**Usability Testing, Round 1**

**Participant 1**

**Desktop Mockups v1**

Overall:

* Colours: Vibrant, show strict delimination, can tell selections, too dark and strict to relating to the colours.

Cabinet A (shelves):

* I would immediately click on icons, and hope it renders info or a pop-up would show info instantly
* Would click plus to add medication
* Subject has began to read paragraph, became distracted.
* Goes back to cabinet and want to click on other medicines to see if the text changes.
* I would expect to click on medication and see general information about medicine. Subject would want to know immediately what the drugs does not just the name. Needs more than active ingredients, needs to know what it is for. Would like to know adverse effects and what is it about the mixing of the two meds that causes the interaction. What ingredient would cause it to be adverse and how the adverse effect would manifest.
* User would click on multiple medicines to see if they interact. Subject goes back to text and is still confused.
* User would already know what my doctor would have prescribed so look it up and add to cabinet. I would search by name, drug, symptom related. I would also like to add an expiration date to medications if I search and add to cabinet. Wants to see only very brief description about the drug after searching.
* I would want to click on my account and see PII. I would also like a “Home” or “Back” button to get back.
* Would use the application to be able to follow doctor’s orders and directions/dosages.

Cabinet B (tiles):

* Immediately would click on the pill bottle and see if there is general info. Would still like to click on two at once to see if there is an interaction.
* First screen felt more comfortable.
* Both cabinets: concerned about how it would look like after a ton of medicines are added.
* Interactions checks- Click on specific meds to see which ones are adverse, secondary would be to see a click a see all interactions.