



lumenary.

Assisted living, Assistive technology

Talking Points

Design Problem
User Research and Analysis
Design and Justification
Heuristics and Testing
The Next Step

Iumenary.

Maintaining Standard of Living and
providing an all-inclusive app for the
needs of patients with Alzheimer's
Disease



Research Methods

Secondary Research
Competitive Product Survey

Objectives

Develop an educated perspective on the effects of Alzheimer's Disease and how current apps deal with issues

Interviews

Objectives

View characteristics and perceptions of users and how our functionalities may affect burden placed upon patient and caregivers

Major Design Decisions



Simplicity



User Control



Familiarity



Discarded Functionalities

Compare and Contrast



The screenshot shows the "lumenary." mobile application. At the top, it says "Welcome back, Patient!" and displays a sun icon. Below that, it shows "Calgary 20°C" and "Today is June 1, 2019". A purple box labeled "Reminders" lists three items: "Don't Forget to take your medicine in an hour", "Tommy's Birthday is in a week", and "Son is coming to visit in a week". At the bottom, there is a navigation bar with icons for puzzle, calendar, home, lightbulb, and clipboard.

lumenary.

Welcome back, Patient!

Calgary 20°C

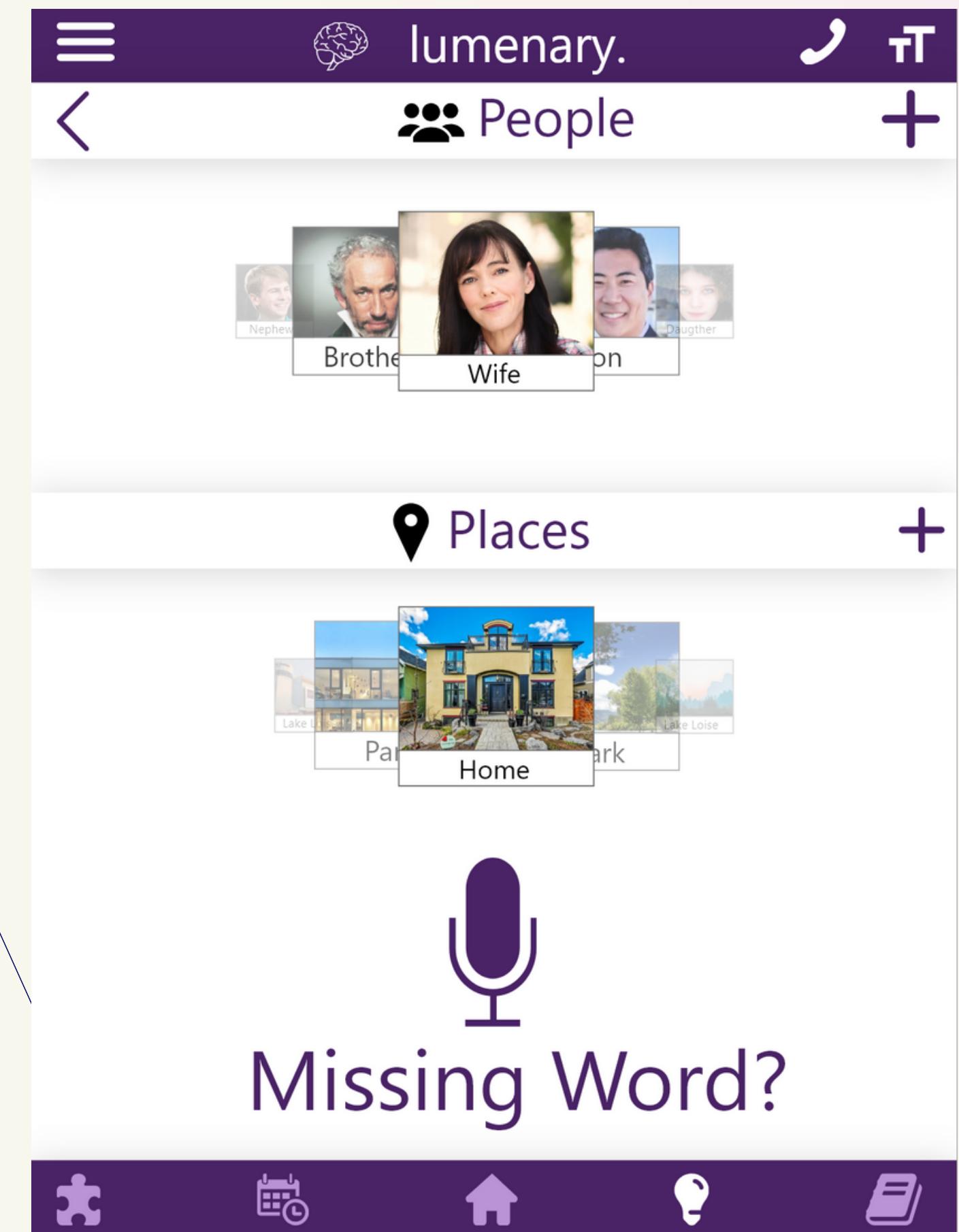
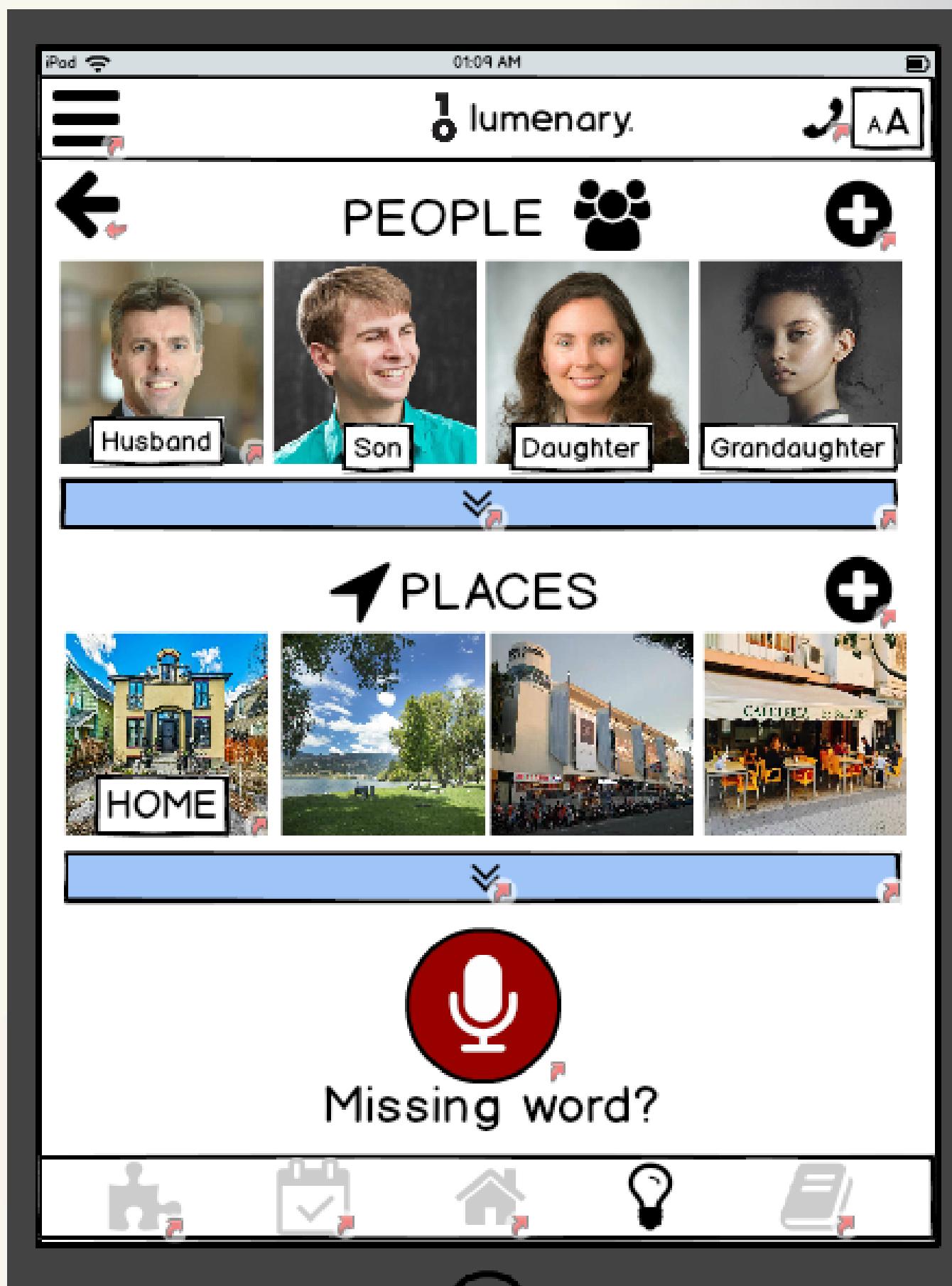
Today is June 1, 2019.

