

NTNU - NORWEGIAN UNIVERSITY OF SCIENCE AND
TECHNOLOGY

Fordypningsprosjekt

by

Esben Aarseth Aleksander Gisvold

A thesis submitted in partial fulfillment for the
degree of Master of Science
- Computer Science

in the

IME - Faculty of Information Technology, Mathematics and Electrical
Engineering

IDI - Department of Computer and Information Science

November 2013

Declaration of Authorship

I, AUTHOR NAME, declare that this thesis titled, 'THESIS TITLE' and the work presented in it are my own. I confirm that:

- This work was done wholly or mainly while in candidature for a research degree at this University.
- Where any part of this thesis has previously been submitted for a degree or any other qualification at this University or any other institution, this has been clearly stated.
- Where I have consulted the published work of others, this is always clearly attributed.
- Where I have quoted from the work of others, the source is always given. With the exception of such quotations, this thesis is entirely my own work.
- I have acknowledged all main sources of help.
- Where the thesis is based on work done by myself jointly with others, I have made clear exactly what was done by others and what I have contributed myself.

Signed:

Signed:

Date:

“Gotta Catch ‘Em All”

- Ash Ketchum

NTNU - NORWEGIAN UNIVERSITY OF SCIENCE AND TECHNOLOGY

Abstract

IME - Faculty of Information Technology, Mathematics and Electrical Engineering

IDI - Department of Computer and Information Science

Master of Science

by [Esben Aarseth Aleksander Gisvold](#)

The Thesis Abstract...

Keywords: *Asthma, Self-management, Gamification, Tangible Interfaces, Raspberry Pi*

Acknowledgements

We would like to thank Pieter Toussaint for excellent guidance and advice throughout the run of the project. We would like to thank Ole Andreas Alsos for advice, ideas and lending of his UX-skills to the project. Thanks to Elin H. Bergene, Marikken Høiseth and Jonas Åsheim. Thanks to Aaberg, Dahle and Svalestuen. Esben would like to thank: Aleks would like to thank:

Contents

Declaration of Authorship	i
Abstract	iii
Keywords:	iii
Acknowledgements	iv
List of Figures	viii
List of Tables	ix
Abbreviations	x
1 Introduction	1
1.1 Purpose	1
1.2 Motivation	1
1.2.1 Asthma among children	1
1.2.2 Ways asthma affect the guardians	2
1.3 Research Questions	2
RQ1:	2
RQ2:	2
1.4 Research Method	3
1.4.1 RQ1	3
1.4.2 RQ2	4
2 Background	5
2.1 BLOPP Project	5
2.2 CAPP, KAPP and GAPP	5
2.2.1 CAPP	6
2.2.2 KAPP	6
2.2.3 GAPP	7
Medical Plan	7
Register Treatment	9
Information about the medicines	9
Medicine Log	9

Manual	10
2.2.4 Known areas for improvement	10
2.3 Existing Research	11
2.3.1 Monitoring your own decease with mobile technology	11
2.3.2 Assessment of existing applications	11
2.3.3 Children and mobile devices	12
2.3.4 Children and gestures	12
3 Gamification?	13
3.1 What is Gamification?	13
3.2 Use of Gamification in [INSERT APPNAME]	14
4 Tangible Interfaces	16
4.1 About tangible interfaces	16
4.2 Usage	16
Learning	17
Collaborative learning	17
Interactive storytelling	17
Social Context	17
4.3 Effects of robots	17
4.4 Are Tangible Interfaces more fun?	17
5 Usability	19
5.1 What is usability?	19
5.2 How to test usability	20
Usability Testing	21
Testing environment	22
5.3 How to test usability on children and toddlers	23
5.4 Usability testing on mobile devices	24
5.4.1 Emulator versus device	24
6 Our intended solution	26
6.1 Introduction	26
6.2 What do we want to create?	27
6.2.1 A basic scenario	27
6.2.2 Components	28
RFID	28
Speakers	28
Connect to network	28
LED-lights	28
6.3 Programming our Raspberry Pi	28
7 Usability Tests	29
7.1 Purpose	29
7.2 Research Method	29
7.2.1 Scenario and tasks given to the users	30
8 Conclusions	32

A Norwegian SUS form	33
B Further Work	35
B.1 Improvements	35
B.1.1 Rewardsystem	35
B.1.2 Distraction sequence for children	36
B.1.3 User testing of the guardian application	36
B.1.4 Web application	36
B.1.5 Support for more children	37
B.2 Ideas and minor improvements	37
C Questionnaire. Demographics	38
D Interview conducted before usability testing	39
E Scenario and tasks	40
Oppgave 1:	40
Oppgave 2:	40
Oppgave 3:	40
Oppgave 4:	40
Oppgave 5:	41

List of Figures

2.1	Starting a treatment	7
2.2	Inside the treasure chest	7
2.3	CAPP main menu	7
2.4	Instructions 1	8
2.5	Instructions 2	8
2.6	Instructions 3	8
2.7	Instructions 4	8
2.8	Instructions 5	8
2.9	Instructions 6	8
2.10	Instructions 7	8
2.11	Karotz	9
2.12	GAPP main menu	9
2.13	Register treatment	10
2.14	View plans	10
2.15	Information 1	10
2.16	Information 2	10
2.17	Medicine log	10
5.1	Number of users needed to find percentage of errors according to J. Nielsen[1]	22
5.2	The Android Emulator running an emulation of Android 4.1 [?]	25

List of Tables

5.1 Methods of user-centered feedback	21
---	----

Abbreviations

NTNU	N orwegian U niversity of S cience and T echnology
BLOPP	B arns L egemiddel O PPlevelser
CAPP	C hild A PPlication
GAPP	G uardian A PPlication
KAPP	K arotz A PPlication
GUI	G raphical U ser I nterface
TUI	T angible U ser I nterface
NAAF	N orges A stma- og A llergi- F orbund

To Pikachu!

Chapter 1

Introduction

This chapter will give an introduction to the study. It will state the purpose, motivation, research questions and the research method for the study.

1.1 Purpose

The goal of this study is to evaluate the use of tangible user interfaces in the treatment of asthmatic children. The project is based on an application made by Aaberg, Aarseth, Dale, Gisvold and Svalestuen [2] in 2012. The evaluation will be done through usability testing, and diary studies of different versions of an application, augmenting the application from cycle to cycle.

We plan on using gamification as a motivational factor for the children. The goal of using gamification is not to research whether gamification is a suitable concept, rather than finding “the best” use of gamification in this setting.

1.2 Motivation

1.2.1 Asthma among children

According to NAAF, 20% [3] of the Norwegian population has or has had asthma at the age of 10, and 8% of the adult population suffers from asthma. Many of the children find it unpleasant to use their medicine as they often do not understand why the medicine

must be taken. Research done by Åsheim [4] showed that children suffering from HRS-virus¹ were easily distracted and motivated to finish treatments when shown an non-interactive flash-video during the treatment. We aim to research whether a tangible user interface may make the children more aware of their asthma and thus make them better understand why they must take their medicine on a daily basis.

1.2.2 Ways asthma affect the guardians

In an already hectic everyday life, remembering to give the children medicine may be cumbersome. Often the children do not enjoy taking their medicine, and the children may start an argument not wanting to finish their treatment. This may result in guardians applying the medication incorrectly, applying the wrong treatment, or even forgetting to give the medicine to their children. We aim to find out if the use of a tangible user interface will make the task more enjoyable for the children and thus easier for the guardians.

