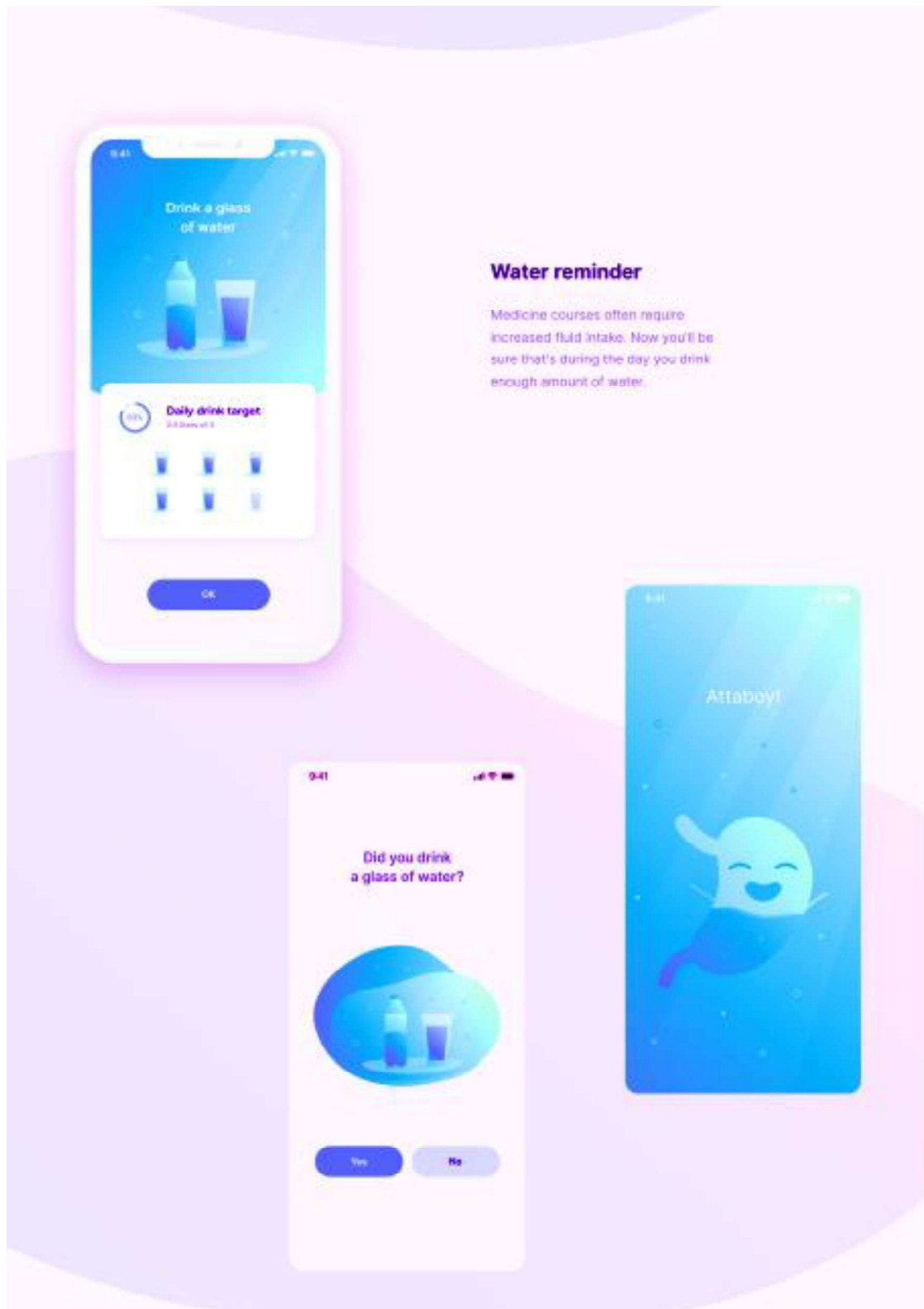
Don't be afraid to forget about the right taking of your medicine.



## Pillbox reminder

You will never forget to fill your pillbox.  
The application tells you which and how many medicines you need for tomorrow.