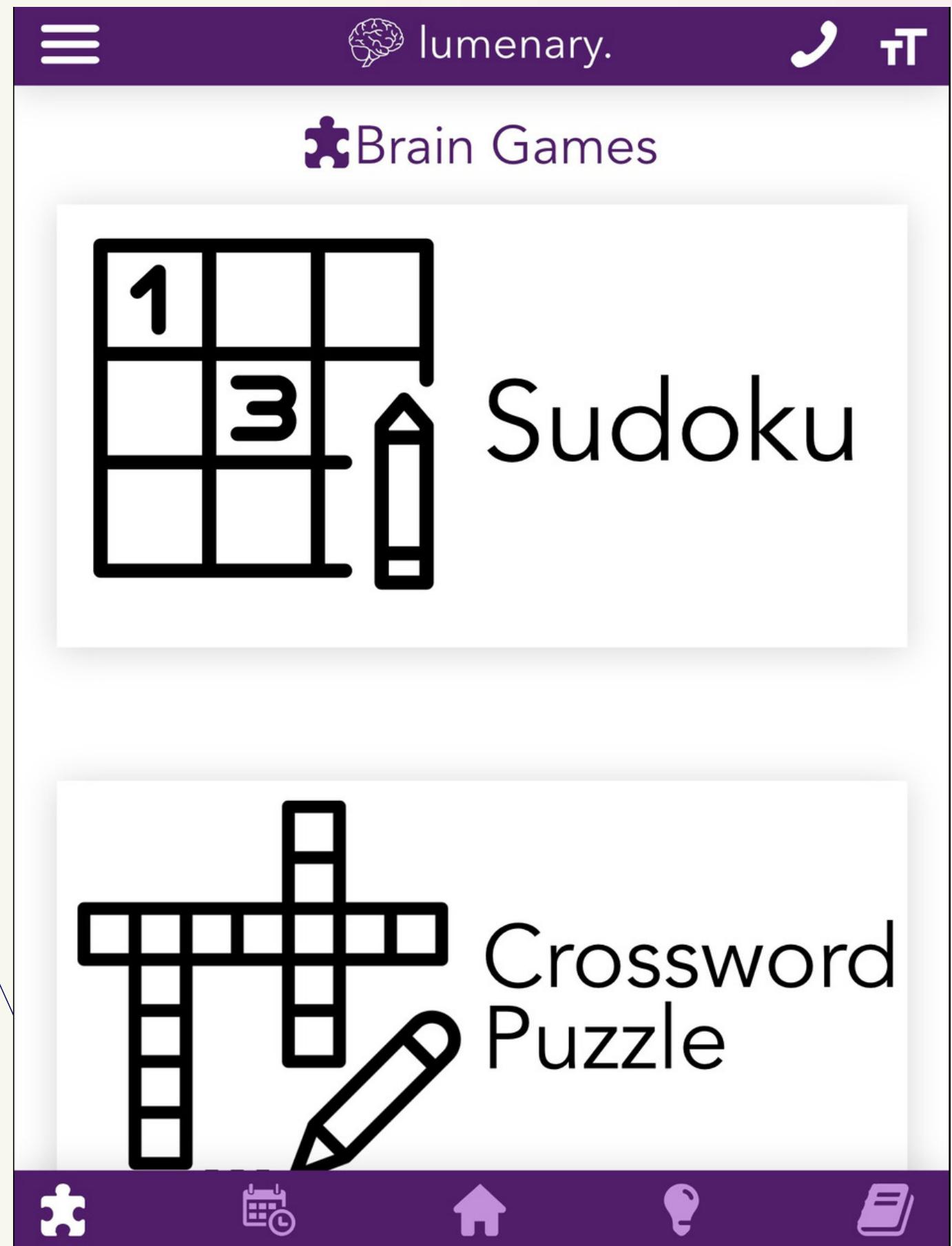
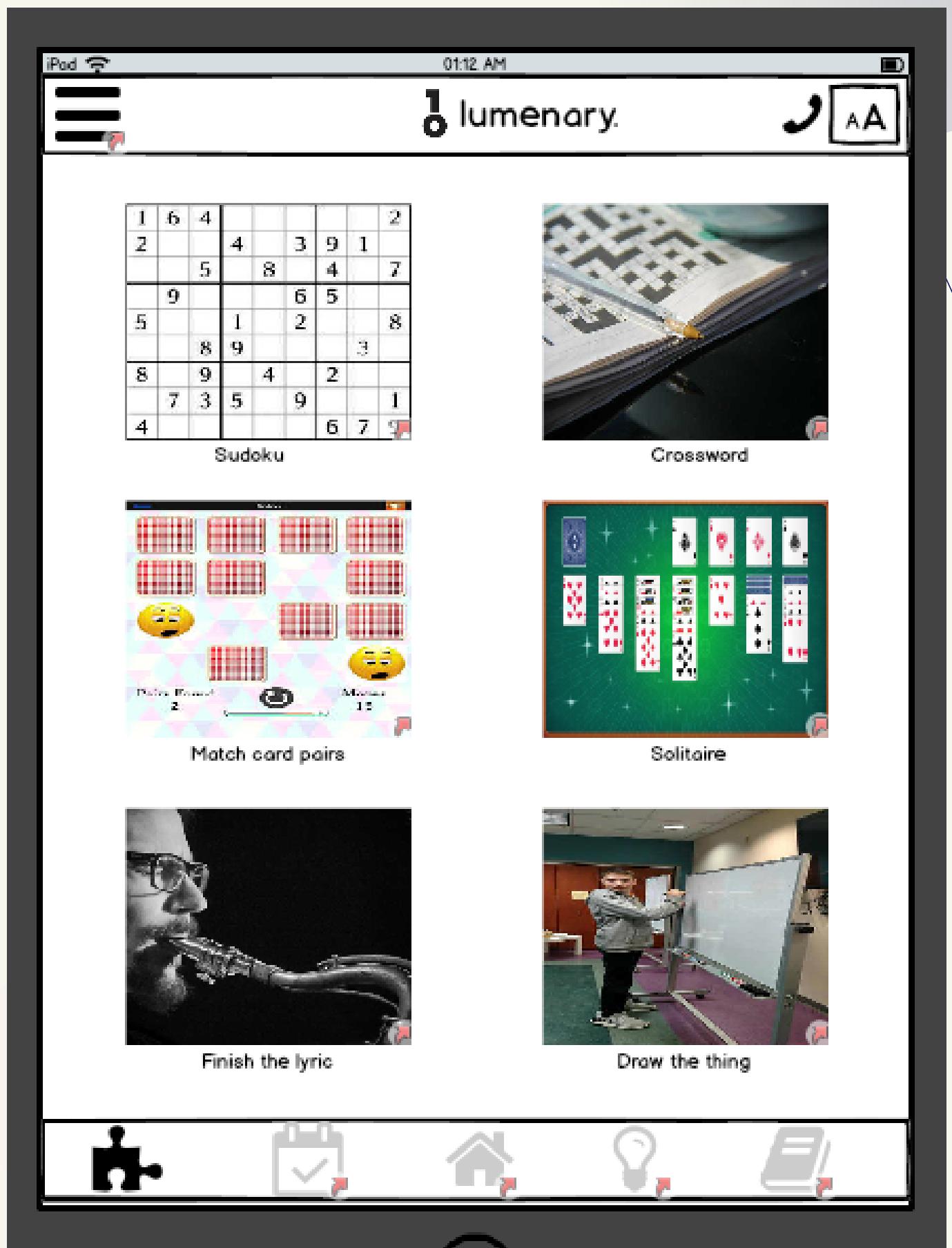
Reminders

Don't Forget to take your medicine in an hour

Tommy's Birthday is in a week

Son is coming to visit in a week





iPad WiFi 01:11 AM

lumenary.

REMINDERS  

Today is the 23th of March, 2019.

You should take your medicine in 3hrs! 

Tommy's birthday tomorrow! 

Daughters anniversary next week 

Big sale at Mall next Sunday 

Son is coming to visit in a week 

Grandsons graduation celebration in June 

Jimmy performance at concert Hall in July 

  **lumenary.**  

 **Reminders** 

Don't Forget to take your medicine in an hour 

Son is coming to visit in a week 

Big sale at the mall next month 

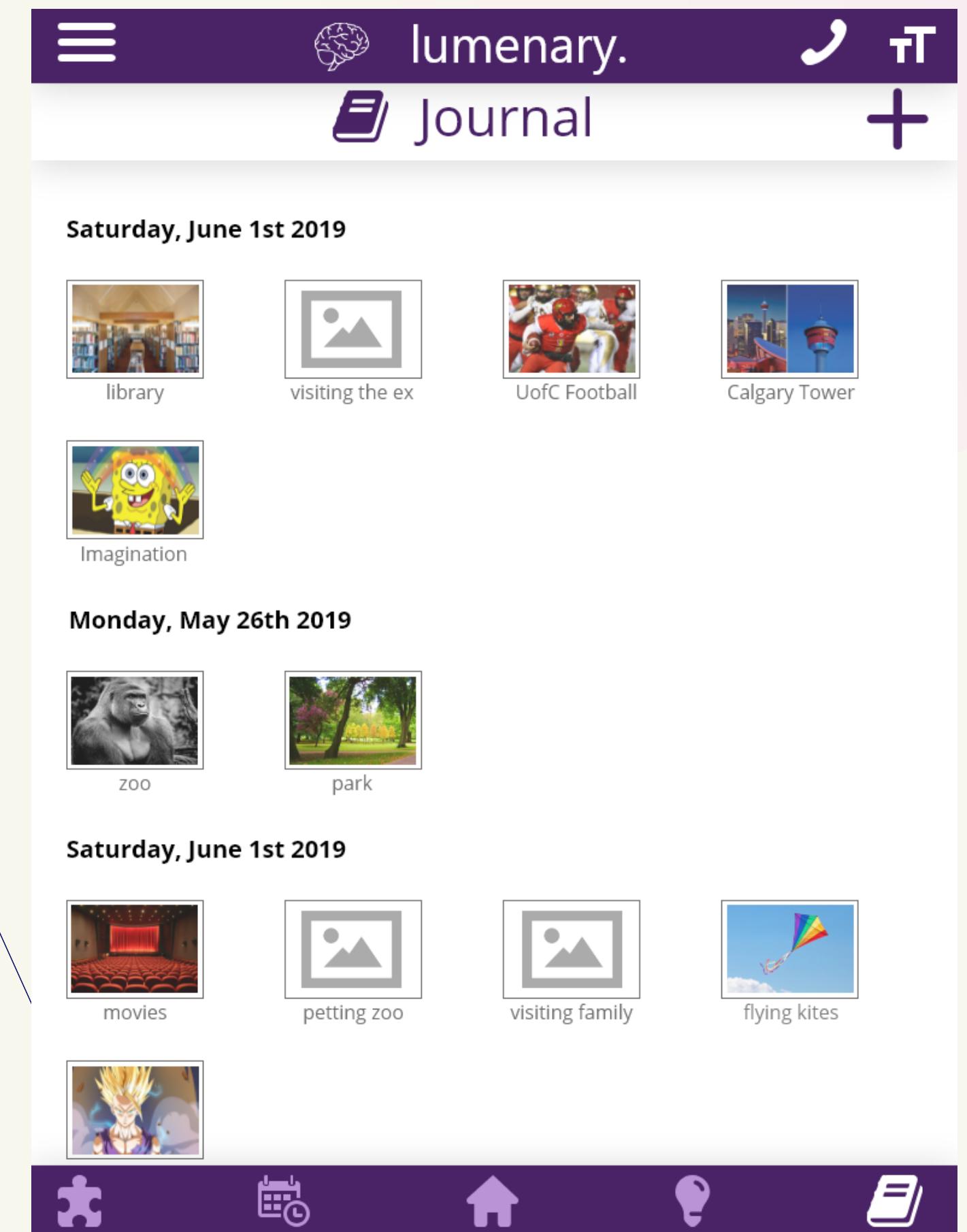
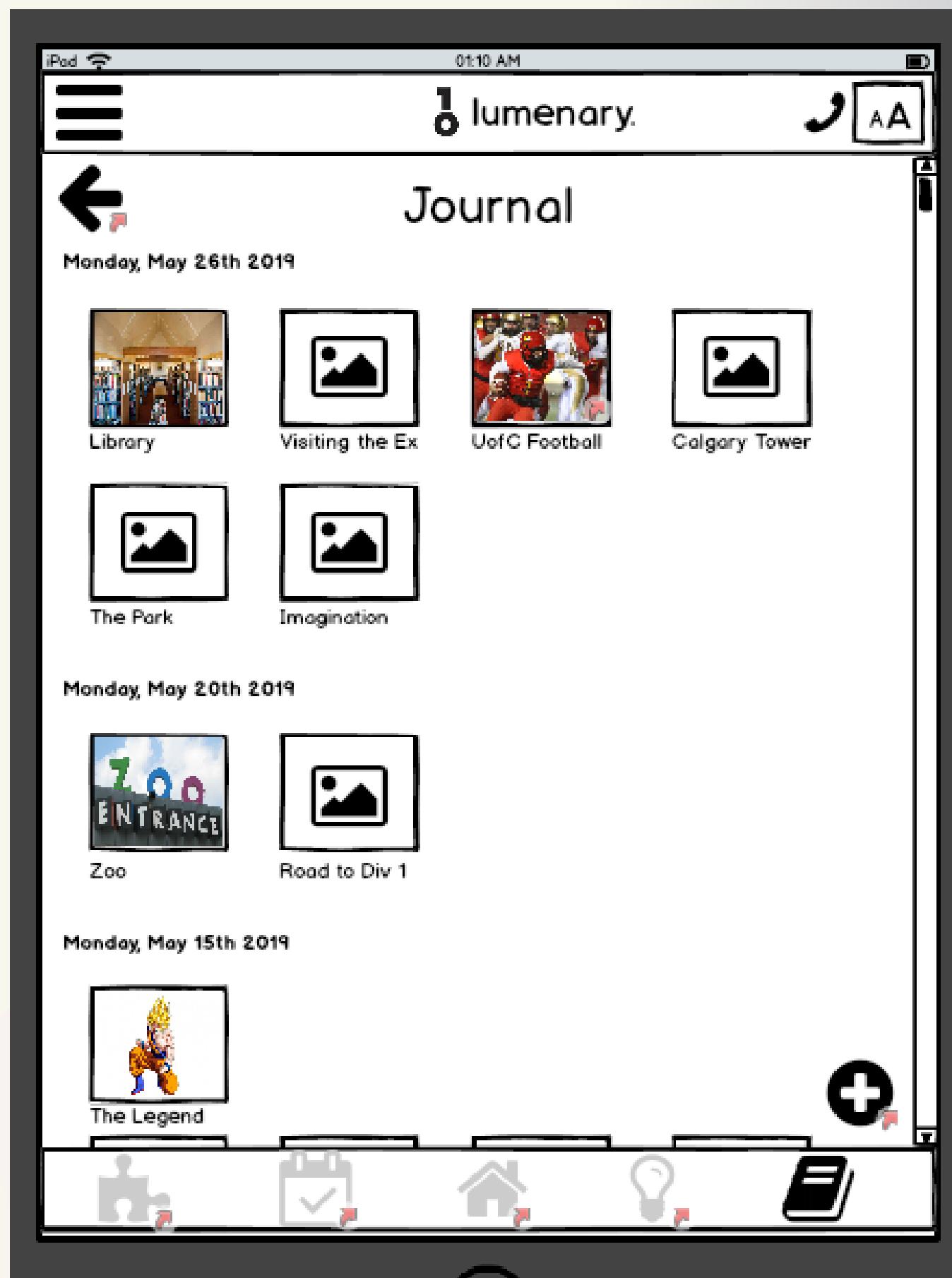
Daughter's Anniversary in a month 

Don't forget to exercise! 