1.3 Research Questions

The main goal for this study is to figure out ways technology can help children taking their medication. During the prephase, we will build upon the work of Aaberg, Gislvolld et. al. [2], trying to find problems with the system as it is today. The improved system will then undergo user testing over a longer period of time, in order with different concepts.

The objective has been composed into the following research questions:

RQ1: Is gamification a feasible solution for motivating children to take their asthma medicine?

RQ2: How will the presence of a Tangible User Interface affect children's medicinal habits?

This evaluation should be done through user testing and feedback from potential users of the applications. Hopefully, thorough testing will give information on how the interaction between children and the system is, whether these systems helped during medication process, etc.

¹Center for Disease Control : HSRV

1.4 Research Method

This section will explain the methodology we plan to use during our research. The explanation is divided into the separate research questions.

1.4.1 RQ1

We want to test the system on NUMBER children. In order to test this using a systematic approach, we plan to take the following steps, which will be explained in further detail below.

1. Give guardians a diary, where they take note of how things are working on a regular basis. Expected duration: 1 week.
2. Give guardians a mobile application which instructs children during their medication. This will be a simplified version of our final application. Expected duration: 1 week.
3. Give guardians a mobile application which has gamification elements to it, in addition to the instructions in Step 2. Expected duration 1 week.
4. Give the test persons a custom built TUI. Expected duration: 1 week.

During the testing phase, we want the guardians to fill out a diary, in addition to undergo an interview at the end of test period. Answers we want to find from the diary study, is whether the presence of technology will have effect on their medicinal habits.

The rationale for doing Step 1 is to create a foundation to build upon on the later steps. Having children taking their medicine under “normal” conditions gives us a set of control data which we may use for comparison in order to discover trends and how the application and TUI affected the children and guardians.

The rationale for doing Step 2 is to see if it is actually enough to have a minor avatar system who tells the child what to do, and when to do it. This might give some ideas for further research from BLOPP.

The rationale for doing Step 3 is to answer whether gamification have a motivational effect on children, i.e. motivating children to take their medicine on a continuous basis.

The rationale for doing Step 4 is to see if a relational artifact can give children proper motivation for taking their medicine.

A key point during all these steps is that guardians are actually on place, observing the children's behavior. We will not dive further into children's behavioural patterns or psychology, other than if the child seems positive to the application or not.

1.4.2 RQ2

Through the conducted studies we will evaluate and compare the usage and opinions the guardians and children had regarding use of our system. Through the data gathering in the diaries we will be able to directly compare how the children and guardians reacted to the arrival and use of a TUI. We will also conduct interviews to get feedback on how the use of the TUI affected the children. The interviews will mainly be conducted on the guardians, since small children may not give reliable data.

Chapter 2

Background

This chapter will give a brief introduction to the history behind the BLOPP project (2.1). Section 2.2 will go into details of the applications that were developed by Aaberg, Aarseth, Dale, Gisvold and Svalestuen during the Autumn 2012. Section ?? gives an overview of some of the applications that are currently on the market, a brief look at some of them, in addition to an overview of an assessment that has been performed on the applications that are currently on the market. Section 2.3 will give an introduction to some of the current research that has been performed on mobile technology in combination with children and health.

2.1 BLOPP Project

Barns LegemiddelOPplevelser (BLOPP) is a project group working for “Sykehusapotekene i Midt-Norge” (Hospital pharmacies in Mid-Norway). Their purpose is to create easier medical treatments for children through use of technology.

2.2 CAPP, KAPP and GAPP

In the autumn of 2012 Aaberg, Aarseth, Dale, Gisvold and Svalestuen were engaged by the BLOPP Project group through the course “TDT4290 - Customer Driven Project” [5] at NTNU. During the period of August 2012 to December 2012 they developed a prototype of a mobile information system consisting of two applications and a tangible user interface. One application was developed for guardians of a child (GAPP), and two applications were developed for children (CAPP and KAPP). In this section, we elaborate on these applications, while a full report of their work is available at [5].

Their prototype is the foundation for our work in this project.¹

2.2.1 CAPP

CAPP is an Android application targeted towards the children. It's main purpose is to guide children through the medication process. Figure 2.3 shows the main page of CAPP. As the target group for the application is children below the age of 8 it is reasonable to assume that not all of them are able to read, this application consists mainly of pictures and animations.

There are two main reasons to take an asthma medication;

1. By-need
2. Preventive

By-need medication is taken when a person gets a sudden asthma attack, while preventive medication is taken in order to reduce the number of asthma attacks [INSERT REFERENCE]. In CAPP, it is possible to start a medication in one of two ways. A parent can either set alarms in GAPP 2.2.3 (preventive), or a child can directly access the medication process by pressing the Karotz showed in Figure 2.3 (By-need).

One of the objectives towards CAPP was to introduce a gamification experience to the medication process. Accordingly, the child gets a golden star in his/her treasure chest once the child is done. However, these stars are not useful for anything else but showing them off.

By clicking the treasure chest, the child is able to see how many stars he/she has aquired. A screenshot showing the inside of the treasure chest is included in Figure 2.2

The last part of this application is an Information-section, where children has a quick reference as to how to take a medicine. A part of the functionality that has not been implemented is voice over for these instructions. Thus, a guardian should be close by in order to read the information contained in this functionality. 2.4-2.10 shows the information-part of this application.

2.2.2 KAPP

KAPP is the other application targeted towards children. The application runs on a Karotz[6], which is a small robot bunny (see Figure 2.11). The purpose of the Karotz

¹The applications have norwegian as their main language



Hei! Nå er det tid for medisn!

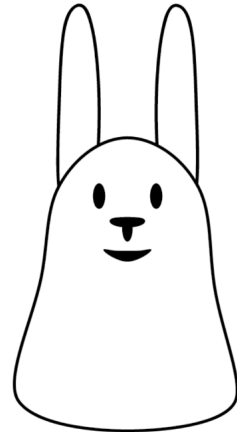


FIGURE 2.1: Start-
ing a treatment



85



FIGURE 2.2: Inside
the treasure chest



FIGURE 2.3:
CAPP main menu

is similar to CAPP, namely to remind children when it is time to take their asthma medicine and give instructions during treatment. In order to interact with the Karotz, children may use either a Nanoz (a small bunny with an integrated RFID) or by pressing a button on the top of the Karotz' head. It is not possible to do a By-Need treatment with a Karotz as a companion.

A basic breakdown of the CAPP and KAPP manuscript is included in Appendix [INSERT REFERENCE].

2.2.3 GAPP

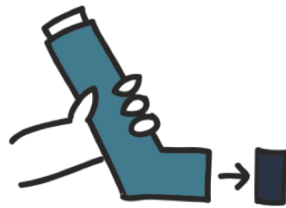
GAPP is an Android application targeted towards the parents or guardians of the children. It has been proven that some Guardians are having problems with remembering how often their children have taken their medication the last couple of days, when they should take them and how their child's disease has evolved the last couple of days [Insert reference]. Thus, GAPP's main purpose is to make parents more aware of their children's disease.

Figure 2.12 shows a screenshot of the main menu of GAPP. The main functionality is separated into *Medical Plan*, *Register treatment*, *Medicine log*, *Information about the medicines* and *Manual*.

