

HealthSync

Phase 2 Report – First Prototype and Heuristic Evaluation

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Project abridged description

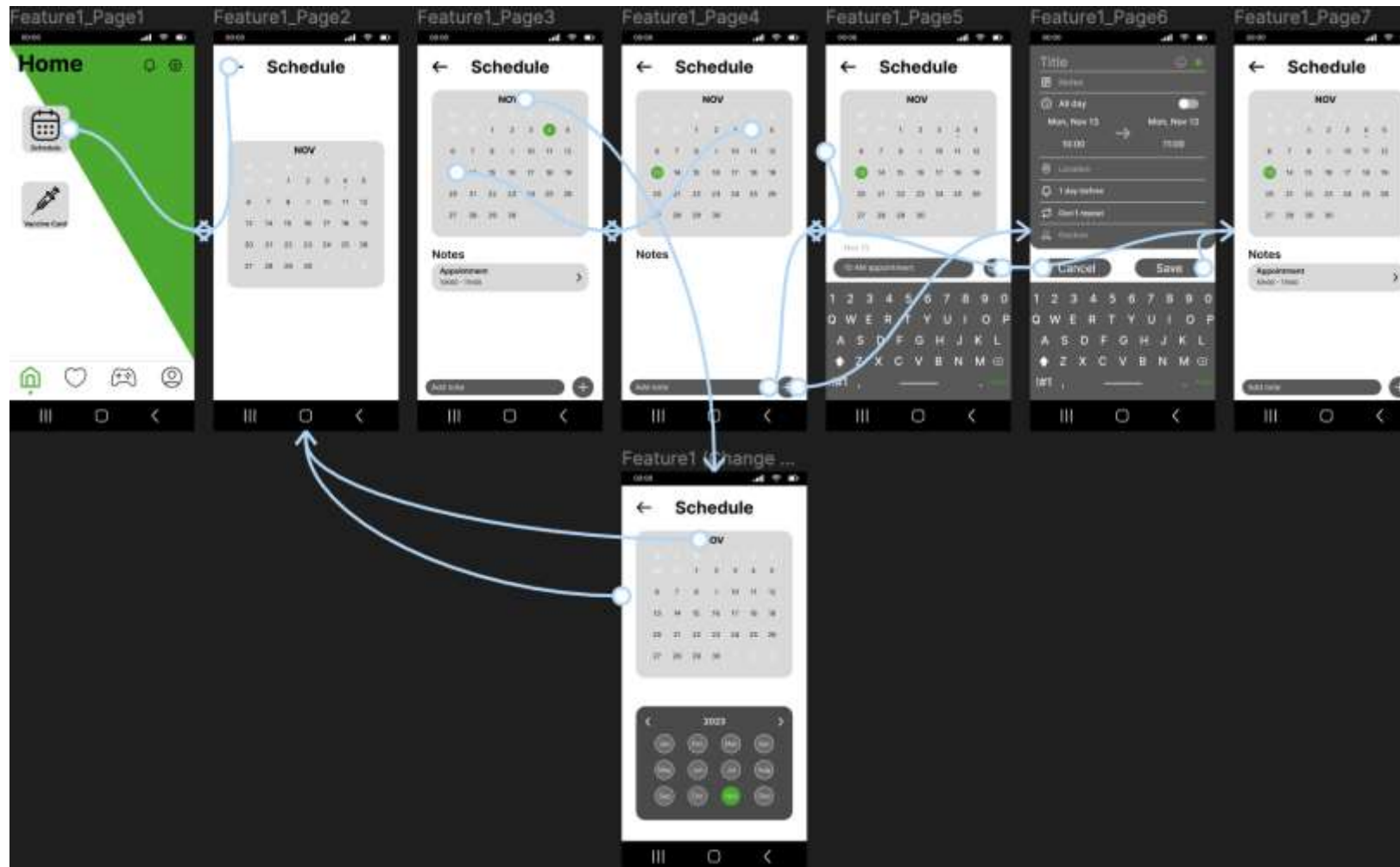
- Description:

The main goal of this project, is to incentivize younger people to keep organized and up to date with their health life, by providing a platform with all of the most important functionality regarding the topic, in a more interactive and rewarding way