Make sure to eat 

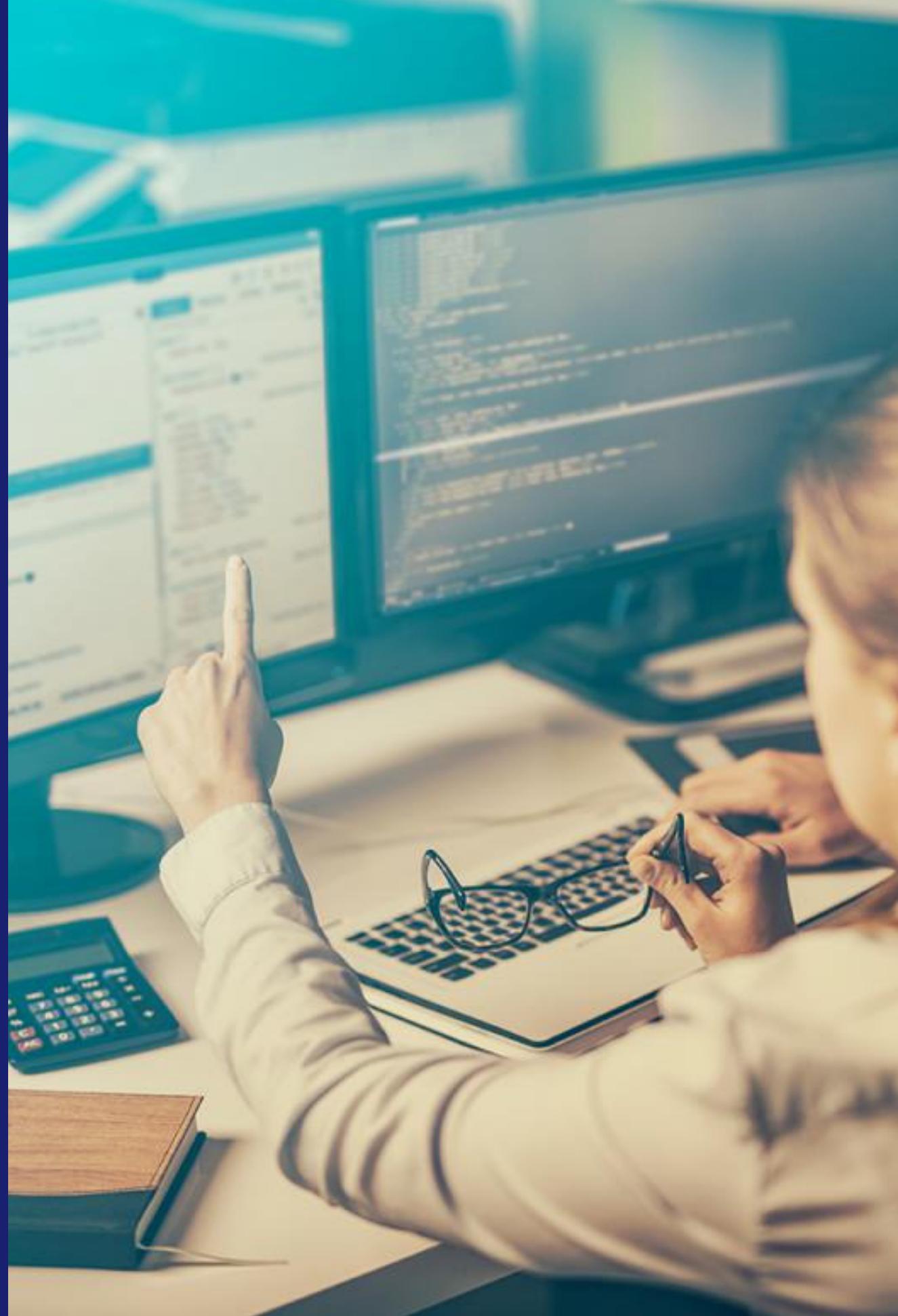
Take a walk today 

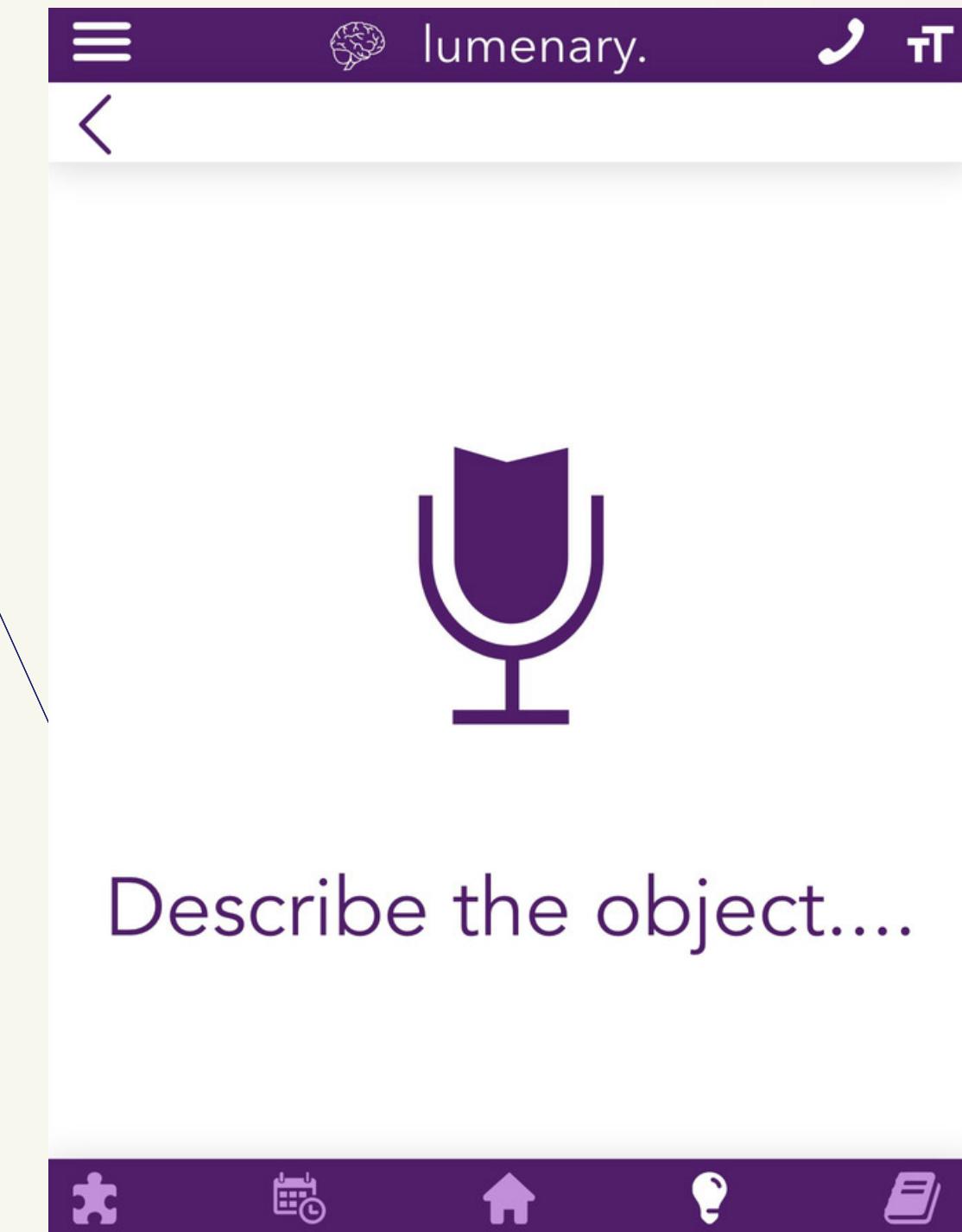
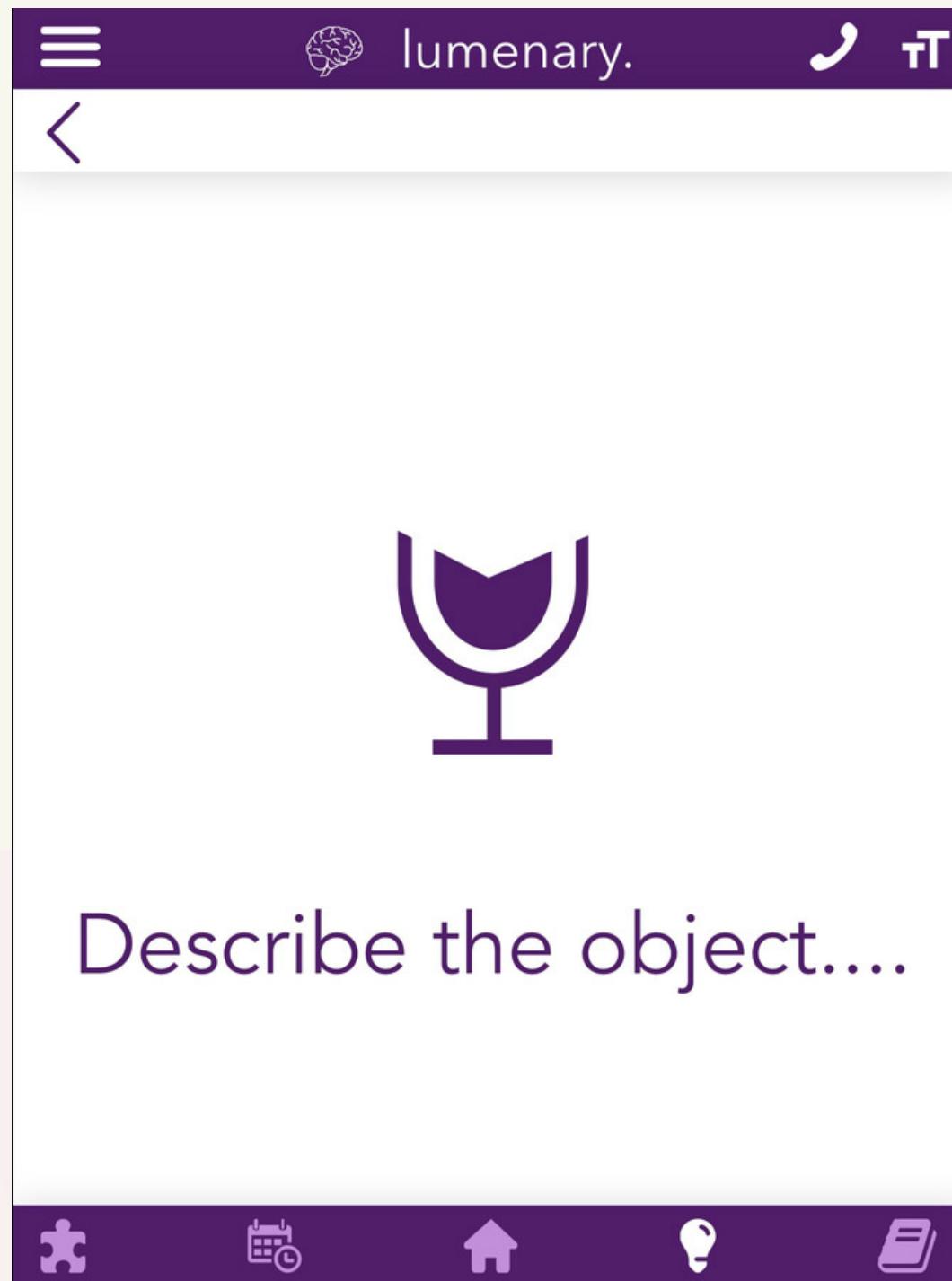