Medical Plan *Medical Plan* gives parents the option to set up reminders at particular times. It is divided according to the Traffic-Light system (See Appendix [INSERT



Rist inhalatoren slik at partiklene løsner



Ta hetten av inhalatoren

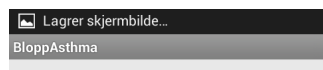


Fest inhalatoren på innhalasjonskammeret

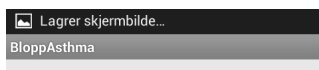
FIGURE 2.4: Instructions 1

FIGURE 2.5: Instructions 2

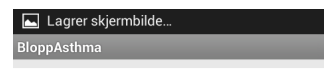
FIGURE 2.6: Instructions 3



Sett inhalatoren på ansiktet til barnet



Trykk på inhalatoren til du hører en lyd

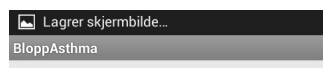


La barnet puste rolig 10 ganger inn og ut

FIGURE 2.7: Instructions 4

FIGURE 2.8: Instructions 5

FIGURE 2.9: Instructions 6



La barnet skylle munnen

FIGURE 2.10: Instructions 7



FIGURE 2.11: Karotz

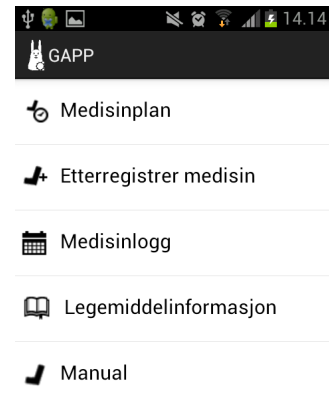


FIGURE 2.12: GAPP main menu

REFERENCE])). A child has three different plans, such that an alarm that is set on the *Healthy*-plan is not automatically set on the *Sick*-plan.

Register Treatment The *Register treatment*-option gives parents possibility to register a treatment that is taken in case the child forgot to go through the process in CAPP or KAPP. This way, children will be rewarded with stars accordingly. Figure 2.13 shows a screen shot of this process.

Information about the medicines *Information about the medicines* gives general information about different medicines, what they do, and what they are used for. The three medicines that are currently in the system is Flutide, Seretide and Ventoline. Figures 2.15 and 2.16 shows screenshots from this functionality.

Medicine Log *Medicine log* shows how many times a child has taken their medicine the last couple of days. Figure 2.17 shows a screen shot of this functionality. A red circle marks the current day. A child's health state is displayed by the Green/Yellow/Red bar at the top of each day. In the bottom left corner, it is possible to show how much medicine has taken at a given day. In the bottom right corner, Aaberg et. al. intended to show the pollen distribution for a given day. However, the pollen distribution data is only available during spring and summer, and thus created an artificial pollen distribution for demonstration purposes. [Hvor mye mer trengs her?].



FIGURE 2.13: Register treatment

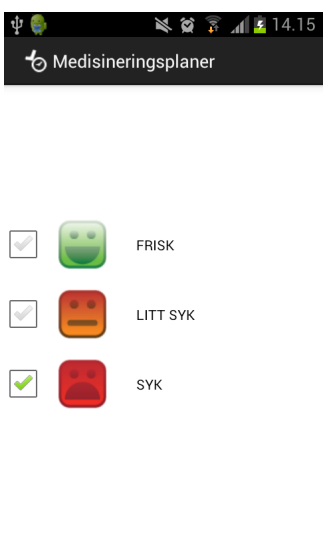


FIGURE 2.14: View plans



FIGURE 2.15: Information 1

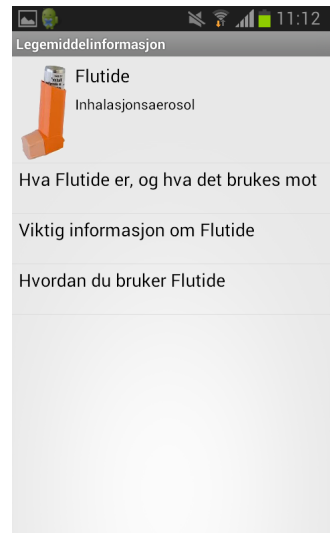


FIGURE 2.16: Information 2

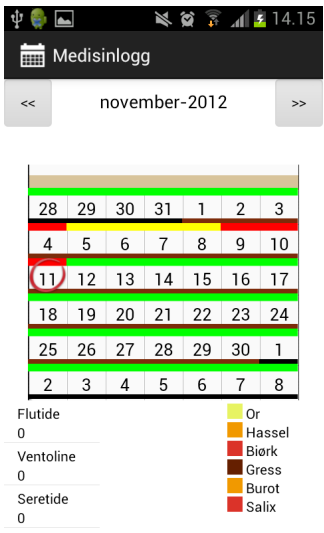


FIGURE 2.17: Medicine log

Manual The *Manual* is to help “newcomers” to medicate children. For instance, if an aunt is watching children with asthma, then they could use the application as a reference on how to do the process. At the time being, the manual shows Figures 2.4-2.10.

2.2.4 Known areas for improvement

As Aaberg et al. finished their work, they commented on several areas of potential improvement for CAPP/GAPP/KAPP. This document is reprinted in its entirety in Appendix B (after permission from Aaberg, Aarseth, Dale, Gisvold and Svaalestuen). The main topics for improvement were

- Reward System

- Distraction sequence for children
- Web application
- Support for more children

Additionally, we want to use air quality data provided by [Norwegian Institute for Air Research](#)

These comments are used as a basis when we decide what to improve in this project.

2.3 Existing Research

This section will give a foundation on some of the reserach performed on using technology in combination with deceases and children.

2.3.1 Monitoring your own decease with mobile technology

There exists some research on self-management of monitoring your asthma condition. A lot of this research works used SMS (Short Messaging System) technology. In 2009, Andhøj and Møldrup et. al.[7] did a feasability study to check how users would react to a SMS-reminder study. Their methodology were to send SMS a couple of times a day, and have the users respond to their peak flow and answer yes/no questions. Users could then access a web page to see different statistics on peak flows, how they've felt the last couple of days, etc.

They concluded that SMS is a feasible solution for collecting asthma diary data, mainly because the SMS technology was a big part of the participant's everyday life. Although SMS is a great technology to be used for this purpose, few children in our target group are able to use this technology, for obvious reasons. According to *Senter for IKT i utdanningen*(Center for ICT in education), about 40% of norwegian children below the age of 3 years old have used a tablet, and 6 out of 10 children below the age of 6 have used a touch screen device [8]. Thus the technological background should be somewhat familiar for our target group.

2.3.2 Assessment of existing applications

In 2012, Huckvale et. al. [9] conducted an assesment on the existing applications on both Google Play and AppStore. They assessed 103 different apps with english as the native language. Out of these applications, *No apps for people with asthma combined reliable, comprehensive information about the condition with supportive tools*

for selfmanagement.(Huckvale et. al., 2012). They concluded that doctors should be careful when recommending apps for people with the purpose of self management.

2.3.3 Children and mobile devices

In 2013, babies.co.uk posted results on a poll they had posted on how many toddlers are using smartphones or tablets each day[10]. Over 1000 participants responded, and according to the survey, 14% of the responders allowed children to use smartphones or tablets more than 4 hours a day. Considering the normal awake time of a child between 9 and 12 months old is approximately 10 hours, they spend a considerable amount of their day on the smartphone.

2.3.4 Children and gestures

Abdul Aziz et. al. [11] performed a study on which gestures children are able to comprehend when playing with an iPad. She tested 33 children's ability to do gestures on a variety of applications suited for children. The children were in the range of 2-12 years old, 3 children per age. The study showed the following restrictions:

- 2 year old children have difficulties with pinching, and are unable to drag and drop, spread and rotation of the device, and are not able to focus on the application.
- 3 year old children have difficulties to drag and drop until they are told to do so, in addition to having problems with pinch and spread.
- 4 year old children have difficulties to drag and drop.