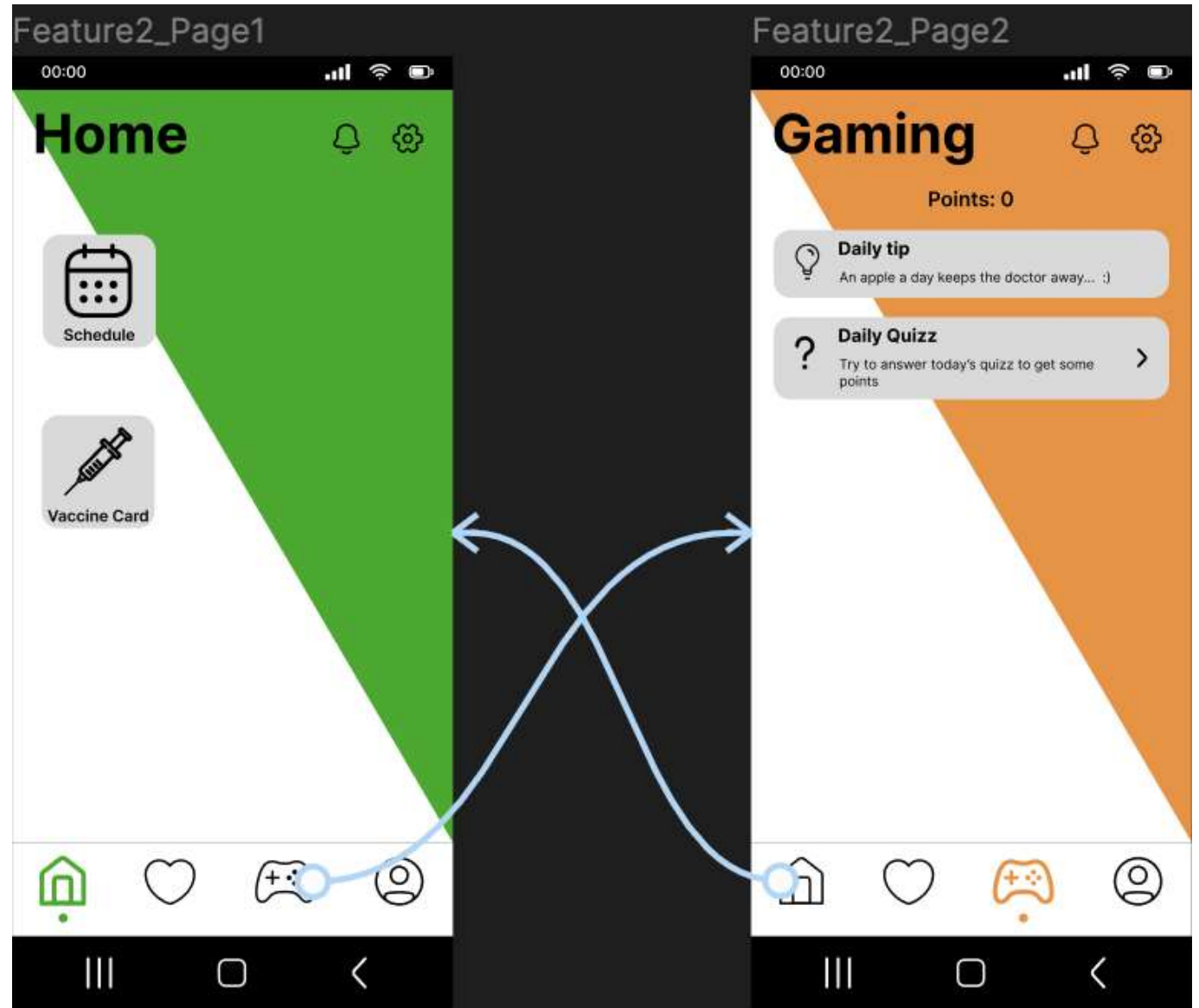
- 3 chosen tasks + related functionalities:

- ✓ Create a note on the 13th Nov on the app schedule (Note taking for specific scheduled appointments)
- ✓ Read the daily tip (Display daily medical tips)
- ✓ Answer the daily quizz and submit the answers in order to acquire some points (Daily medical quiz with point/reward system to keep the user engaged)

