

Digital Family Histories 2 - Choose

Team

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*** IMPORTANT***

People didn't have physical drawings of their sketches from report 2 when we were voting, so we wrote the list of ideas from the report that would be voted on. We would reference the sketches in the report when talking about an idea and voting on them. Also, because of this we couldn't have sticky notes with comments on sketches.

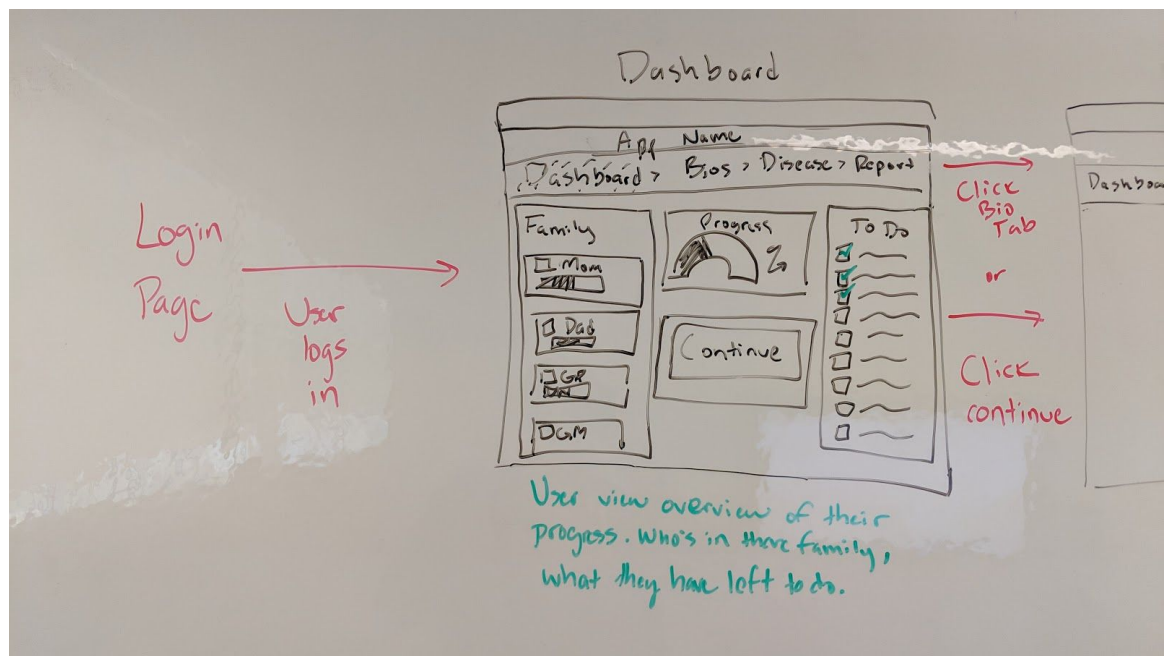
The images we took for voting weren't very visible when pasted on this document, so we added photo links so they can be viewed and zoomed in

1. **Displays and votes:** (green circles) captures of your solution display and initial votes
 - a. First round voting (three dots per person)
 - i. <https://photos.app.goo.gl/YdNoCCYnNHH1W8sL7>
2. **Critique:** summary of team critique
 - a. The following are the ideas that got initial votes with a description of the idea and underneath it, why people liked it
 - b.
 - i. Search/Help
 1. There could be a way to search or look up diseases or other medical terms in the application. They can be highlighted or have a little icon (maybe a ?) that brings up a popup or sidebar explaining that disease or term. There can be a help section that contains these definitions/explanations as well as information about family history
 - a. Helps users understand a disease if they don't know what it is
 - b. Keeps the user constantly in the application so they don't have to