Children at age 5 and above are able to do all the normal gestures at a tablet. As CAPP is currently only available for mobile devices, this is reason for some discussion. The main part to notice is pinching and drag and drop.

An iPad is fairly large relative to the size of these children's hands. There is reason to believe that gestures may be more difficult on smaller screens due to the screen size, however, we were unable to find research supporting this claim. In order to make [INSERT APPNAME] as child friendly as possible, it only uses "swiping" gestures and button presses for navigation.

Chapter 3

Gamification?

This chapter will give a description of the term “Gamification”, describe some of the uses of Gamification and how we plan to use Gamification in our solution.

3.1 What is Gamification?

“Gamification” as a term was first mentioned by Currier in 2008[12], but did not become a wide-spread term before 2010. Today gamification is a much used term both in programming and in the spoken language. Smartphone applications and manufacturers have helped make the term gamification a widespread notion. Examples of this is the application Foursquare, which is built around gamifying “checking in” at restaurants, historical sites and similar places [13]. Apple developed a Game Center for iOS in 2010, giving every iPhone/iPod and iPad user a hub for challenges, awards and other gamelike activities[14]. Lately there has been many games built singularly around gamification, such as Cookie Clicker [15] or Farmville [16]. Even console’s like Playstation 3 and XBox contain gamification support per default, with their achievement/trophy systems [17, 18]. While there are many users of such games, they are often critiqued for using gamification to lure players into playing.

There are many different ways of describing gamification. Deterding, Dixon, Khaled and Nacke[19] defines Gamification as:

Gamification is the use of game design elements in non-game contexts.

Huotari and Hamari[20] defines gamification as:

Gamification is a process of enhancing a service with affordances for gameful experiences in order to support user’s overall value creation.

Deterding, Dixon, Khaled and Nacke’s definition often commonly referred to, because of it’s simplicity and understandability for people who have little or no connection to traditional games or games consoles. Gamification is a much discussed theme, where there does not seem to be an agreement as to which gamification is a useful or not. Antin and Churchill[21] argues that gamification may be used for goal setting or instruction. Goal setting challenge the users to meet the mark that is set for them, and is known to be an effective motivator [22].

Bogost goes as far as naming gamification as “marketing bullshit” [23], used as a way of moneytizing bad business.

McGonigal’s studies[24] on how rewards are perceived over time show that:

After three hours of consecutive online play, gamers receive 50 percent fewer rewards (and half the fiero) for accomplishing the same amount of work.

Steinung[25] arguments for gamification not being powerful enough to make a task interesting. Simply adding points, badges, a leveling system or similiar, won’t make a task interesting on its own. Since gamification is based on behavioural pshychology, poor design may be perceived as interesting, for a shorter period of time [25]. Zichermann makes a similar statement, saying gamification needs to take ethical precautions [26].

McGonigal’s statement is central to our research, since we aim to research how [INSERT APPNAME] is perceived by children over a longer period of time. While McGonigal’s research dives into how rewards are percieved when playing over a longer consecutive time, our goal is to make the users use the application for a short period of time, everyday.

In order to achieve a meaningful use of gamification Nicholson[27] suggests using a user-centered design approach[28] when developing system with elements of gamification.

3.2 Use of Gamification in [INSERT APPNAME]

Our hypothesis is that children need a motivating factor in order to take their medicine, as they do not necessarily understand why they take it, and gamifying their treatment might be a feasible motivation factor.

In [INSERT APPNAME] we aim to use gamification as a distraction and rewarding element for the children. Instead of putting a lot of predefined badges, rewards, experience points or other rewarding elements, we let the users choose their own rewards, which implies that users can decide what is best for themselves.

The children are rewarded with stars based on their health state. The reason for this is that the children may have to take more medicine when they have a cold or there is much pollen in the air. The guardians have access to a administrator menu where they may set new rewards for the children. The children will then be able to order the rewards when they have earned enough stars. This way the guardians and their children create their own gamification environment, and the application do not force parents to do something that for some ethnographical or sociological reason. Examples on possible rewards could be to give their child an extra 10 kr. in allowance, taking them to soccer matches or even go to the local amusement park. It is an option where the only boundary is the imagination and how much effort guardians want to put into it.

The rewards will appear at a “milestone” basis. We do not want children to feel they lose something if they buy a reward, which some probably could feel if stars were taken away from them. We do not want to force parents in to giving away rewards they can not afford or do not wish to use, therefore we will be testing out the application without the gamification elements, in order to find how the elements will affect the use. The use of rewards is also optional and decided by the user, making them in control of how they wish to gamify the experience. We do not wish to have the children spending too much time using the application, since using a tablet or phone at such a young age is considered unhealthy, which is taken into consideration with making an application which is mostly used “outside” the digital application itself. The children may recieve rewards and use the TUI without touching the smart phone.

An overview of the screen shots, architecture and logic behind the gamification elements is found in Section ??.

Chapter 4

Tangible Interfaces

This chapter will introduce the reader to Tangible Interfaces, and elaborate on some existing research that has been done on the concept.

4.1 About tangible interfaces

In 1997, Ishii et. al. presented an article called “Tangible Bits: Towards Seamless Interfaces between People, Bits and Atoms”. They established the term “Tangible User Interface” (TUI) as a way to move beyond the dominant model of Graphical User Interfaces. The objective of TUI was explained to *augment the real physical world by coupling digital information to everyday physical objects and environments* [29]. Thus, TUIs are about giving physical objects a digital meaning.

Additionally, combining augmented reality (AR) with objects have been proven to improve children’s cognitive learning [30].

The Karotz is an example of a tangible user interface. It lets the user interact with a rabbit instead of a desktop or tablet, which contains digital information about whether it is time to take medicine, and can send digital information when a child has taken his/her medicine.

4.2 Usage

Using TUIs instead of GUIs have been proven to work in several different settings. In this section, we will give an overview on some of the domains in which the concept has been proven to work.

Learning Terrenghi et al. designed a cube for learning, giving children quizzes where answers had the shape of text or images [31]. Children could then rotate the cube in order to get the correct answer pointing upwards, sort of like a dice.

Collaborative learning Scarlatos et. al. created a system called TICLE (Tangible Interface in Collaborative Learning), which are used to help children solve a Tangram [32].

Interactive storytelling Zhou et. al. designed a cube for storytelling, using a head mounted display and a “Magic story cube” in order to let children explore the world while being told a story [30]. Stanton et. al. created a “Magic Carpet”, giving children possibility to influence a story in the classroom [33].

Social Context Marble Answering Machine is an invention by Durrell Bishop, dating back to 1992. The interface allows users to drop marbles into a play-back indent on the system, which plays a recorded message.

4.3 Effects of robots

In 2003, Wada et. al. conducted a study on how the introduction of robotics affected the elderly. [34]. They conducted a study at a day service center in Japan, where they placed a robotic seal, named Paro, together with the elderly. It had recently been found that animals have a positive effects on blood preassure, depression and loneliness. The problem is that animals are not allowed in a lot of hosiptals and care centers, because people may have allergic reactions, get scratch marks from the animal, etc. They placed a robotic seal in the care center, and analyzed the reactions from the elderly.

The results showed that their mood was better after interacting with Paro over five weeks, and became worse once Paro was no longer there. In addition, nurses burnout rate decreased during the experiment, which implied that the subjects had easier days whenever Paro was there. The study shows that their quality of life was improved after Paro was introduced.