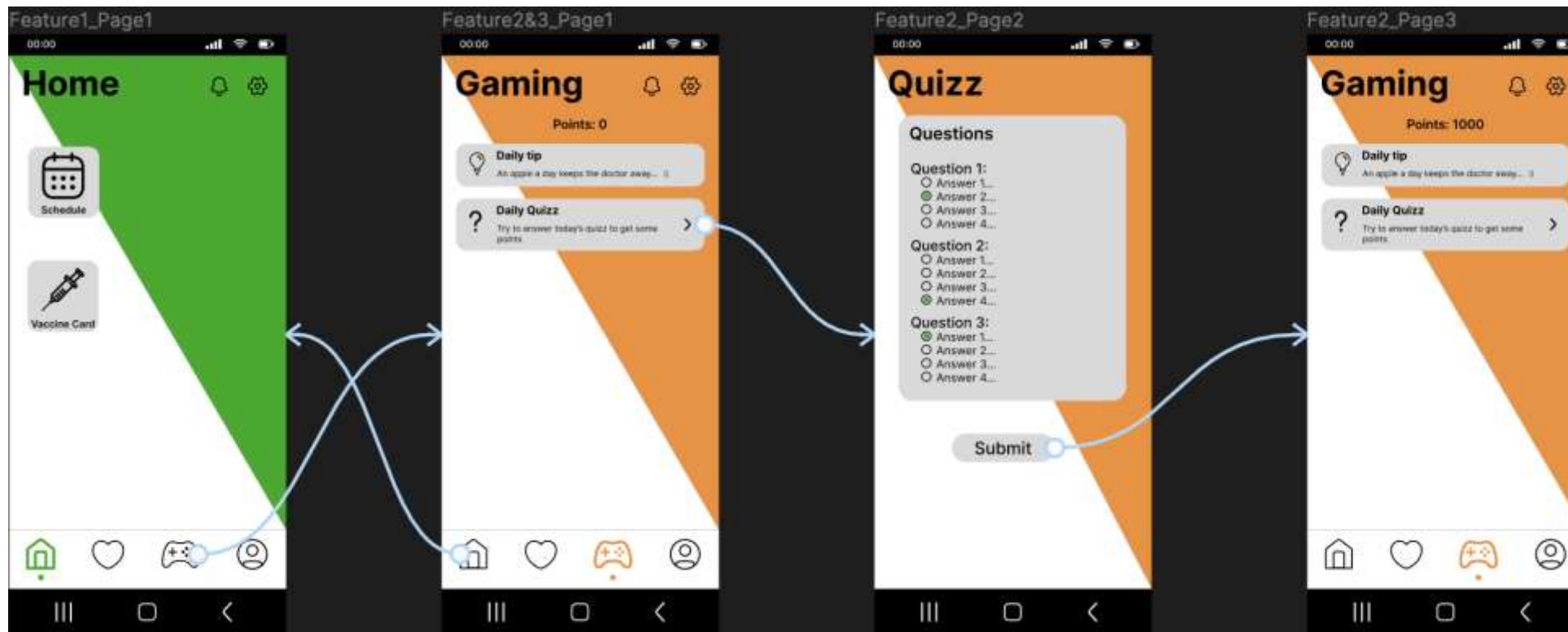
Prototype's Wireflow



Prototype's Wireflow



Prototype's Wireflow



Heuristic Evaluation Results

- Group 3
 - - The bottom navigation bar was not kept in the quiz page. Sev: 2
 - - Design of the note taking window not minimalist (related to lack of clarity reported by group 8). Sev: $(1 + 2) / 2 = 1.5$
 - - There is no option to delete a note from an appointment. Sev: 3
 - - Interaction with the calendar itself, not very intuitive. Sev: 2

Heuristic Evaluation Results

- Group 8
 - - Not showing in advance how many points a quiz gives. Sev: 1
 - - Not clear if its possible to delete an appointment (it shouldn't be, but there should be a distinguishing factor between those that have passed, and those that haven't). Sev: 3
 - - Lack of clarity in 2 of the options of the note taking window. Sev: $(1 + 2) / 2 = 1.5$
 - - Gaming section still not interacting with the system in any meaningful way. Sev: 3

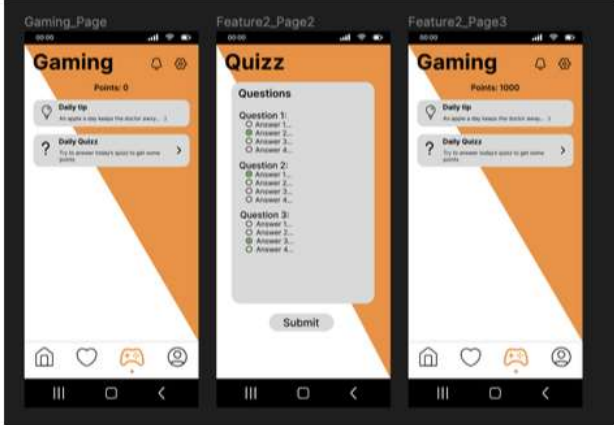
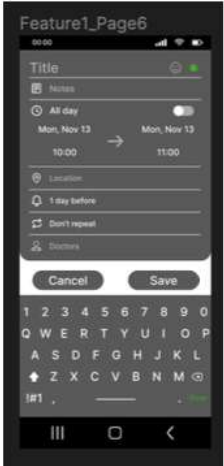
Corrections to perform in Phase 3



- Implement a cancel button on the daily quizz to allow users to not submit the quizz
- Implement a delete button to allow the users to delete a note from the schedule

Corrections to perform in Phase 3

- Make it more obvious in the schedule where you should click to change the month/year
- Implement the Daily tip so that the user only gets notified of it, and can choose whether to read it or not.

Annexes

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4)
1	<p>Não continua com a barra inferior da aplicação.</p> 	4	2
2	<p>O design não está minimalista.</p> 	8	1



3	<p>Após criar uma nota no calendário, não existe a opção para a apagar.</p> 	5,9	3
4	<p>A opção de mudança de mês no calendário não está muito intuitiva, onde clicar para se poder trocar de mês.</p> 	6	2

Annexes

Annexes

5	<p>A Daily Tip não está muito visível, poderia estar implementada de maneira diferente.</p> 	1	2
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Annexes

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4)
1	<p>Should show how many points each quiz can give</p> 	6	1
2	<p>Not clear how to delete an appointment</p> 	3, 5, 7	3
3	<p>The options "1 day before" and "Don't repeat" activation/modification are not clear.</p>	7, 10	2

Annexes

3	The options "1 day before" and "Don't repeat" activation/modification are not clear.	7, 10	2
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4	Not clear the correlation between the gaming and schedule parts of the application	4	3
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