**Usability Testing, Round 2**

**Participant 6**

**Mobile Mockups v1**

Splash Page:

* Seems standard
* Would either sign up or sign in. Might not see the sign in at the top in small print.
* Colors don’t seem super official. Thinks of red and white when she thinks of medicine. These colors don’t give off an “official” vibe and it might not be as trusted. The green makes it seem more like a financial app, rather than something like red which is more “hospital-ly”

New User Page:

* No real feedback; typical of other pages

Add Medicine Page:

* Likes this, it looks like she’s searching for the medicine she’s on to put it in (like my fitness pal)
* The plus sign lets you know that you can search and add multiple times
* Hoping it will be a type to search where you start typing it in and can then select and hit submit

Search Page:

* “Yes—that’s what I wanted it to do!”
* Likes that there is detail in the name of the medicine and that you can select down to “children’s codeine”
* “I like this a lot!”
* Expects to click on one of the tiles, hit submit, and it will add the medicine

First Medicine:

* Not sure if she should type to search to add additional medicines or if she needs to click the add button first. Not sure why they are both there. Worried that if she types into the search that it might clear out the medicine that is already there.
* If search and add new were the same feature, she would rather use the add new button and hope that a search bar then pops up. If she had already used the search bar then she may continue to use that, but wouldn’t want to see the add new button because it is confusing her.
* Might click on the Tylenol tile to see if there’s additional information because she’s curious where she sees the interaction information
* Clearly notices that she can delete the medicines by clicking on the x

Medicine Information Page:

* “I like this”
* “I like how they have a lot of information here”
* To get here she thinks she clicked on the Tylenol tile and then to go back she could click on the back button. This is prominent and she likes that
* Likes that the dosage is right at the top because that’s the first thing she wants to know
* Wants to know if the hamburger menu would take you back to the beginning. Not sure if she should use that or hit the back button

Drugs List Page:

* Thinks she hit the back button to get here
* Now that there are multiple medicines listed here, how does she find out how the interactions are working. How does she get to the next screen?
* No idea what she would do to interact with this screen
* If she had to take a guess she would click on submit, but she thinks that’s telling her she would add something to the list, but that’s the only thing she could think of.
* Wants to see something at the bottom asking you to check your drugs

Interaction notification page:

* No idea how she got here. Guessing that she got here by clicking Tylenol again and now this page has changed since she’s added more medicines
* She wants a button off to the side on the former page letting her know what to do, since she’s already clicked on this button twice
* Once she does land on this page she does see that she should click on the red tile
* This part isn’t intuitive
* Wants the red button to be a bit more explicit, but knows this will take her to see interactions between Tylenol and her other meds

Interaction Views:

* “Oooh okay, I like this! I like this a lot! This is super clear!”
* She would want to all of the interactions in one place (she would want to see ambien and flinstones interaction here too) but she does understand that to get to that she would need to just go back and select one of those drugs instead
* Would click on each one and would expect to see the information about whatever interactions there are, much like when you click on Tylenol when it’s the first medicine and it gives the general info and warnings

Interaction Description

* “Yeah, exactly!”
* If there’s something inside the interaction that you don’t know, would like to be able to click on it and find out more information (clickable content)