4.4 Are Tangible Interfaces more fun?

In 2008, Xie et. al. performed a study on how children reacted using different interfaces in order to solve a jigsaw puzzle [35]. The different interfaces were a physical interface

(i.e. a standard jigsaw puzzle), a TUI and a GUI. Their findings were mainly that children enjoyed playing with the different interfaces similarly. However, the children were more likely to start a puzzle over again if the interface were physical or tangible, which implies that a repeated task is more likely to be performed if they're playing with a tangible or physical interface, while it becomes boring to do the same task over and over again on a graphical user interface. It is worth mentioning that the puzzles were being solved by groups of two, and considering the GUI was a computer with one mouse, they didn't get the same sharing experience as with the other interfaces.

This applies to our research because the medication process is a repetitive task, and we are dependent on children not getting bored during the process.

Chapter 5

Usability

This chapter will give a brief definition of what usability is, and how user tests can help us improve it. Since the applications are targeted towards both children and adults, we will give a description of how the usability tests for these groups will differ.

5.1 What is usability?

There are many ways to describe the term usability.

The International Organization for Standardization(ISO) uses the following definition of the term usability [\[36\]](#):

Extent to which a system, product or service can be used by specified users to achieve specified goals with effectiveness, efficiency and satisfaction in a specified context of use.

The same document defines the term “context of use” as:

Users, tasks, equipment (hardware, software and materials), and the physical and social environments in which a product is used.

These definitions cover how the system is used, the user’s thoughts about the use and the context of the system. This can be broken down further into several subgoals in order to achieve better usability, and to give a better insight as to what usability is. These subgoals are:

1. How precisely is the user able to perform a task by using the application?
2. How much resources(for example time, or number of tries) was used to perform the given task using the application?

3. How many errors occurred?
4. Did the user find the use satisfactory?

User-centered design is a way of taking extra precautionary measures by having the end user in mind throughout the process. By using this technique the aforementioned goals are achievable. User-centered design is about getting feedback from the users during the design and development process. Being able to imagine how the end user would solve this problem, and consolidate the users when in doubt is a fundamental part of user-centered design. The user's opinion is the measure of how good the system performs and the user's feedback defines how you score on usability. [INSERT REFERENCE]

5.2 How to test usability

There are many approaches to creating a good user experience. Having knowledge of expert opinions is always a good idea, and using user-centered design techniques is also a choice. According to Rubin's handbook of usability testing [37], developers should get feedback from users by users tests at different stages of development. According to Rubin, having a user-centered approach will help the developers to address the weakest parts of their system, and give feedback on design decisions.

A user-centered design can be done in many different ways and at different stages of the product life cycle [38], as shown in Table 5.1:

Method	Purpose	Phase of the project life-cycle
Background interviews and questionnaires	To collect data and to understand the user better	When starting the project
Focus groups	Discover design issues and receive feedback	At an early stage
On-site observation	To both collect information of the context the system will be used in, and find the primary problems the users may have	At an early stage
Role playing / simulations	Will give a broader understanding of what the user expects from the system	Early to mid stage of the project
Automated evaluation	Gives feedback on deviations from standards or best practices. This method excludes actual users, but is based on well tested principles	Mid to end of the project
Usability testing	To measure the usability of the system and provide feedback on very specific elements that are badly designed	Abras [38] says it should be at the end of the project while others [39] think it should be done in iterations throughout the project.
Interviews and questionnaires	Gives a qualitative measurement of how good or bad the system is	End of the project

TABLE 5.1: Methods of user-centered feedback

Usability Testing The purpose of usability testing is to increase the usability of a system. At the same time, performing these usability tests may save the developers some time and reduce the cost of the project by removing errors and poor design at an early stage [40].

The usability testing can be performed in different ways [39]. At the early stages of the project, low-fidelity prototypes are a good option since they will provide feedback and take proportionally little time to make, making it easier to have more iterations of testing. The different testing methods include a potential user of the system performing

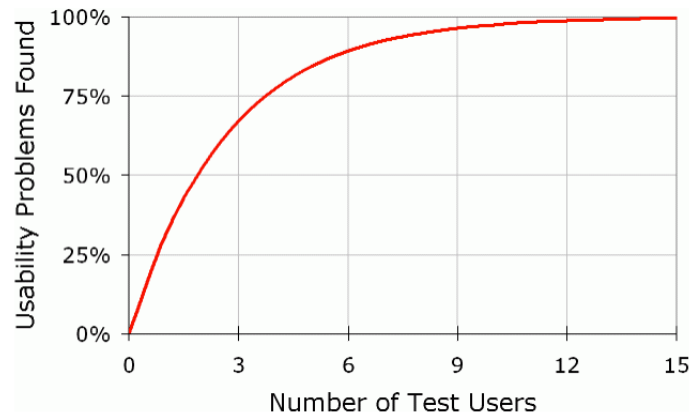


FIGURE 5.1: Number of users needed to find percentage of errors according to J. Nielsen[1]

tasks to provide real data. Observing and recording each usability test may help the developers to analyze their system, and correct the flaws [40].

Before starting the usability tests, the developers should set goals planning what they want to know about the system [41]. This will ensure that the purpose of the test is fulfilled. The developers should then plan tasks according to the desired results. These tasks should allow the user to explore the system, or the parts the developers wish to test, giving the test person some time per task, in order to not stress the test person.

After being planned, the test should be run on a number of different test persons. From Figure 5.1, you can see that as the number of participants increases, the number of undetected errors decrease.

Nielsen states that after five user tests, 85% of the errors have been found [1]. Molich[42] states that six test persons is the ultimate number. Faulkner [43] states that while six test persons *may* find 85 % of the errors, they may also find considerably less. In Faulkner’s research, a number of five test users found between 55 % and 100 % of the errors, while 20 test persons found between 95 % and 100 % of the errors.

Testing environment The next thing to consider when performing usability testing is the testing environment. It should resemble the environment in which the system will be used. To make the most of the tests, it is wise to perform videotaping of the tests. This will help when reviewing the results from the test. If the test are being recorded, a consent from the test person or his/hers guardian will be required.

Before the test persons arrive, a test leader should be chosen, in order to have a person to guide the test persons through the process. The test leader should be in charge of testing and act as an interviewer to help the participant to “think-aloud” [44]. The test

leader should answer questions from the participant, but be careful not to give away information that may affect the results of the test.

After the tasks are done, it is necessary to gather loose ends and get answers to all the questions that might be unanswered. A system usability scale(SUS)[45] may be a good way to grade the usability of the system together with the observations made during the test. The SUS scale will reflect on how satisfying the usability is in the eyes of the users. Bangor et al [46] have made a scale based on the SUS-forms from different system usability tests, in order to make it possible to compare the mean score of a system with what is an acceptable level of usability. In our testing, we will make use of a Norwegian version, developed by Svanæs A, which will be answered by the test users or the guardian of the test user.

5.3 How to test usability on children and toddlers

While usability testing on children and toddlers have the same basic approach as testing on adults, there are many more precautions to be followed. Hanna et al. [47] lays out some of these precautions. They recommend not using children that are skilled with computers since they may find the tasks too easy and will not produce useful data. Since children these days have a higher skill with computers thanks to the invasion of tablets and smart phones [10], this may not be as much of a concern.

Since our application is targeted towards children with Asthma, we want to test the system on children suffering from Asthma in addition to children from the same age group, not suffering from Asthma. These children will most likely have a different approach to the system and may give different feedback.

Hanna, Ridsen and Alexander also point out changes that should be made to the testing environment as mentioned in 5.2. They recommend making the testing environment more suitable for children by placing colourful posters on the walls. Children of young age may be afraid of “The Doctor’s Office” and we will need to make adjustments to avoid frightening the children upon their arrival at the test lab.