Heuristic Evaluation

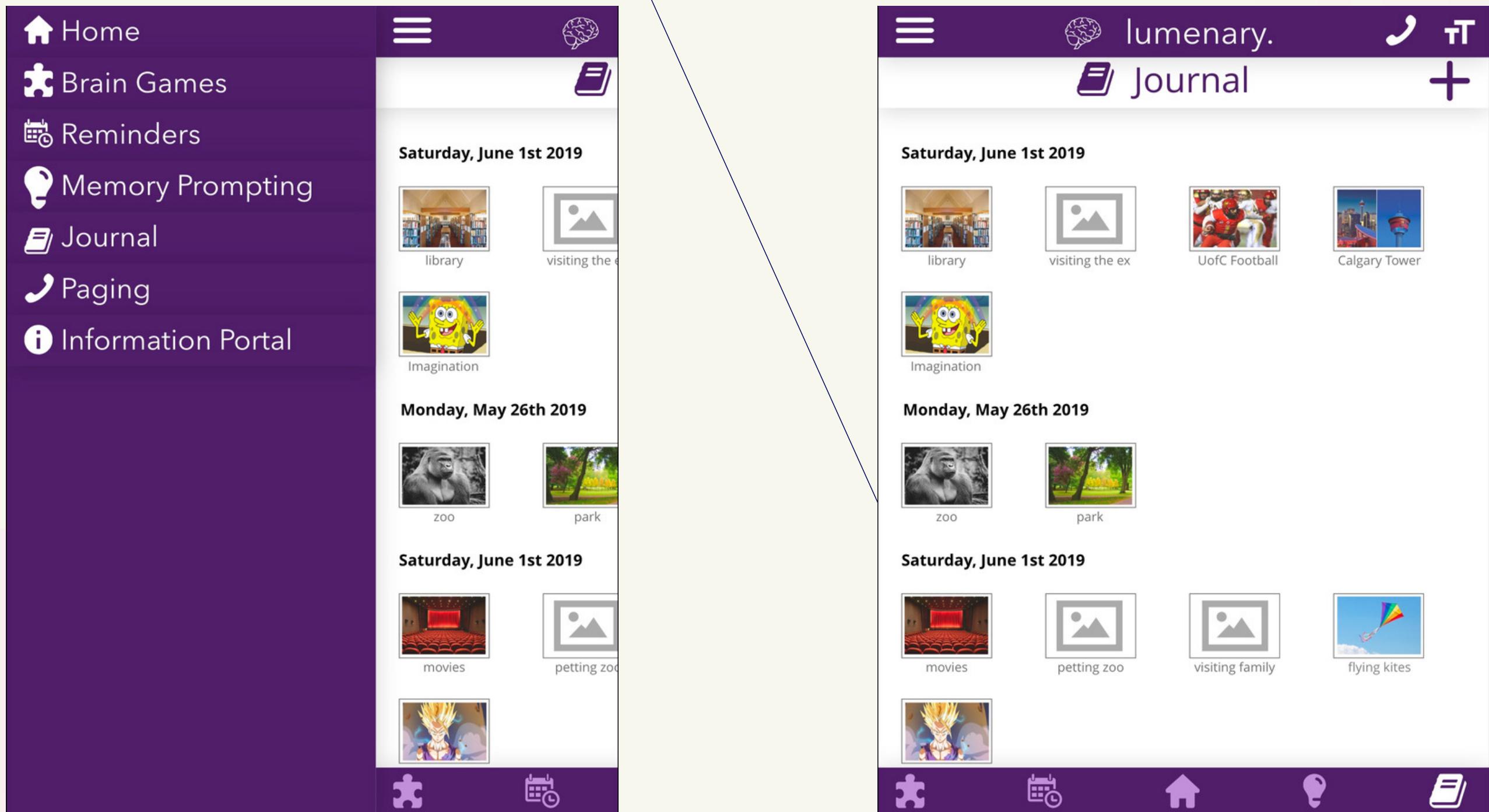
Systematic inspection of an interface design to see if an interface complies with a set of usability heuristics, or usability guidelines



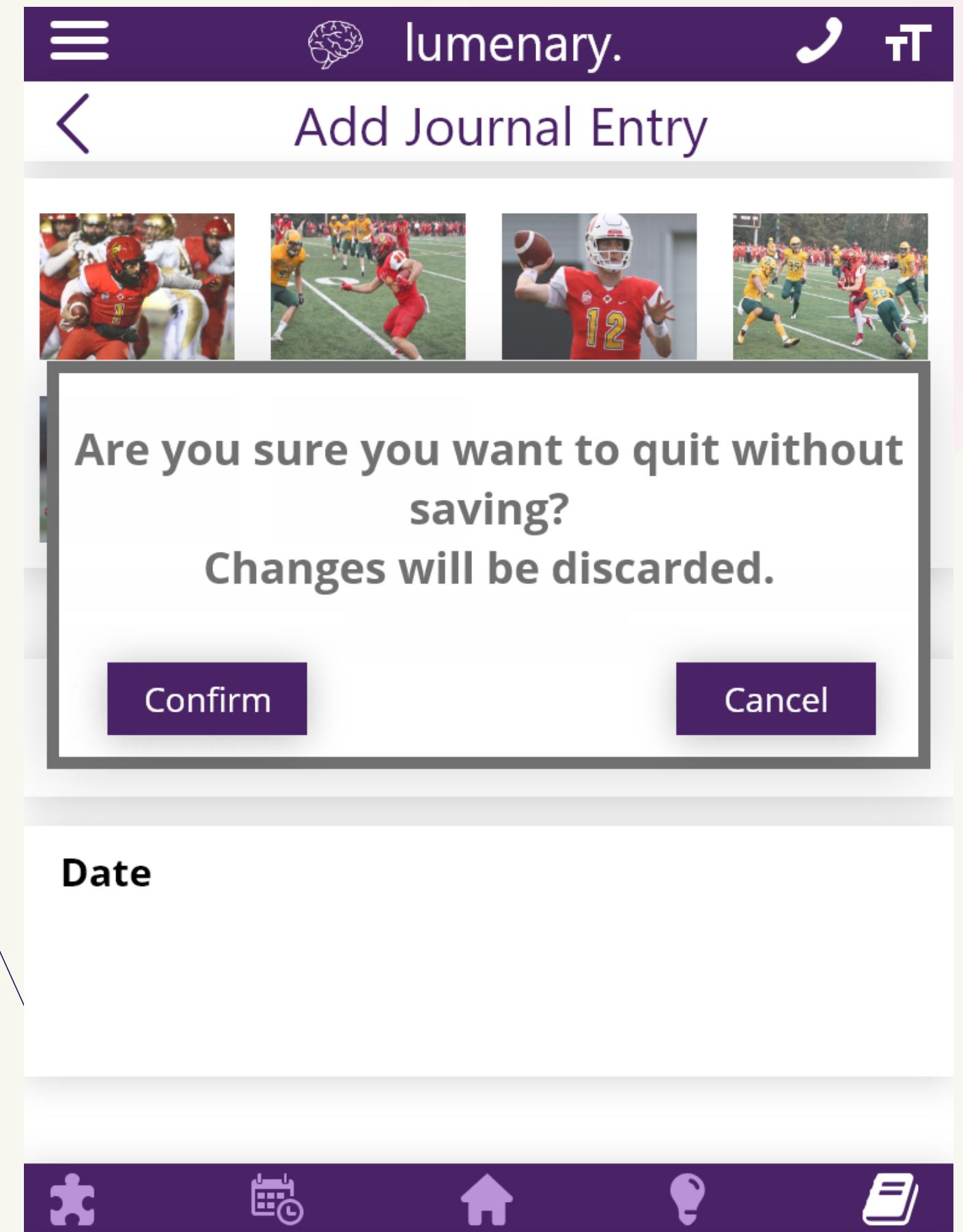
Visibility of System Status



Match Between System and World



Error Prevention



Recognition over Recollection

The image shows a mobile application interface with a purple header bar. On the left of the header is a menu icon (three horizontal lines). In the center is the 'lumenary.' logo, which includes a stylized brain icon and the word 'lumenary.' to its right. On the far right of the header are icons for a telephone and text input.

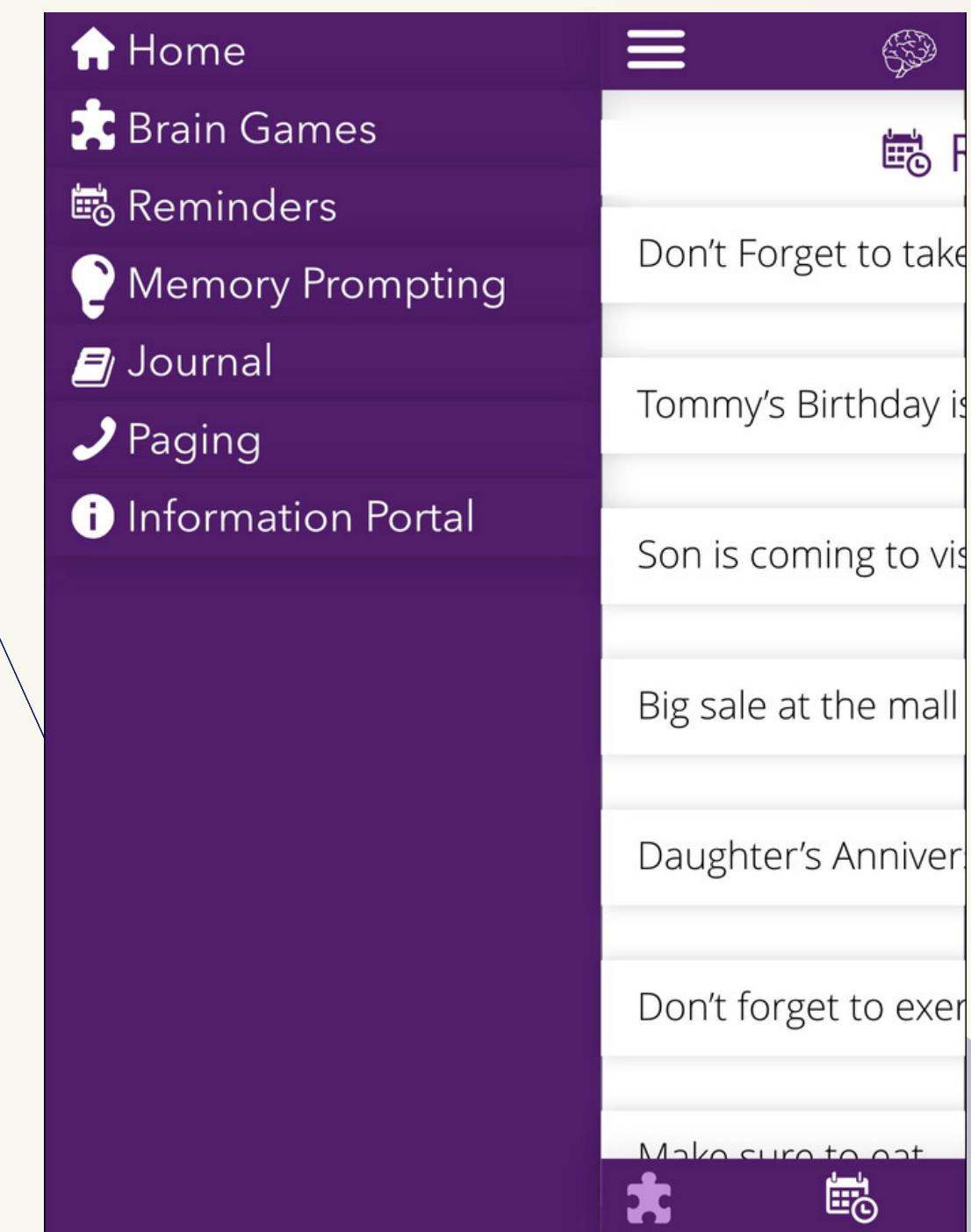
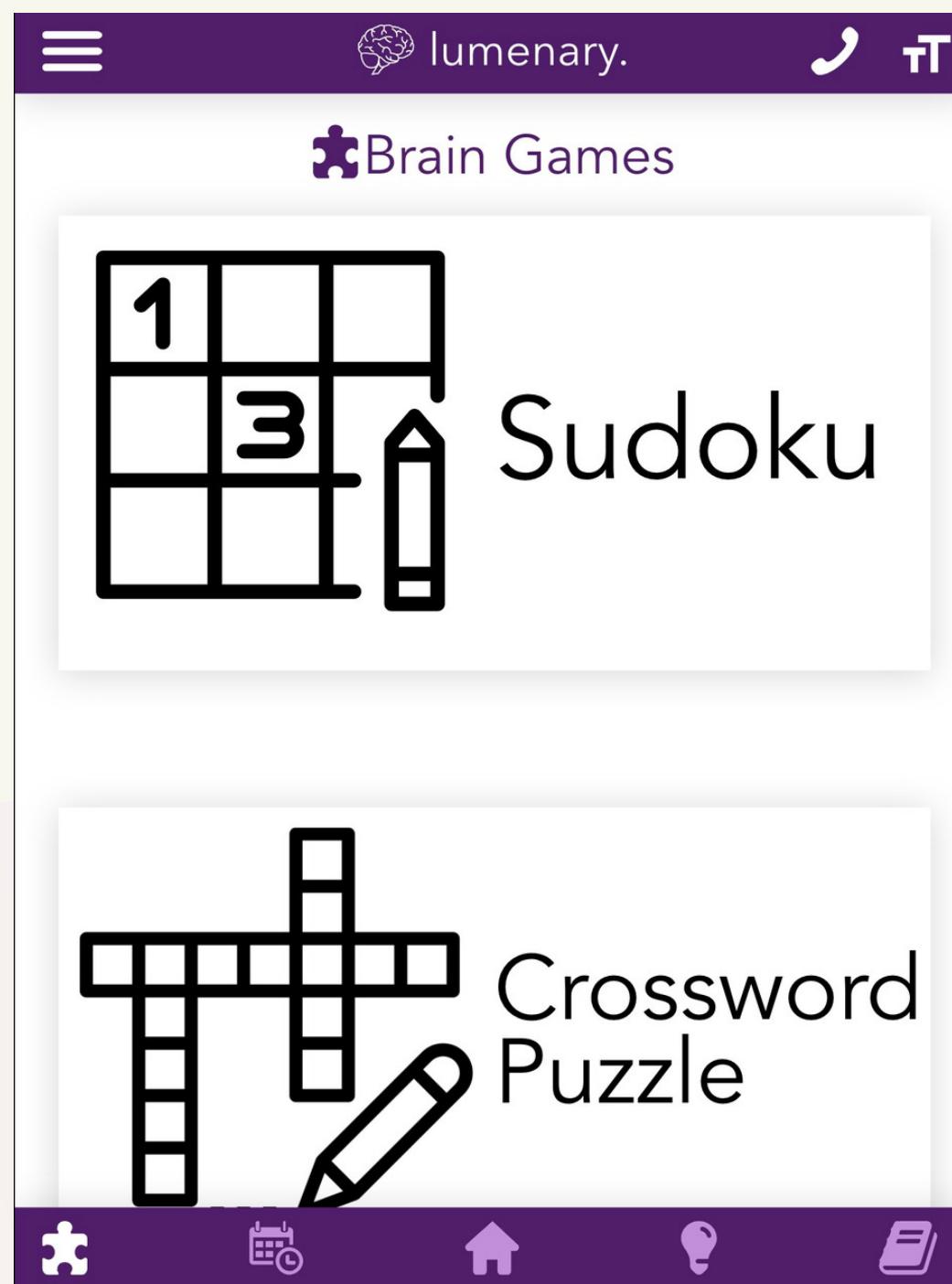
Below the header, the text 'Brain Games' is displayed next to a puzzle piece icon.

