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**Client Communications & Recommendations**

The feedback I received from the interviews of potential users for this app made me realize that the app design would benefit from having separate UIs for each user. The first user is the person (family, friend, etc.) who wants to monitor their elderly loved-one and their UI needs to be far more robust than the loved-one’s. This user’s UI has the ability to open a menu at the top left for additional features, and a bottom navigation bar so the contents on screen appear less cluttered. Inside the menu is a feature to link monitoring devices such as a smart stove-knob and also has a link to monitor their loved-one’s location through GPS. Notifications and other settings can be adjusted by clicking another link within this menu.

The elderly loved-one’s UI adds and removes features, but is a simplified version of the caretaker’s UI. This wireframe removed features that may be complicated and hard to understand for someone with cognitive issues. The same menu is at the top left corner, but there is an option to hide it. If the menu is clicked, the user is prompted to wait for permission from their caretaker. The caretaker will be sent a message to approve or deny their loved-one’s attempt to open the menu. This will prevent features from being undesirably altered. This UI also includes a games tab that has several built-in games for the elderly to choose from.

The last wireframe that I created is a shared UI for both the elderly loved-ones and the caretakers and is the login or signup screen that appears when the app is first ran or when a user is logged out. There is a feature to save the login and password combination so it doesn’t have to be remembered and entered every time the users need to use the app. The design behind logging into the app needs to provide security through encryption, but should also be easily accessible to the users. Once the caretaker signs their loved-one up for the app and logs in, they will be remembered until logged out.

Potential users desired a way to communicate with their loved-ones and a way to keep track of anything that may be happening to their loved-ones. I included a messages tab and a calendar tab in both wireframes because both users should be able to see those features. The UI for each user will need to be different so that the elderly isn’t confused by additional features. The caretaker’s wireframe includes an activity log tab that shows their loved-one’s activity. Each time the loved-one’s phone detects an event it is documented in this tab; more linked smart-devices that monitor their loved-one increases the number of logs documented. The elderly’s wireframe includes a tab for games as a way to get them to interact with the app and help improve their memory.

Integrating the wireframe into a digital watch app would mean cutting a lot of the features and focus on those that are most important. I would suggest reducing functionality to include GPS monitoring and activity logs/ games. The UI should still be intriguing, but simple and intuitive. I think alerts and notifications should be designed into the watch app, but requires logging into the mobile app to change calendar items. Limiting the number of features for the watch app will allow the design for the UI to be detailed and should be glanceable, opening only when tapped.

Adapting the wireframe to a kiosk is a little trickier in my opinion. The user needs to be able to login, so the kiosk would have to provide the functionality of a (touchscreen) keyboard and mouse. This could be burdensome as the user will have to type their full login details, but is the only solution for a kiosk. After logging into the app on a kiosk, the user should have relevant features displayed, again with limited abilities. A kiosk would be in a public area so it would make sense to limit access to payment methods and other sensitive data. For instance, if the user needs a ride from a connected partner, they should be shown a UI that connects them to the ride-service app without displaying sensitive data. The user should be able to pay using a single tap, sending the details to the activity log rather than displaying them on the kiosk. Navigation will probably be designed using a top or bottom navigation tab.