As mentioned by Donker and Markopoulos [48] talk-aloud is very useful technique when doing usability testing with children. Talk-aloud is a technique where the children talk about what they are doing instead of what they are thinking.

5.4 Usability testing on mobile devices

We plan on doing usability testing in testing lab or quiet testing office. The application's main environment for use will be at the user's home, which may be noisier and more hectic than our testing lab. Kaikkonen et al [49] states that the similarity between testing environment and place of use is not too important, the test user will still be able to complete the tasks and find the same number of errors. This claim is supported by Beck et al [50] who discovered that the test persons found more usability problems when sitting down, in difference to when walking on the street.

Schusterich et al [51] published a guide on how to build the perfect infrastructure for usability testing on mobile devices, in 2007. They describe how generic infrastructure issues, mobile device-specific issues and usability study context issues should be taken into consideration. Shcusterich et al. recommends having a number of cameras recording from different angles in order to capture unbiased interaction patterns of the mobile device.

5.4.1 Emulator versus device

When developing for mobile devices such as Android, it is possible to run an emulator on a pc, instead of running the application on an Android device. The emulator emulates the use of a mobile device on screen. Input must be given by mouse-clicks on buttons/screen elements. The Android emulator emulates use of system resources corresponding to a given Android device, in order to not act faster or slower that a real device. While this may be true in theory, it is not always true in practice. The emulator is often much slower than an actual device, a claim supported by Lin et al[52], who found that native code will run up to 34.2% faster than on the emulator.

The question arises, should one do usability testing on an emulator or on a real device? Using the emulator allows for easier capture of the interaction with the device, since it allows screen recording of user input and easier capture of the user when interacting with the emulator. Using a computer as a test object may be more positively perceived by the test user rather than installing the test application on their device or having them doing tests on our device.

Using a real device has the benefit of being an actual device, and may lead to a more realistic interaction pattern when using the application. While there exists a number of screen recorders for Android devices, these require that the device is "rooted" [53], which is not an option for us. The use of a real device also allows the use of gestures, which is a benefit in contrast to the emulator which can simulate swiping.

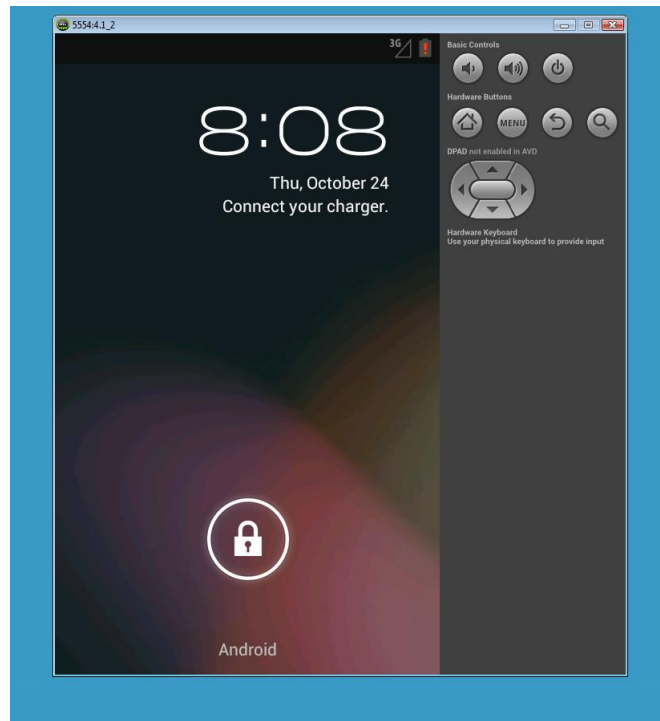


FIGURE 5.2: The Android Emulator running an emulation of Android 4.1 [?]

Beitol and Cybis [54] compared doing usability testing on a tripod-mounted device to an emulator and having a in the field. They found that many users found the tripod-mounted device difficult and unnatural to operate. The users found 80% of the usability issues on the emulator, but Beitol and Cybis points out that use of an emulator may depend on the similarity between the emulator and the device.

Based on the research we have read we decided to do the usability testing on a real device, in a usability test lab.

Chapter 6

Our intended solution

This chapter will give a brief introduction into the TUI we are planning to create.

6.1 Introduction

From our experiences with Karotz [6], we have found that we do not want to go any further with it. The thought behind Karotz is great, but these thoughts are, in our subjective opinion, poorly executed. If we were to test the concept at people's homes, we would need to preconfigure the units down to the smallest details. Just the fact that we would have to ask families for their WiFi-credentials before testing a system, should be reasons enough. Additionally, the Karotz API is only documented in french, which makes it considerable harder to develop for. The largest challenge by using Karotz is it's price. A Karotz starters kit costs \$200, not including customs to Norway. Making such a large investment on a product parents have no experience with is going to be quite difficult from a commercial standpoint.

We have also taken a brief look into Arduino, which is an open source electronics prototyping platform [55]. We have seen some of the projects that have been done in Arduino, and have found that they require competence and knowledge we simply do not have, i.e. digital design and circuit boards.

The idea we have found most exciting, both for ourselves and as a solution, is Raspberry Pi [56]. It is a cheap computer with the size of a credit card, with the original intention of teaching british school children about computer programming [57]. Since the release early in 2012, it has sold more than 1 million units, and is highly popular among computer enthusiasts [58].

6.2 What do we want to create?

On the highest level of abstraction, what we want to create here is a discrete artifact children can have at their rooms, which can remind them to take their medicine, and help them through the process. Our plan for the time being is basically to wrap the Raspberry Pi inside a toy, i.e. teddy bear, a doll, or some other popular, medium sized toy.

We consider the following as the minimum set of abilities for our TUI:

- Ability to connect to a network, either through ethernet or WiFi, though both are preferred.
- Play sounds through speakers
- Ability to read RFID-chips
- Display information about the color of the asthma medicine through LED-lights

6.2.1 A basic scenario

In order to get a basic understanding of what we are trying to achieve here, we have included a basic scenario below. Assume that we have our Raspberry Pi inside a teddy bear.

1. (Bear): Cough, cough. Come over here kiddo
2. (Kid approaches)
3. (Bear): I need my asthma medicine now. Could you please help me? The color of the medicine is displayed at my belly.
4. (Kid finds the medicine)
5. (When the child holds the medicine towards the mouth of the bear, the RFID chip on the medicine is read, which instructs the bear to continue).
6. (Bear): Thanks. Now it is your turn to take your medicine.
7. (Bear): Now, find your mask and put it over your nose and mouth. You need to press the button at the top of your medicine before you start breathing.
8. (Bear): (Counts for the amount of seconds needed)
9. (Bear): Great job!

The idea behind having a voice to the teddy bear is to establish a two-way communication between children and the artifact. We want children to actually care for our product, which may be achieved through giving the artifact a sense of personality.

6.2.2 Components

RFID We will be using RFID-technology to let children interact with the TUI. Our initial vision is to attach an RFID-chip to each of the childrens' medicines, which in turn can be read by our TUI. For instance, during step 5 in the above scenario, a child can hold the medicine towards the mouth of the bear. The type of the medicine is read by the bear, who can notify the child if he/she is starting to take the wrong medicine.

Speakers The speakers will be used to play prerecorded messages from the teddybear.

Connect to network Ideally, we want to attach a wifi shield to our Raspberry Pi, making it able to connect wirelessly. The benefits of this is that it makes the TUI portable. However, this might include having to preconfigure the system as with Karotz as mentioned in section 6.1. This makes it a problem we will have to research further before deciding on a solution for our prototype. Information we want to send through the network consists mainly of alarm notifications set by parents, i.e. when the toy should giving signals that it needs medication.