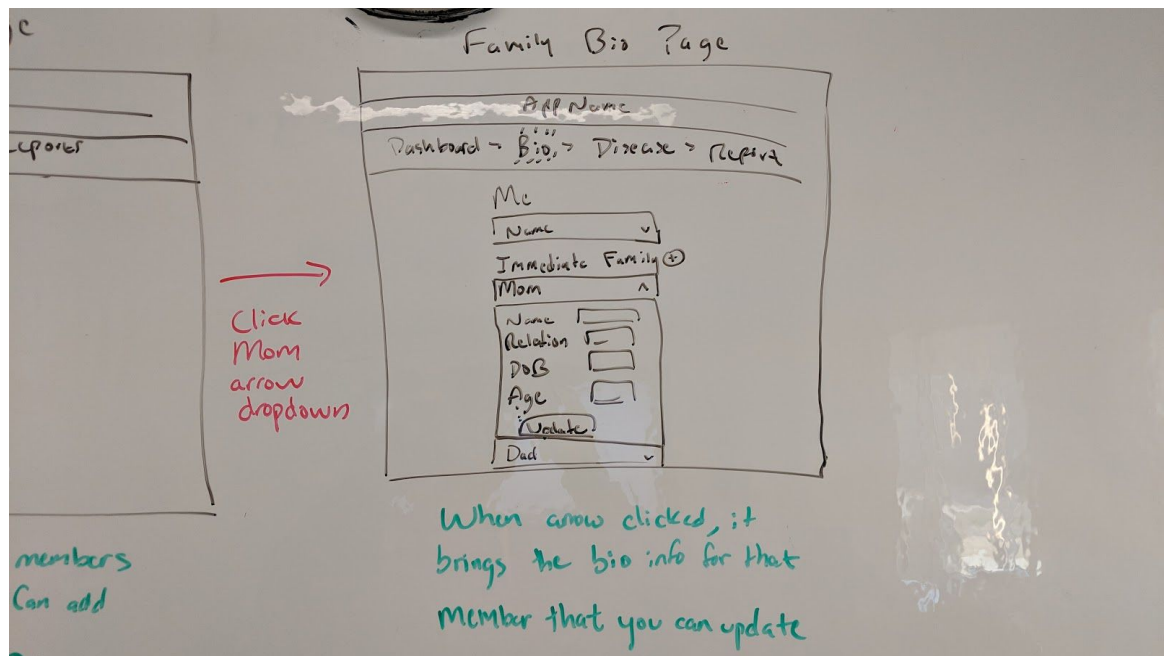
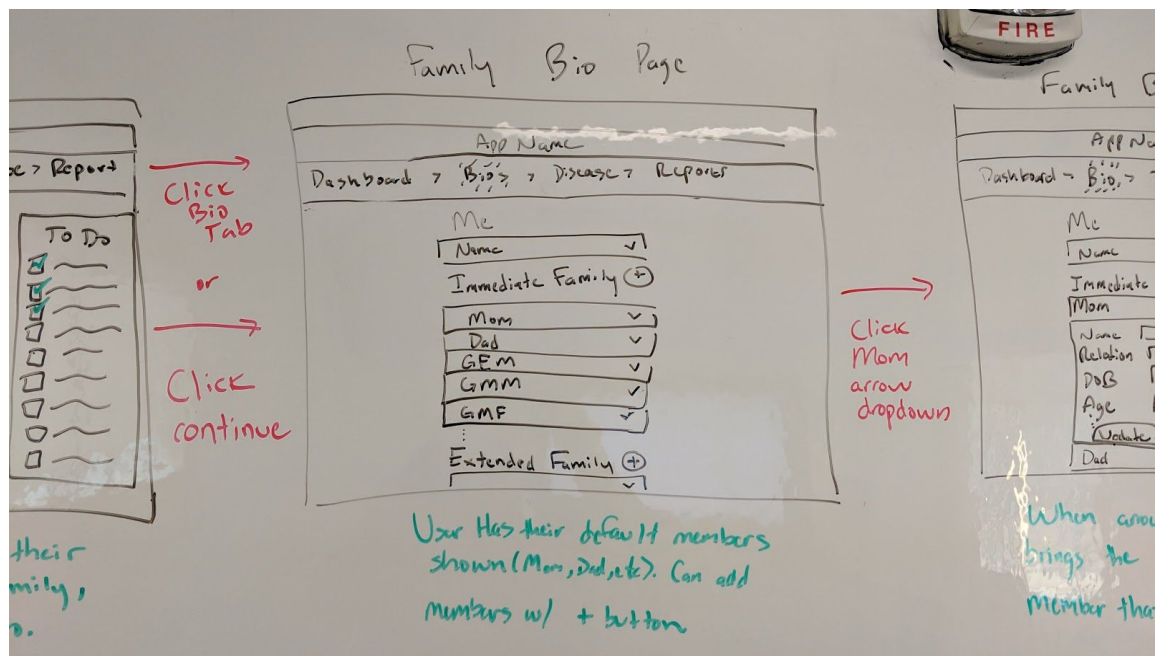
- go outside to Google
 - c. Makes things easier for the user to understand
 - ii. Gamification
 1. Have some sort of point or progress system that keeps track of things users do
 - a. Makes entering information a little more fun
 - b. Gives users a goal/reward for finishing
 - c. Can add a little competition between others users or family members
 - iii. Dashboard/Landing Page
 1. When user logs in, there should be some sort of dashboard that has information has lets them know their progress of completion. It can show other information like what family members they have chosen or a list of what they have to do. Can also have a resume button.
 - a. Can help users know where they left off or how much more they have left to do.
 - b. Encourages users to finish if they see how much they have left
 - c. Also, it makes it easier if they can be sent directly to where they left off as opposed to going through multiple pages to do it
 - iv. One Combined Family Bio Page
 1. Have just one page to input all the bio information about family members and yourself.
 - a. This prevents a user from going to multiple pages and doing the same thing
 - b. Makes it easier on user
 - c. Have all bios in one place to read
 - v. One combined disease list
 1. Description
 - a. In MeTree, you must fill out a large, identical disease form for yourself and for each family member. Instead, we could have a single list with a button/box allowing you to choose which person had that disease (see inspiration). To improve the UX, on click, that box would expand and allow the user to select the family member who had the disease, and enter basic info such as date of diagnosis. When collapsed, you could see icons for each family member who has that disease, and maybe info such as date of diagnosis.
 - i. This can prevent users from going to many pages and doing the same thing
 - ii. Has all the info in one area
 - vi. Drag and Drop interface for entering diseases
 1. Description
 - a. Instead of having long lists of diseases, we could enter diseases by drag-and-drop. On the MeTree page which displays icons for each family member, we could add a sidebar with a list of icons that represent each disease category. Dragging one of these icons onto a person would open a small popup asking questions such as