The main content area features two games:

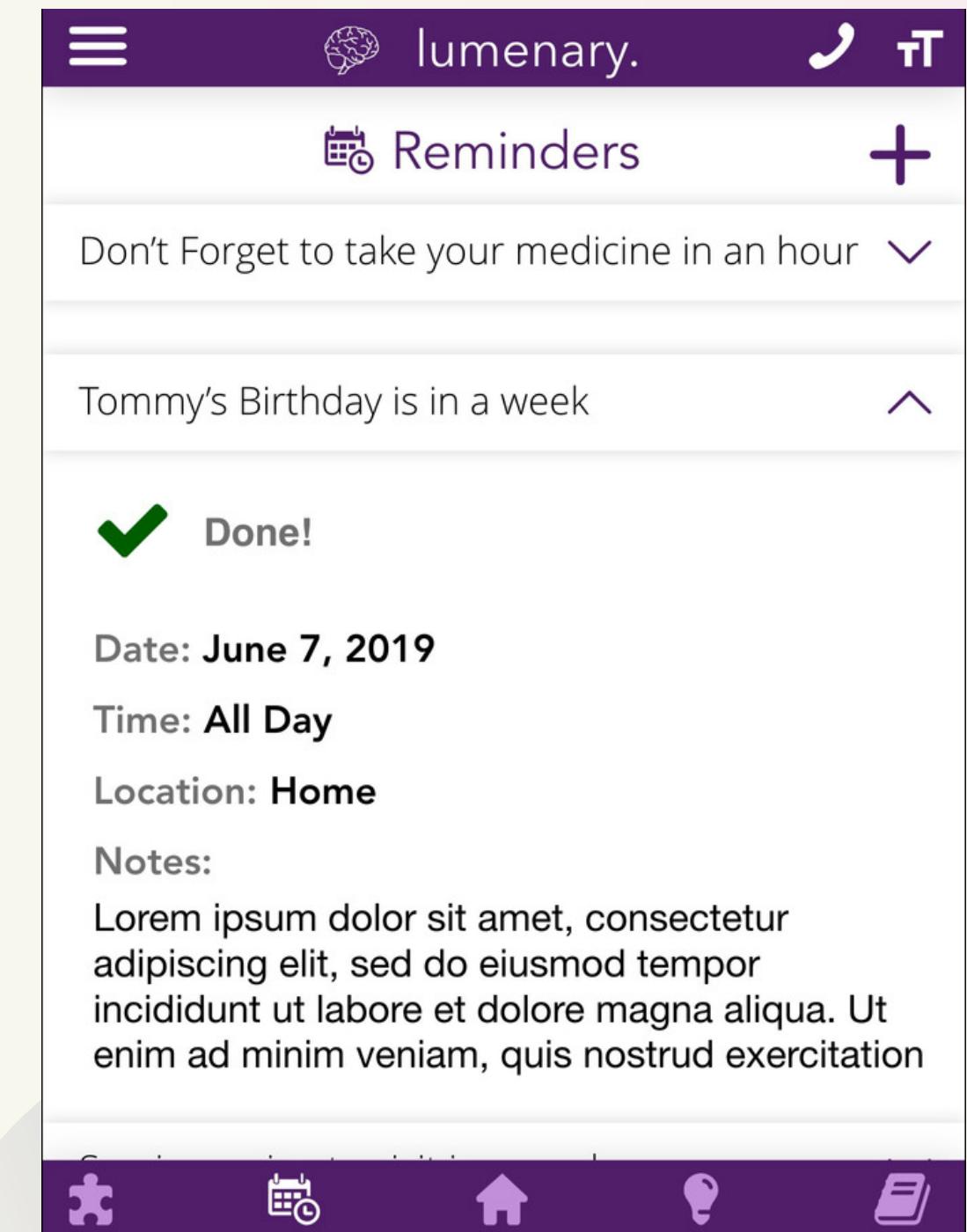
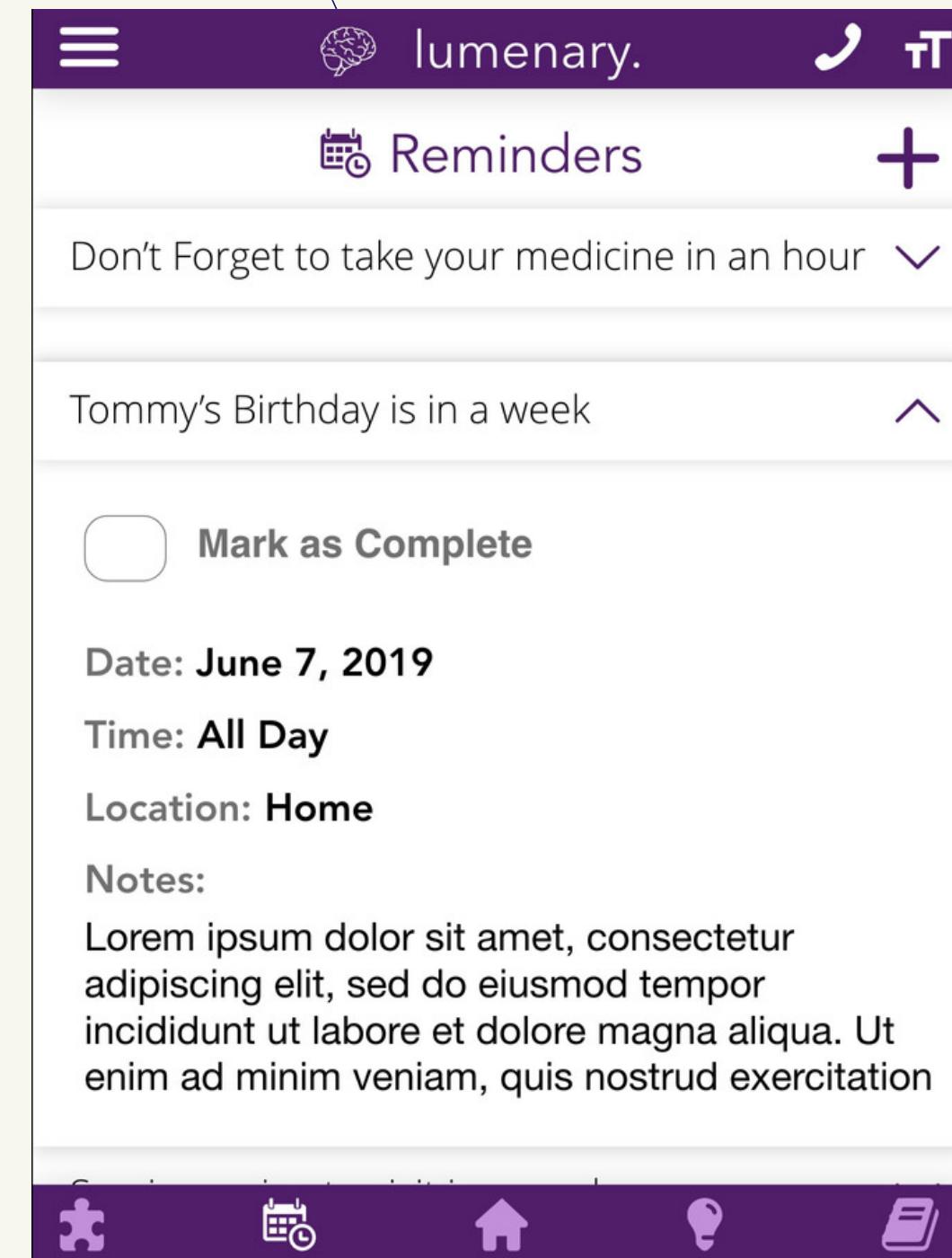
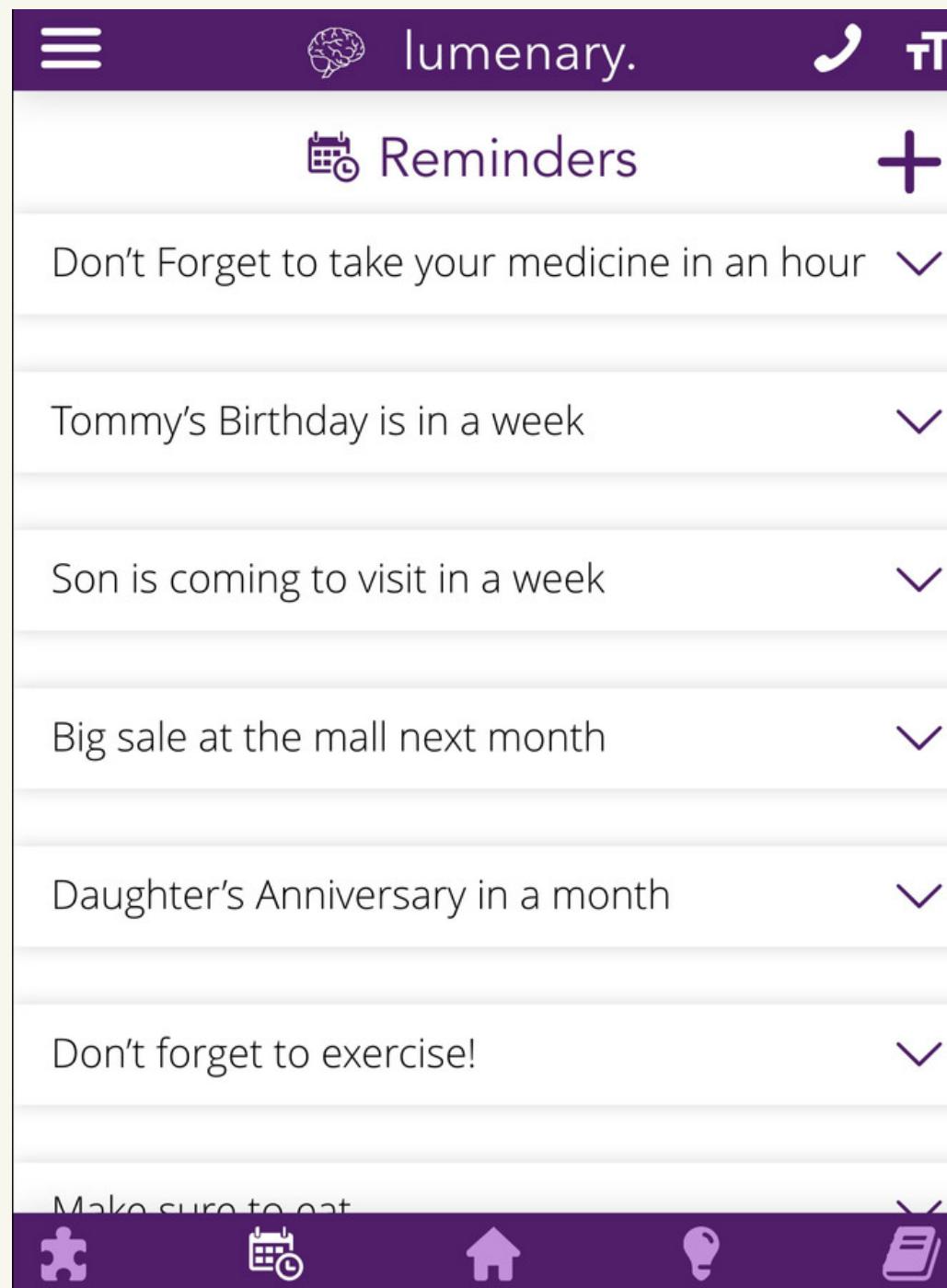
- Sudoku:** A 3x3 grid of smaller 3x3 squares. The top-left square contains the number '1', and the middle-right square contains the number '3'. To the right of the grid is the word 'Sudoku'.
- Crossword Puzzle:** A grid with several blacked-out rectangular areas, representing words in a crossword. To the right of the grid is the text 'Crossword Puzzle'.