LED-lights Through LED-lights, we intend to show the color of the medicine that is to be taken. As we cannot assume children are able to read, or to remember the name of the medicine, Aaberg et. al. have found that showing the color is a feasible solution to showing which medicine should be taken [2].

6.3 Programming our Raspberry Pi

Raspberry Pi's main programming language is C. As we are not especially good at programming in C, we will use Pi4J as a bridge between Java and the Raspberry Pi's native libraries, which makes us able to manipulate IO-channels [59].

Chapter 7

Usability Tests

This chapter will describe the purpose of the tests.

7.1 Purpose

The usability tests will be performed in order to provide usability feedback on the application. These tests will be created to test and discover the usability problems in the at that time current version of [INSERT APPNAME]. The tasks given to the participants will be created with routine use of the application in mind. User tests will be performed on participants with no prior knowledge of the application. These participants will be chosen in order to get valuable feedback on usability problems with the current design and structure, and to prevent invalid feedback from users who already know how to perform the tasks. In addition, this situation mirrors everyday life of the users.

7.2 Research Method

The execution of the usability tests will be based on the theory described in Section 5.2 and Section 5.3. We choose to not do usability testing exclusively on our target group, parents with children suffering from asthma. The main reason for this is time concern, and the goal of our application being suited and having good usability for all users, disregarding their knowledge of asthma. Our test persons will be mainly students selected from Bachelor or Master students at NTNU, with none computer science subjects. The computer science students will be excluded due to the fact that they are more used to graphical user interfaces and applications at a “beta stage”, which

may have given invalid data. The tests will be run in 2 iterations on 5-6 test persons on each iteration.

Before of each usability test, we will perform a quick-and-dirty pilot test in order to discover critical errors that could make an impact on the result.

To ensure that the participants have the wanted background, we will ask them to fill in two forms when registering for the usability tests. These are added in [C](#) and [D](#).

The participants will be given an Android mobile device to perform the tasks on. The different tasks will be given one by one in order to complete. The participants will be introduced to the “think-aloud”-method, and will be told to ask questions during the process, even though the test leader is not allowed to answers these questions during the test. The main reason for gathering questions is for discussion afterwards or to facilitate the “think-aloud”-method.

Upon finishing the tasks, the participants will be asked to answer the forms in Appendix [\[INSERT REFERENCE\]](#) and [A](#). The test leader will finish the test by asking questions regarding what the participants thought of the system and answer the questions that may have occurred during the test.

The result will later be analyzed to work out the improvements needed to be done to the system. The errors will be rated after level of severity [\[40\]](#).

- Critical (Level 1) - Prevents the participant from completing the task.
- Significant (Level 2) - Generates significant problems when trying to complete the task.
- Minor (Level 3) - Have minor effect on the usability of the application.
- Non-essential (Level 4) - Enhancements to the system. When a participant states that “it would be nice to have this”.

7.2.1 Scenario and tasks given to the users

We plan to use test users that speak fluent Norwegian, since the application has Norwegian as it’s main language. Therefore the scenario and tasks will also be written in Norwegian. The exact scenario and tasks handed to the participants can be found in Appendix [E](#), but for convenience the next paragraph gives a short summary of the scenario and tasks.

The scenario explained that the user was a guardian of a 4-year-old child with asthma. They have recently been to the doctor’s office, and will now have to set up treatment plans according to advice given by the specialist. Since they have little experience

with asthma, they would have to look up information about the medicines and how the treatment will be done. In order to motivate the child to continue taking his/hers medicine, they will have to add a reward via the application menu. Finally, they would have to look through the calendar log in order to find correlations between the child's health state and use of medicines.

Chapter 8

Conclusions

Appendix A

Norwegian SUS form

This Norwegian version of the SUS form was developed by Svanæs, D. in 2006.

Noen spørsmål om systemet du har brukt.

Vennligst sett kryss i kun en rute pr. spørsmål.

	Sterkt uenig							Sterkt enig
1. Jeg kunne tenke meg å bruke dette systemet ofte.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
2. Jeg synes systemet var unødvendig komplisert.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
3. Jeg synes systemet var lett å bruke.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
4. Jeg tror jeg vil måtte trenge hjelp fra en person med teknisk kunnskap for å kunne bruke dette systemet.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
5. Jeg syntes at de forskjellige delene av systemet hang godt sammen.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
6. Jeg syntes det var for mye inkonsistens i systemet. (Det virket "ulogisk")	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
7. Jeg vil anta at folk flest kan lære seg dette systemet veldig raskt.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
8. Jeg synes systemet var veldig vanskelig å bruke	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
9. Jeg følte meg sikker da jeg brukte systemet.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5
10. Jeg trenger å lære meg mye før jeg kan komme i gang med å bruke dette systemet på egen hånd.	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
	1		2		3		4	5

|

Appendix B

Further Work

This chapter gives an overview of some of the ideas both the customer and the developers had for further development of the application. This includes a description of further development, analysis of the user groups and work towards NAAF and the health department. The main part of the work to be done after the end of this project is connected to requirements that has been taken out of this project due to limitation of time and resources. Other issues remaining is connected to the security and privacy of the patient's treatment log and storing sensitive information. Section ?? lists the overall requirements that have not been implemented during the project. These requirements has either been requested early in the process of have been brought up during discussions and meetings with the stakeholders.

B.1 Improvements

The following sections describes the ideas we had for future improvements to the applications. It is parted into subsections for improvements in the fields of database records, the reward system, the distraction and the web application.

B.1.1 Rewardsystem

The children's application (CAPP) is all about changing the children's view of medication to something positive. It shall be a motivation for the children to take their medication. It is therefore an important task to entertain them and give them some form of reward when they take their medication. As for now, we have given stars to the child after completed medication. The stars are in a treasure chest where the child can

see how many stars he or she has. This is a simple reward, but worked fairly well during the user tests. However, it may be boring over time.

The initial idea was to have a shop where the children could buy clothes and other items to their avatar. The stars earned from finishing treatments would serve as credits in the shop. This was not implemented due to time restrictions. It is also possible to take this to the real world, e.g. that the child gets a lollipop for every 10th star, but this would have to be supervised by the parents.

There is an endless line of opportunities for this reward system, and we chose the simplest implementation, so we would have something to test.

B.1.2 Distraction sequence for children

During our workshop, we came up with a lot of ideas for distractions for the children. These would range from simple animation sequences, like what we decided to implement, to more complex things like games that would not require a lot of movement and could therefore help during longer treatments.

The distraction sequence is one of the fields where we feel it has more or less never ending possibilities for improvement, and as more research into what children finds distracting, but not to the point where they can't take their medicine, this distraction sequence can be evolved.

B.1.3 User testing of the guardian application

GAPP has not yet been user tested on actual parents of asthmatic children. This has to be done to get an understanding of how they interact with the system, and to get knowledge about what they think of an application of this type. This is a system to make it easier for the guardians to give their children medications. While it is important that the children likes the system, it is also important that the parents feel it helps them give their children their medicines, without it being a big time waster.

B.1.4 Web application

There is a possibility of making this application as a web application, as a whole. By extracting the functionality and running it on a web service it would make it easier for people to use it across platforms. Done right, it may run on all devices with an internet connection. This may also give an easier integration with external information such as

air pollution forecast, pollen forecast, temperatures, etc. Since our application is written in Java, using Android SDK, it will not run on an internet server as is. Making a web application will require an almost complete refactoring of the source code.