diagnosis date, and would then add the disease to that family member's bio page (for review later).

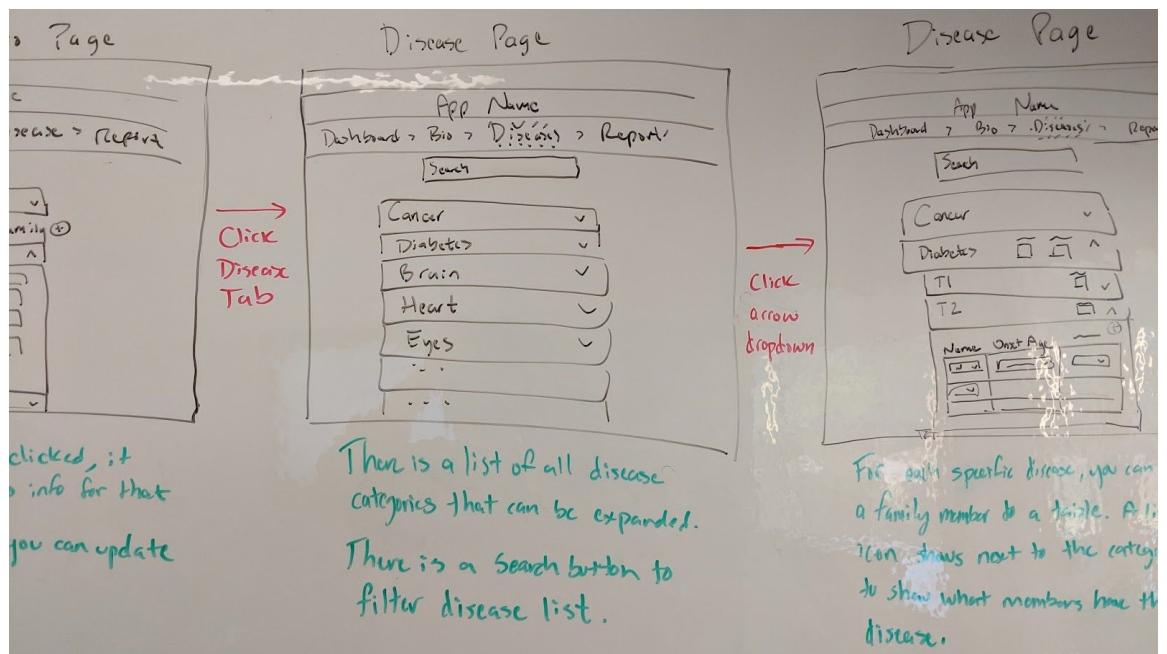
- i. This would also aid usability by requiring only a single type of interaction (as compared to dropdowns, multiple button types, etc.)
 - ii. Makes entering more fun and interactive
 - vii. Interactive Human Body
 1. Instead of creating the whole form and asking the users to fill in the diseases and age of diagnosis, the users can be given a choice to choose whether they want to fill in the information using a 3D human model or fill it manually. The user can click on the organ of 3D model of the human body and type in the age of diagnosis or can fill it manually.
 - a. Makes entering information more interactive and fun
 - viii. Chatbot UI
 1. The form can be filled without user knowing it! You can just speak or text with the chatbot or upload the reports and the form will be filled automatically.
 - a. Makes it more interactive
 - b. Users don't have to deal with long lists
3. **Straw Votes:** (red X's on diagram)
 - a. <https://photos.app.goo.gl/mDQ1bQikWi1gXrmj8>
 - b. Explanation of choices are similar to what was said in critique section
4. **Decider votes:** (blue circle with X in it) winners
 - a. <https://photos.app.goo.gl/2wARHJogQNgUAqHe6>
 - b. Winners
 - i. One combined disease list page
 - ii. Dynamic info Dashboard page
 - iii. One combined family bio page
5. **Merge or not:** whether you will merge parallelize work on winners
 - a. We will merge all the ideas into one overall prototype but each winning solution will be a separate page with its own storyboard.
6. **Storyboard:** finished storyboard of solution
 - a. We have a storyboard image for each winner from the decider vote and then an overall storyboard flow
 - b. Dashboard Page