At the bottom of the screen is a purple navigation bar containing five icons: a puzzle piece, a calendar, a house, a lightbulb, and a notepad.

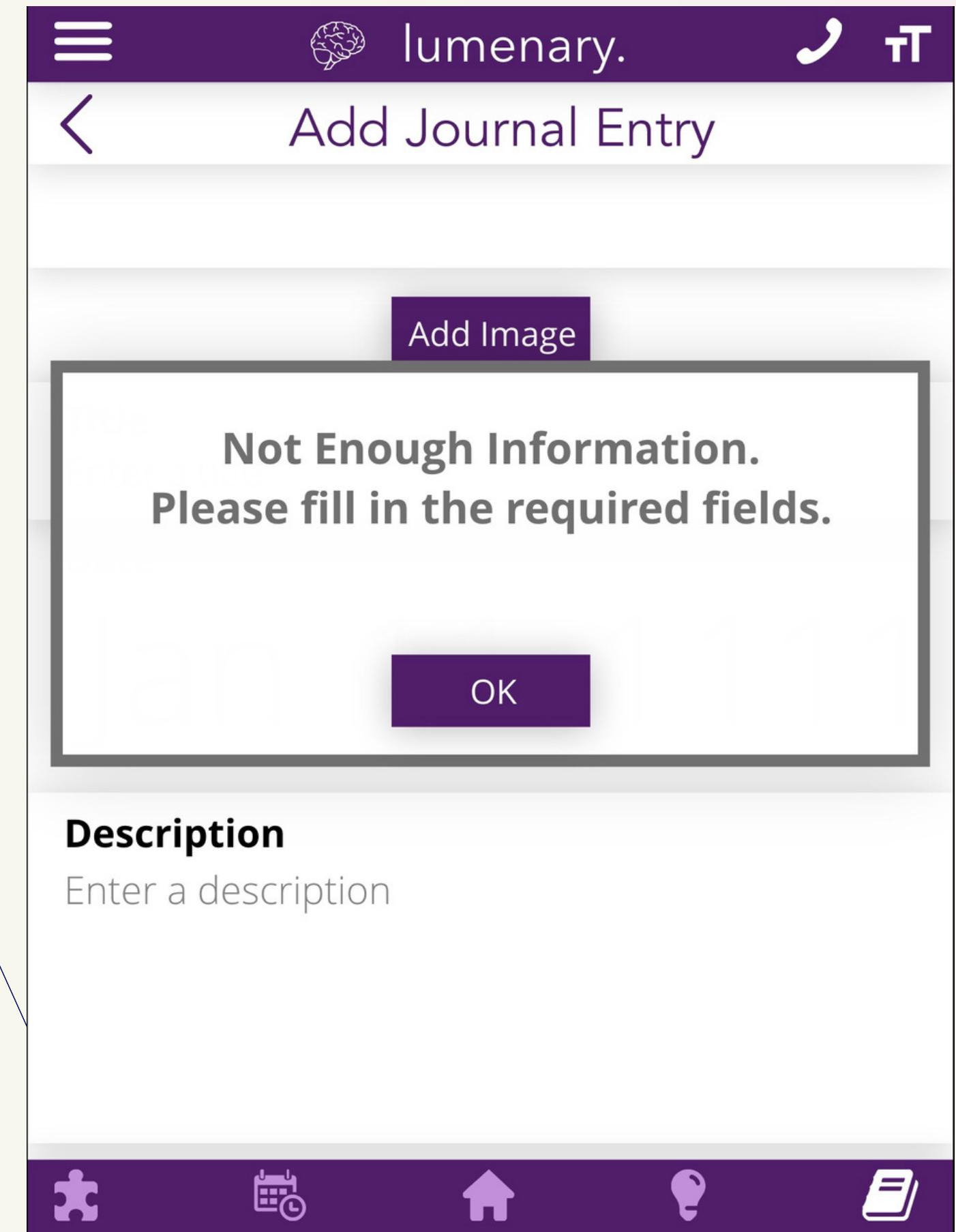
Flexibility and Efficiency of Use



Aesthetic and Minimalistic Design



Error Recognition and Recovery



Factors to Reconsider

User Control and Freedom

Increase ability to leave
unwanted state

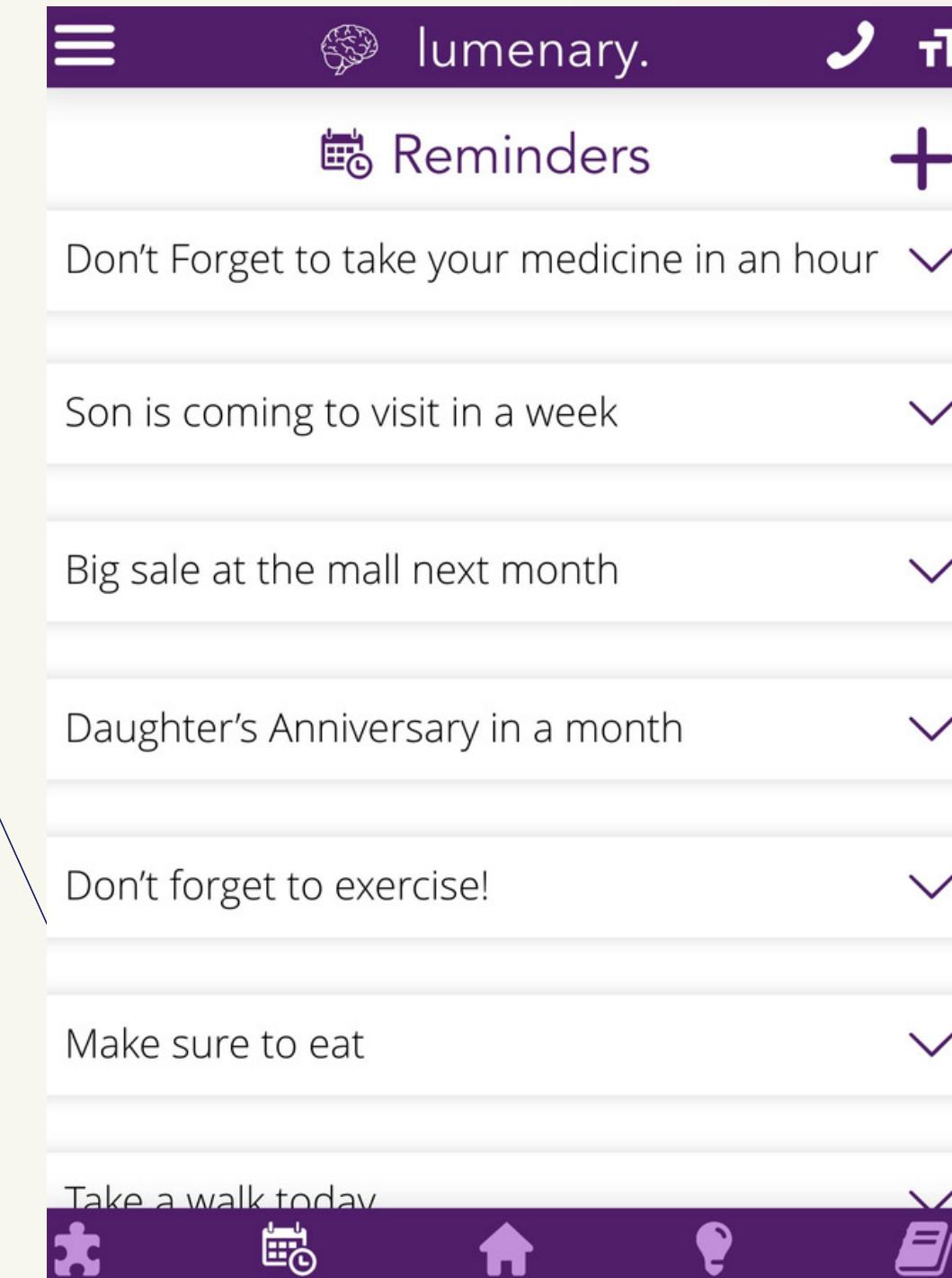
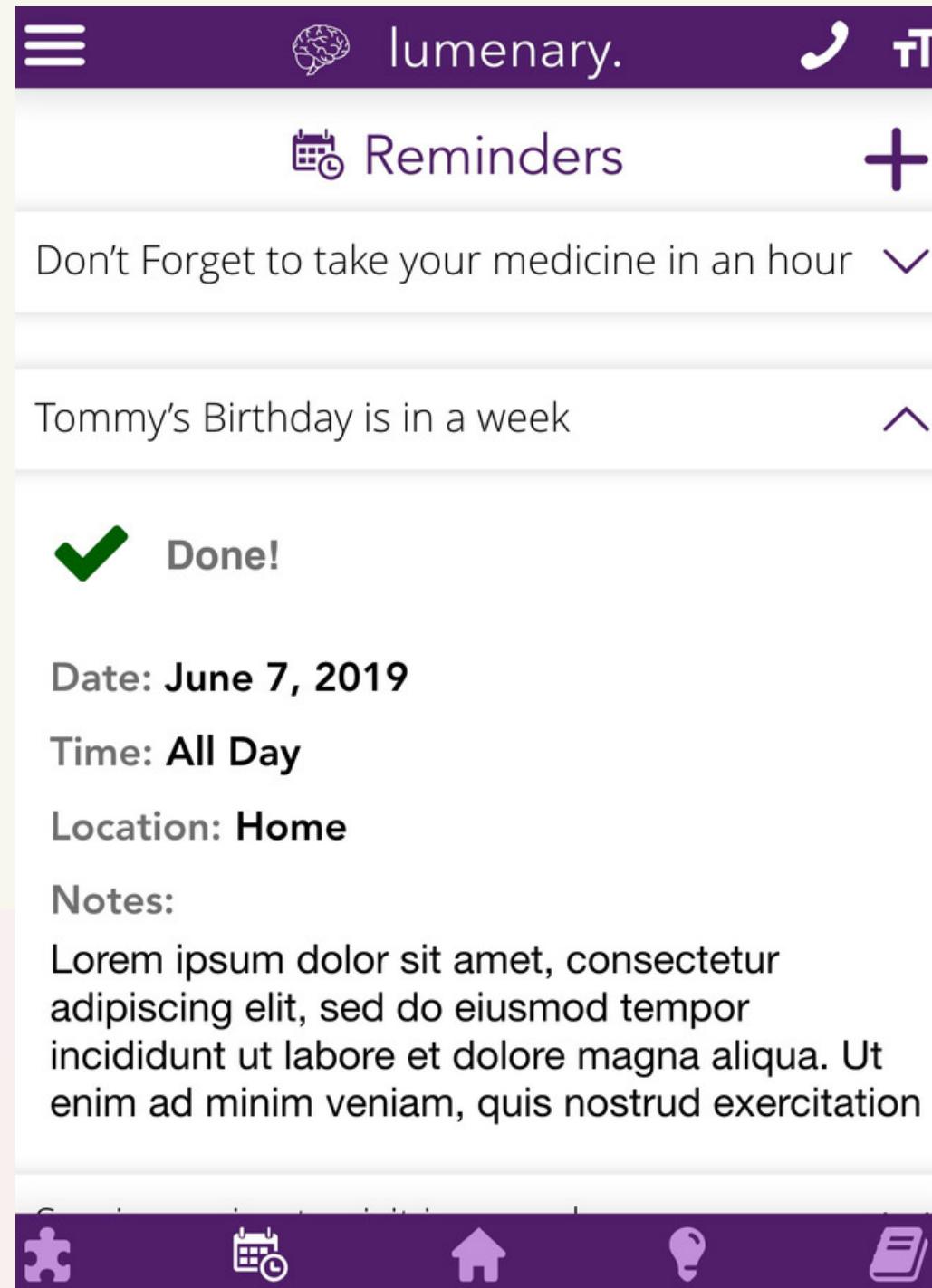
Consistency and Standards

