

## UI Design Patterns

When me and my team started building our prototype, we designed the appointment scheduling task in a way that at first, we didn't realize followed the "wizard" pattern because we made this function like you pick the patient, then the therapist, followed by the room, and finally, the date and time. After doing some research, we discovered that this step by step approach matches the wizard pattern, which according to the Nielsen Norman Group, is a process where each screen depends on the previous one.

This approach is helpful because studies have shown that breaking down long forms into smaller tasks makes it easier to complete because this is great to guiding users through each step, we ensure that no necessary information is missed. For instance, in our appointment scheduling task, once the process is completed, a message pops up confirming that the appointment has been saved.

So this pattern is reflected in our prototype, making administrative processes simpler. It also sets the stage for future improvements based on user feedback from the clinic so in this way, we can continue refining how we use this pattern in other tasks and processes within the prototype.