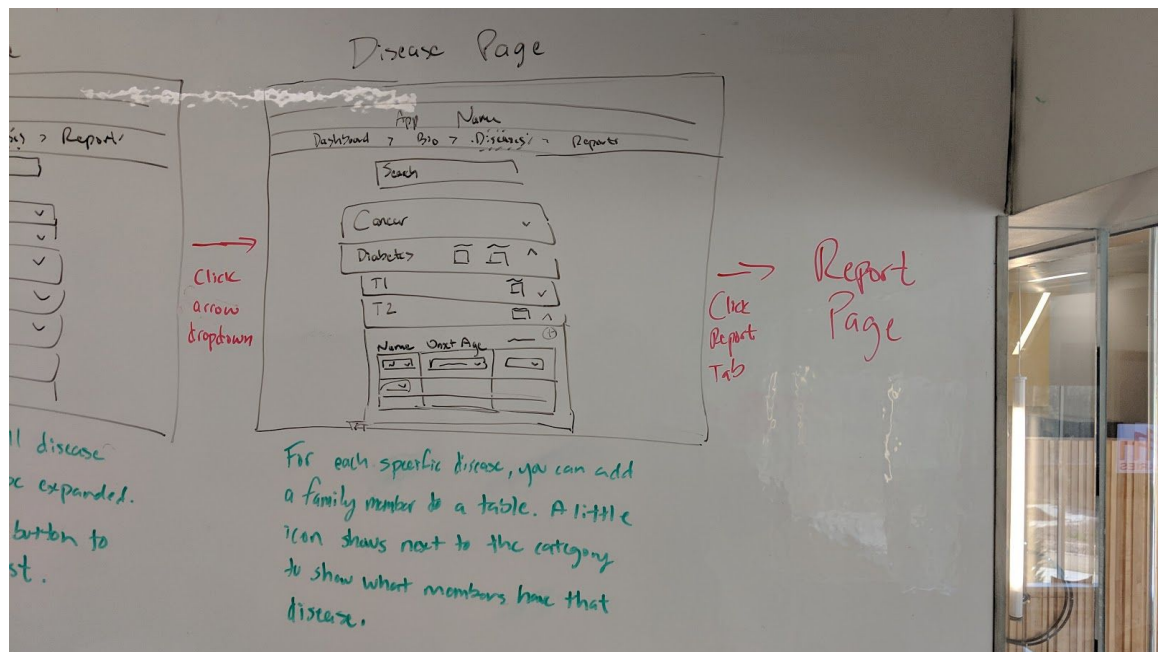
- i.
- c. One combined Family Bio Page



d. One Combined Disease List



i.



ii.

e. Overall Storyboard