Ensure external
consistency concerning
symbols and icons

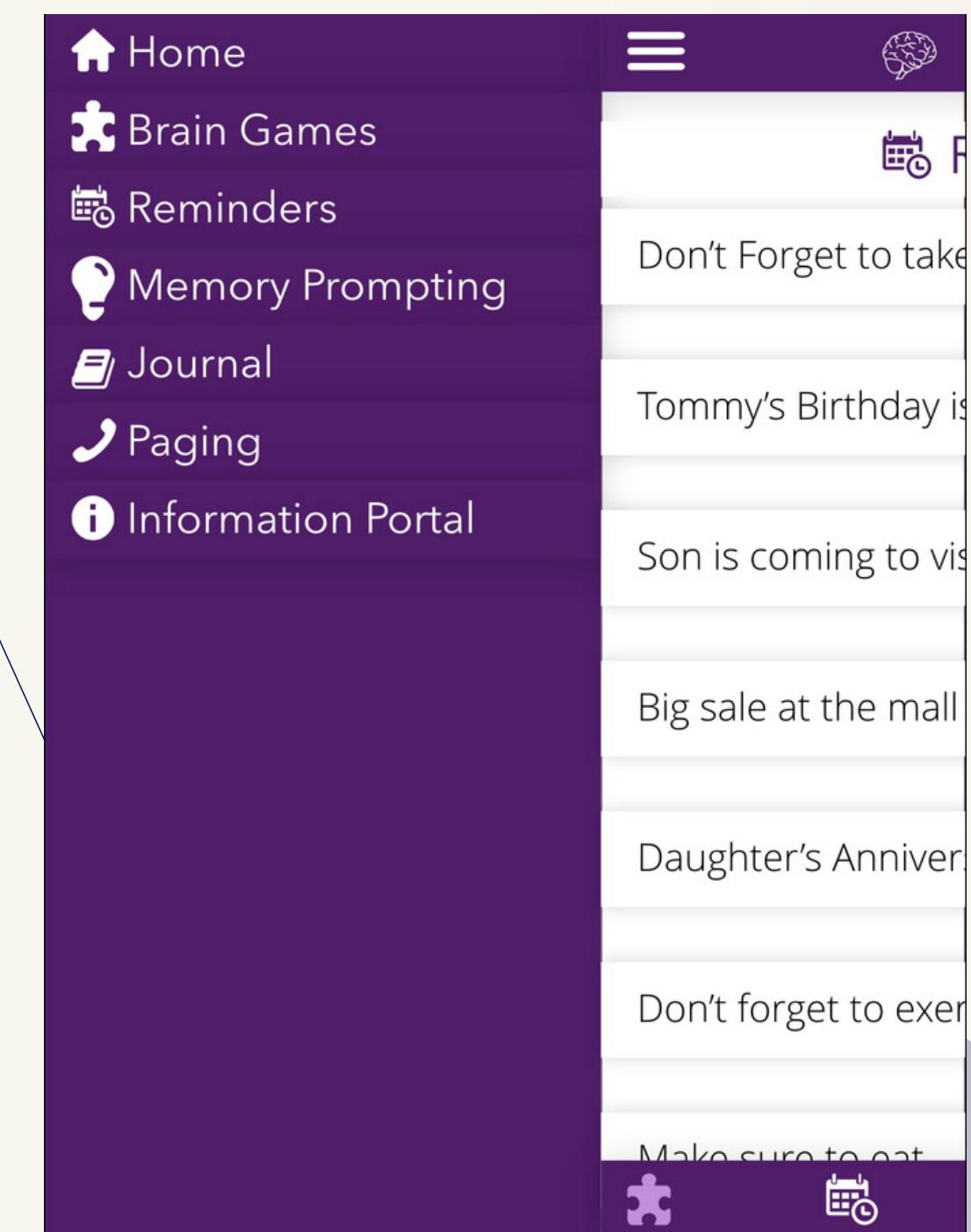
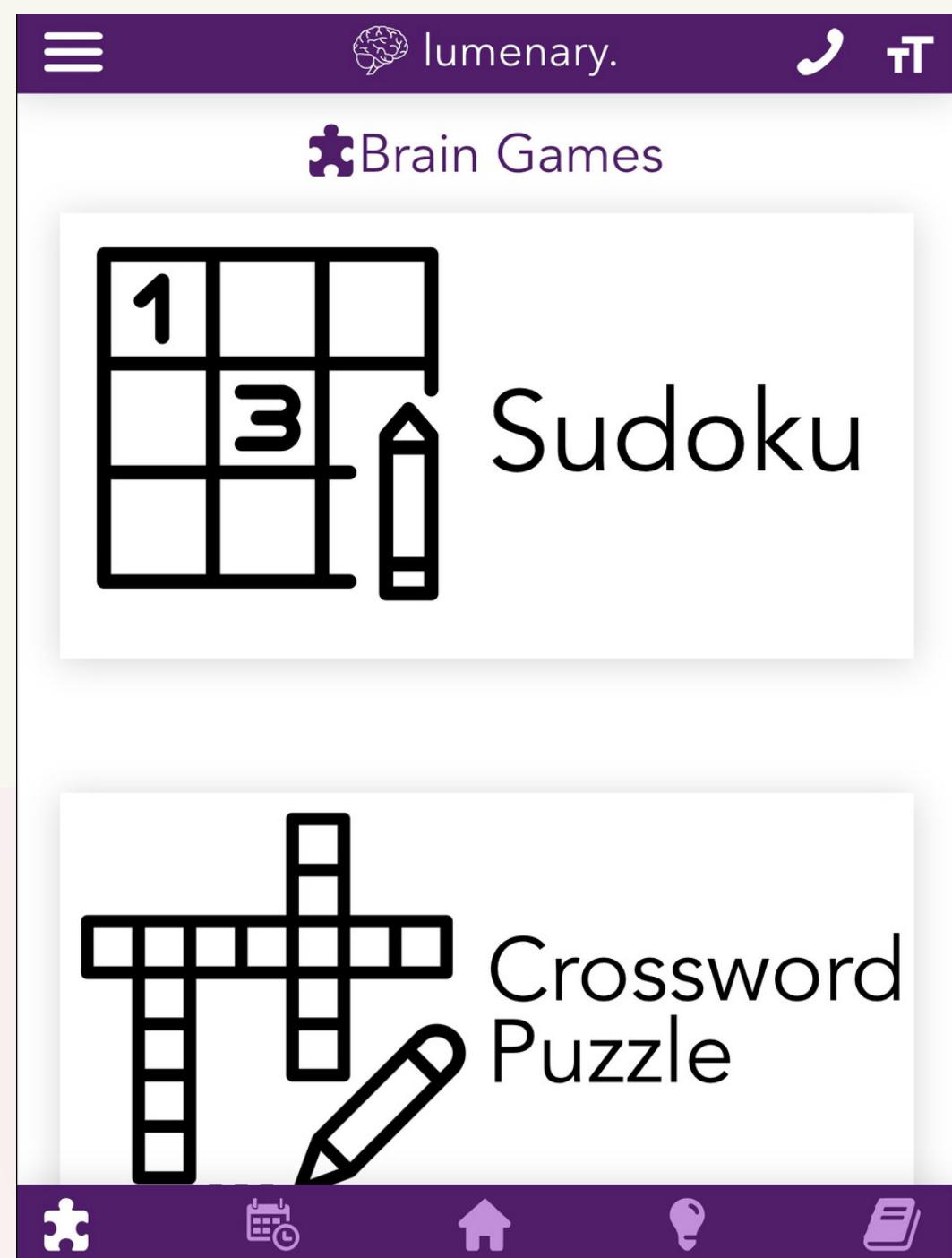
Help and Documentation