### Water reminder

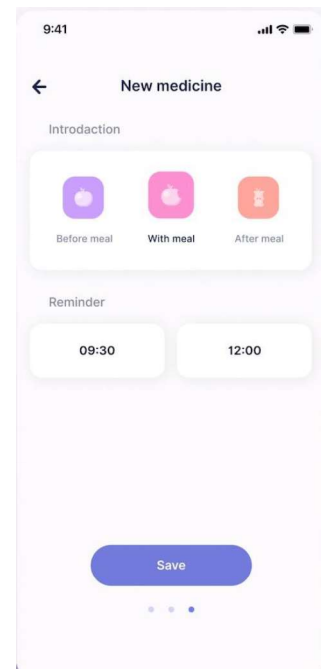
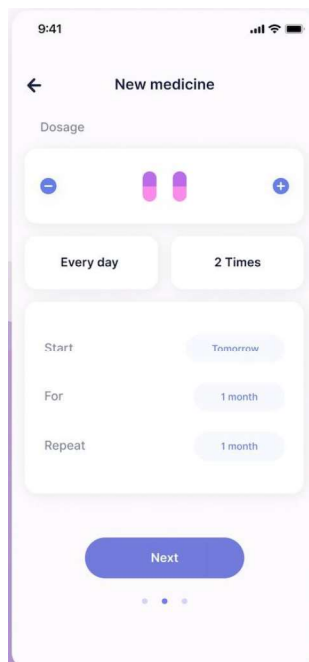
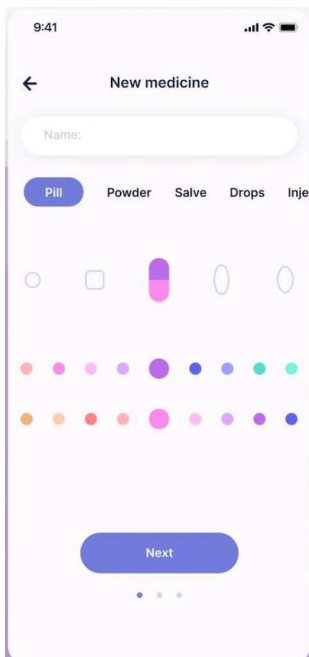
Medicine courses often require increased fluid intake. Now you'll be sure that's during the day you drink enough amount of water.

## 3.2 High Level interface Design

### Home Page

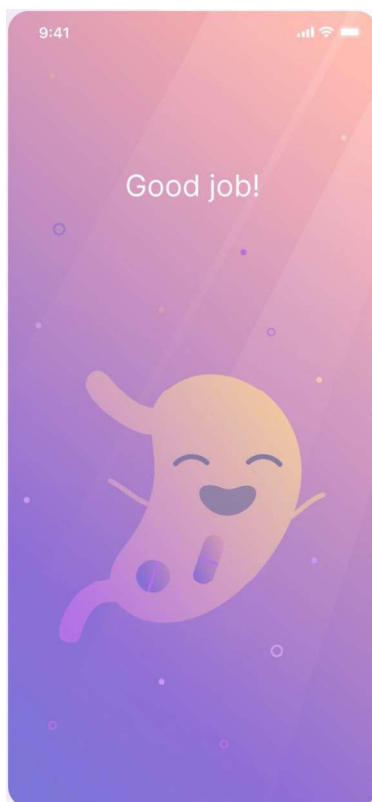
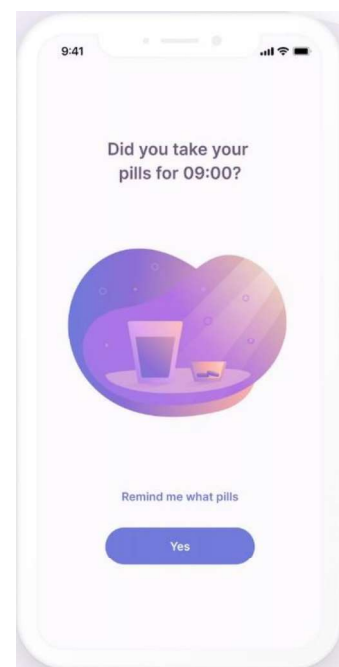
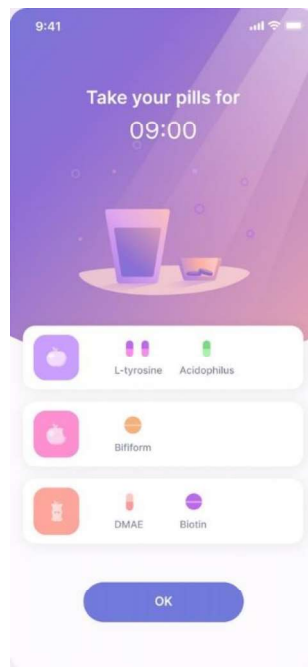
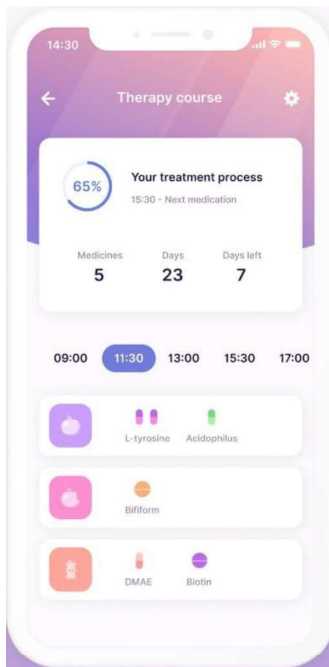