Provide information on
using application

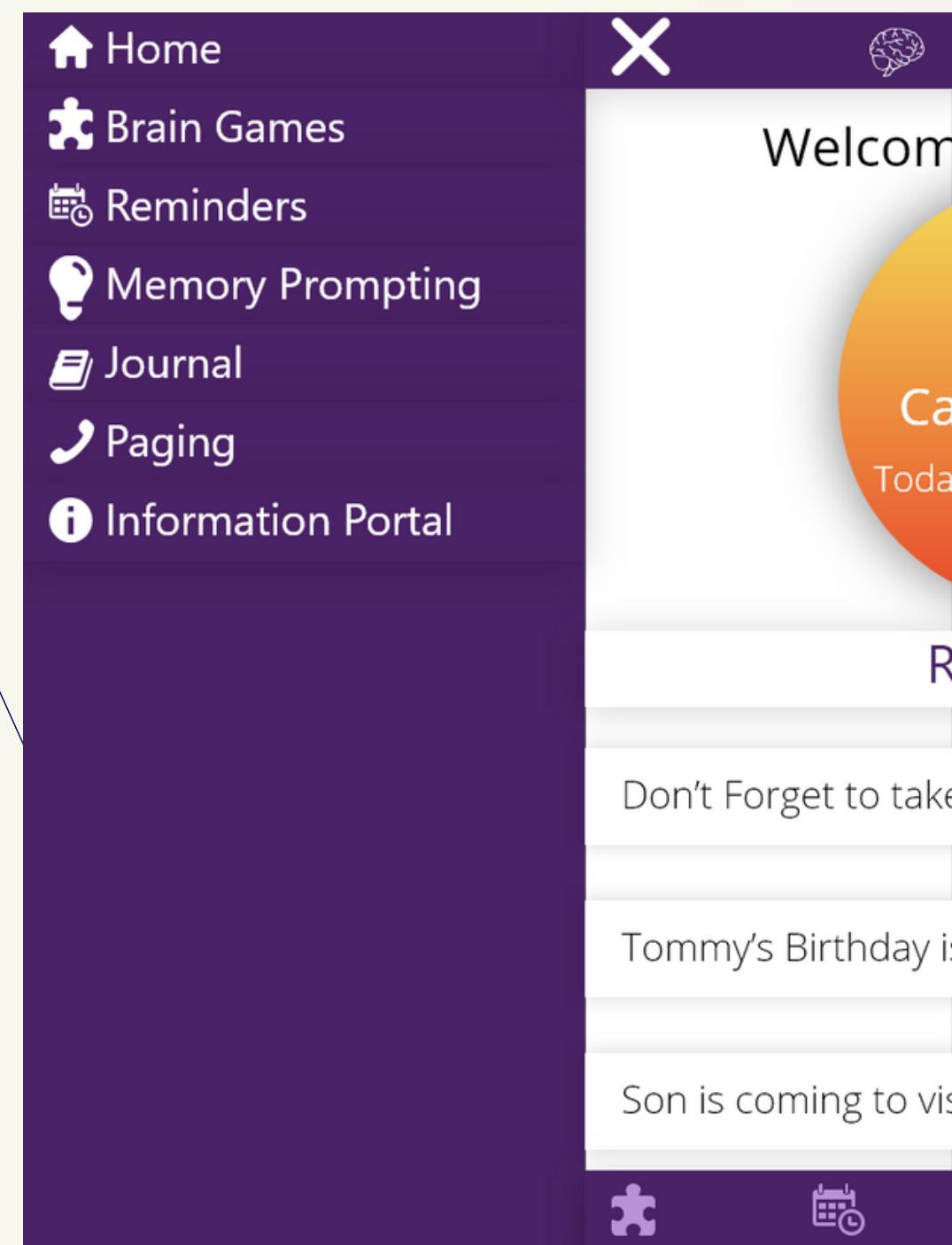
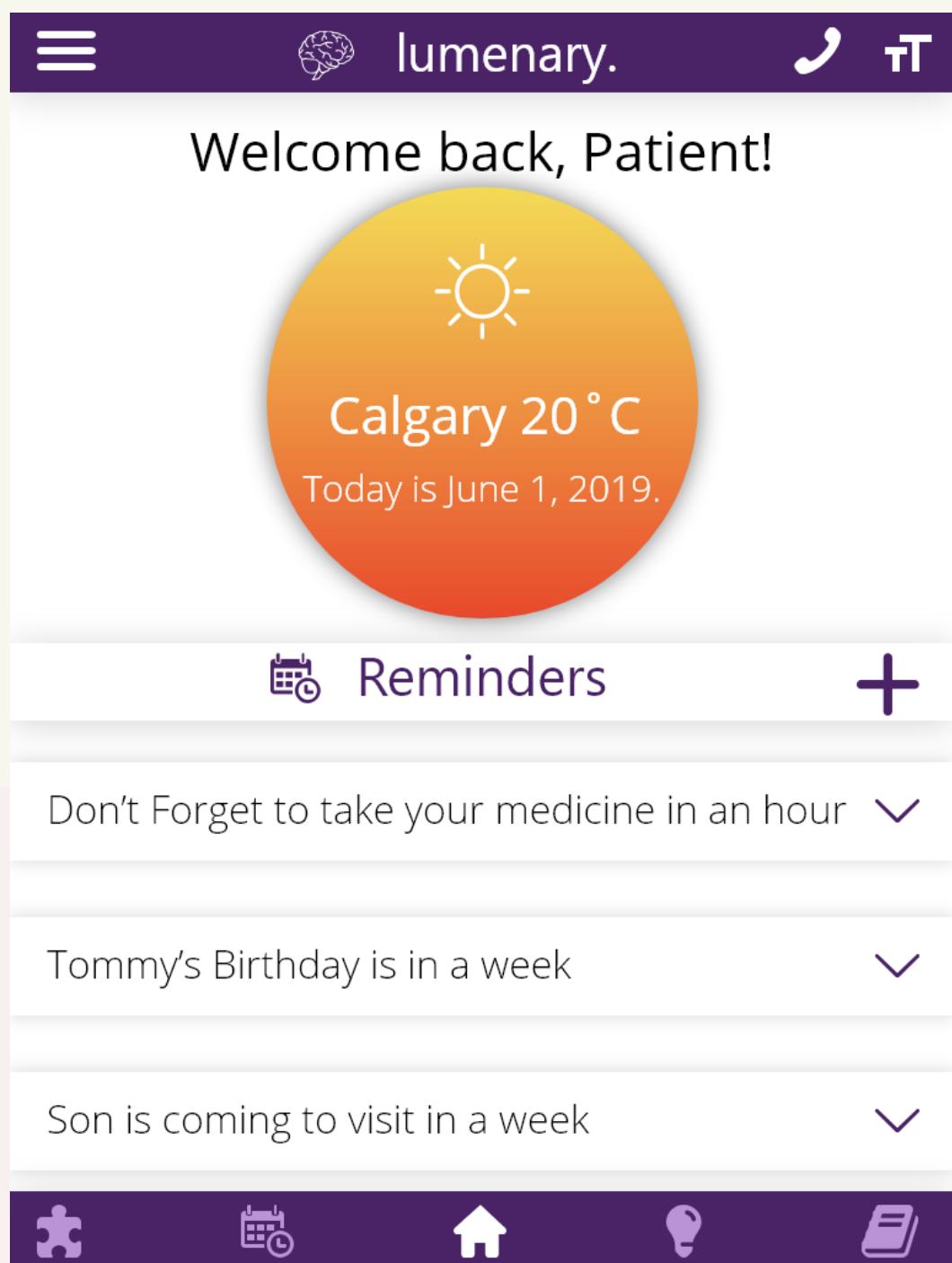
User Control and Freedom



Consistency and Standards



Help and Documentation



Usability Testing

Think-Aloud Protocol

"Design isn't finished until somebody is using it."

-Brenda Laurel, PhD, Independent Scholar



iPad 08:30 PM

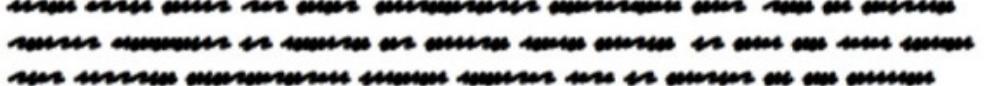
lumenary.

PEOPLE 

Husband 

 xxx-xxx-xxxx 

Name: Steve Kanna
Occupation: Lawyer
Have been married for 44 years

Additional info:


lumenary.

People 

 Friend 

 Gonzalo Higuán
 Dentist
-Met him in Highschool-

Additional info:
Loren ipsum apten rapsediusn loren iplaren
peensun mantan remptimt

≡

lumenary.

📞

👤

< People +

Nephew

Brother

Wife

Son

Daughter

Places +

Lake Louise

Park

Home

Missing Word?

Microphone icon

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HomeAs

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lumenary.

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< Enter a Person or a Place... 🔎

👤 People

Nephew

Brother

Wife

Son

Daughter

Places +

Lake Louise

Park

Home

Missing Word?

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lumenary.



Welcome back, Patient!



Calgary 20 °C

Today is June 1, 2019.



Reminders



Don't Forget to take your medicine in an hour ▾

Tommy's Birthday is in a week ▾

Son is coming to visit in a week ▾



“



The Next step

"We're never really 'done' anyway.
Useful products should be
constantly, iteratively, improved."

-Carol Smith, UX Researcher

Recommendations for Next Iteration

Increase App's Intuitiveness

Intuitive Buttons and Separation of Contacts from Memory Prompt

Adjust Flexibility & User Control

Personalization and Increased Ability to Undo and Redo

Orientation

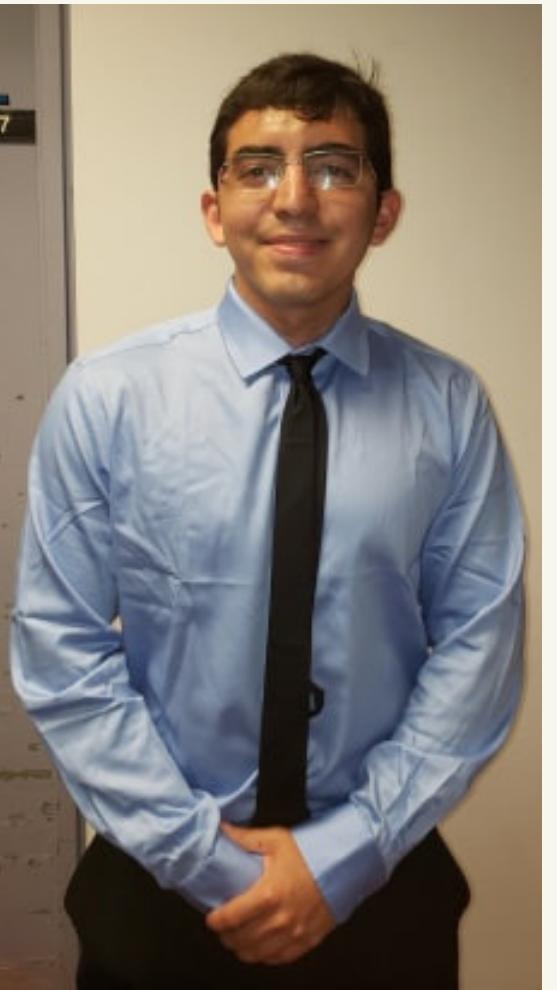
Increase functionalities on home page

The Team

Jung Hyun
Sohn



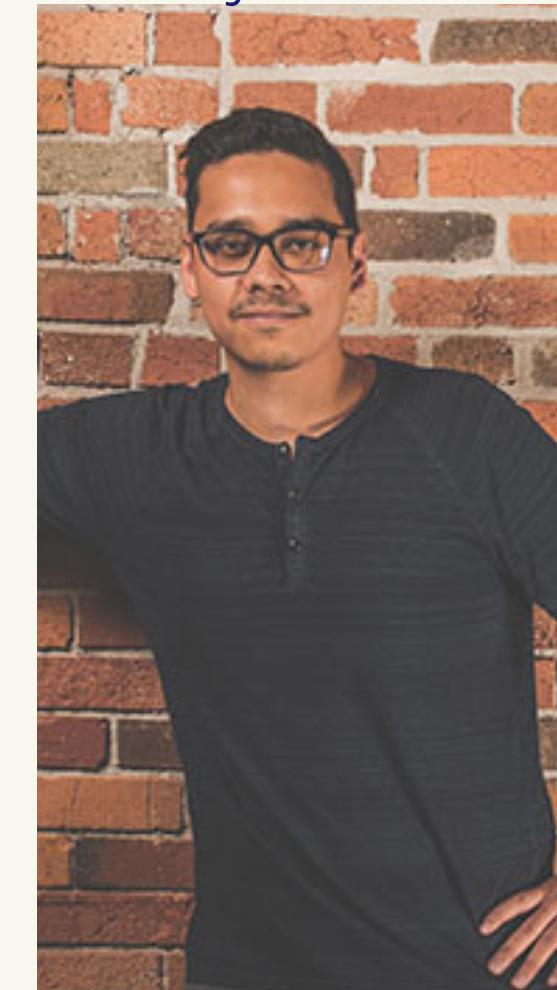
Juan Luis
de Reiset



Steven Canon
-Almagro



Aidan
Bjelke



Steve
Khanna



Thank you!

Questions, Comments, Concerns?