### Add Medicine



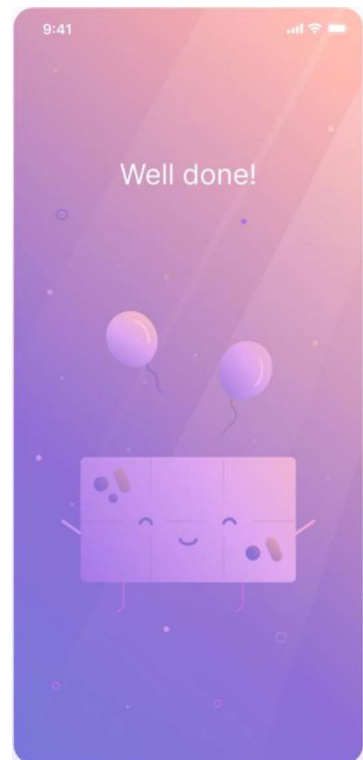
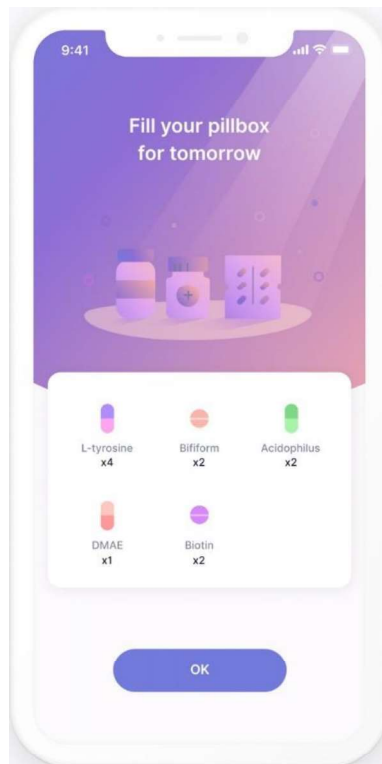
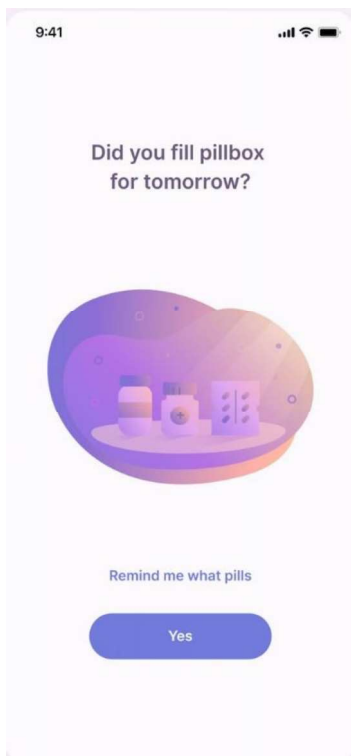
04 September 2020

## Therapy Courses

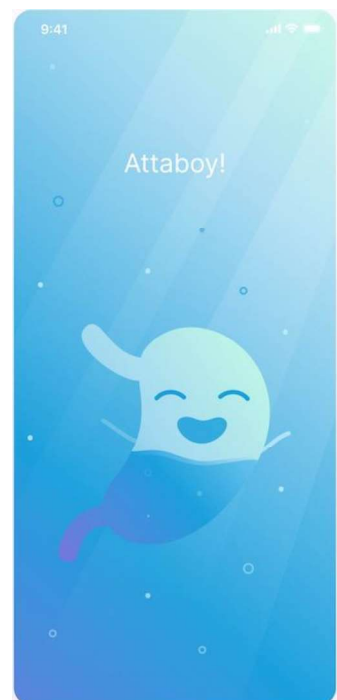
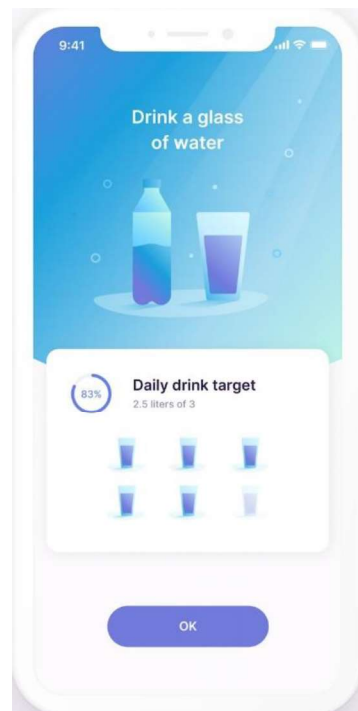


04 September 2020

## Reminder setup



## Water Reminder



04 September 2020



## **Reference List**

- Ameta, D., Mudaliar, K., & Patel, P. (2020). Aircse.org. Retrieved 3 September 2020, from <http://airccse.org/journal/mpict/papers/6215ijmpict04.pdf>.