B.1.5 Support for more children

Currently, the application only use one child, but there are implemented support for using more children. Each child has its own id (childId), and support for more children can be implemented without much change of the existing code. There should also be considered using accounts for the guardians connected to the children, in case of the guardians having more than one asthmatic child.

B.2 Ideas and minor improvements

Webinterface The doctors may prefer to set up the users medication plans through a web interface on their computers. This part may be integrated into existing systems.

Other devices The application are fitted for a phone running the Android operating system. For the future it should also be scalable to tablets. There may be more interesting for a child to work on a tablet than a phone. There will also be much more space for content. This extra space gives greater potential of the reward system. It should also be available on other operating systems than Android, e.g. iOS or Windows Phone. This will improve the availability for the users, not limiting them to Android phones.

Overall graphical design The priorities have been to make the major functionality work. We have used lots of time making the applications understandable and easy to use, but there is still a great potential in making the applications interaction design better.

Personalize the system The application may be more personalized. E.g. "It's time to take medication" could be "It's time to take medication, Eric". By involving the users name more in the system, they may feel more appreciated.

Integration of external elements The distraction part of the application may be integrated with a story or other external elements. I. eg. a story where the children will need to take medicine in order to get the next part of the story.

Appendix C

Questionnaire. Demographics

Vennligst besvar spørsmå lene under, før vi begynner testen.

Kjønn
Alder
Utdanning
Yrke

Appendix D

Interview conducted before usability testing

Experience with computers
Access to internet
Time spent online per day
Has a smartphone
SMS Usage
Has facebook account
Uses electronic reminders (calendar, to-do list etc)

Appendix E

Scenario and tasks

Du er verge til et barn på 4 år. Dere har nylig vært hos en lege med spesialkompetanse på barnesykdommer. Barnet har fått diagnostisert astma. For å enklere holde orden på at medisinene blir tatt til riktig tid, på riktig måte, har du lastet ned applikasjonen [SETT INN APPNAVN]. Systemet har ikke behov for at du registrerer navn eller lignende, for du ønsker ikke at slik informasjon kommer på avveie. For at du best mulig skal kunne benytte deg av [APPNAVN], er det nødvendig at du gjennomfører noen oppgaver.

Oppgave 1: Du skal sette opp en medisineringsplan i henhold til anbefaling fra legen. For enkelhets skyld skal du kun endre medisineringsplanen for barnet når det er helt friskt. Legg til en varsel for “Flutide” kl 13:37 og en varsel for “Seretide” kl 18:30. Velg deretter å følge denne medisineringsplanen.

Oppgave 2: Barnet ditt tok allerede en dose med medisin da dere var hos legen. Du ønsker å starte loggføringen med en gang. Etterrigstrer bruk av Seretide kl 12:51 i dag.

Oppgave 3: Du ønsker å motivere barnet ditt til å ta medisinene sine uten at det skal bli en krangel hver gang. Lag en premie barnet ditt kan få dersom hun/han har fulgt medisineringsplanen sin. Som premiebilde kan du ta et bilde med kameraet på telefonen, og premietekst og antall stjerner velger du selv.

Oppgave 4: Se hvordan barnet ditt ligger an i forhold til målet du satte i forrige oppgave?

Oppgave 5: Det er nå gått to uker, og du ønsker å se hvordan du og ditt barn har fulgt medisineringsplanen. Let gjennom loggen for å se om dere har gjort jobben på en god nok måte.

Du har nå gjennomført testen. Vennligst fyll inn skjemaene for å forklare hvordan du oppfattet bruken av applikasjonen.

Bibliography

- [1] J. Nielsen. Why you only need to test with 5 users. 2000. URL <http://www.useit.com/alertbox/20000319.html>.
- [2] Dale Gisvold Svalestuen Aaberg, Aarseth. Blopp - development of a prototype for treatment of asthmatic children, using android and karotz. 2012.
- [3] Norges astma- og allergiforbund. URL <http://www.naaf.no/>.
- [4] Jonas Asheim. Konsept for forbedret behandling av barn rammet av astma/rs-virus, 2012.
- [5] NTNU. Tdt4290 customer driven project, 2013. URL <http://www.idi.ntnu.no/emner/tdt4290/>.
- [6] Karotz - your smart rabbit. URL http://store.karotz.com/en_GB/.
- [7] Jacob Anhøj and Claus Møldrup. Feasibility of collecting diary data from asthma patients through mobile phones and sms (short message service): response rate analysis and focus group evaluation from a pilot study. *Journal of Medical Internet Research*, 6(4), 2004.
- [8] Toddlers use tablets often, 2011. URL <http://www.nrk.no/nyheter/norge/1.7921036>.
- [9] Kit Huckvale, Mate Car, Cecily Morrison, and Josip Car. Apps for asthma self-management: a systematic assessment of content and tools. *BMC medicine*, 10(1): 144, 2012.
- [10] Babies using smartphones. URL <http://www.babies.co.uk/blog/babies-using-smartphones/>.
- [11] Nor Azah Abdul Aziz. Childrens interaction with tablet applications: Gestures and interface design. *Children*, 2(03), 2013.

- [12] James Currier. Gamification: Game mechanics is the new marketing, 2008. URL <http://blog.oogalabs.com/2008/11/05/gamification-game-mechanics-is-the-new-marketing/>.
- [13] Foursquare, 2013. URL <http://foursquare.com>.
- [14] Apple. How to use game center, 2011. URL <http://support.apple.com/kb/HT4314>.
- [15] Orteil. Cookie clicker, 2013. URL <http://orteil.dashnet.org/cookieclicker/>.
- [16] Zynga. Farmville, 2013. URL <http://www.farmville.com>.
- [17] Xbox, 2013. URL <http://xbox.com>.
- [18] Playstation, 2013. URL <http://playstation.com>.
- [19] Sebastian Deterding, Dan Dixon, Rilla Khaled, and Lennart Nacke. From game design elements to gamefulness: defining "gamification". In *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, MindTrek '11, pages 9–15, New York, NY, USA, 2011. ACM. ISBN 978-1-4503-0816-8. doi: 10.1145/2181037.2181040. URL <http://doi.acm.org/10.1145/2181037.2181040>.
- [20] Kai Huotari and Juho Hamari. Defining gamification: a service marketing perspective. In *Proceeding of the 16th International Academic MindTrek Conference*, pages 17–22. ACM, 2012.
- [21] Judd Antin and Elizabeth F Churchill. Badges in social media: A social psychological perspective. In *CHI 2011 Gamification Workshop Proceedings (Vancouver, BC, Canada, 2011)*, 2011.
- [22] Kimberly Ling, Gerard Beenen, Pamela Ludford, Xiaoqing Wang, Klarissa Chang, Xin Li, Dan Cosley, Dan Frankowski, Loren Terveen, Al Mamunur Rashid, et al. Using social psychology to motivate contributions to online communities. *Journal of Computer-Mediated Communication*, 10(4):00–00, 2005.
- [23] Ian Bogost. Gamification is bullshit, 2011. URL http://www.bogost.com/blog/gamification_is_bullshit.shtml.
- [24] McGonigal Jane. Reality is broken, why games make us better and how they can change the world, 2011.
- [25] Truls Steinung. Interessante utfordringer: En studie av gamification og belønningsstrukturer i et spillperspektiv. 2012.

- [26] Gabe Zichermann and Christopher Cunningham. *Gamification by Design: Implementing game mechanics in web and mobile apps*. O'Reilly Media, Inc., 2011.
- [27] Scott Nicholson. A user-centered theoretical framework for meaningful gamification. *Proceedings GLS*, 8, 2012.
- [28] Theodore W Frick Michael D. Corry and Lisa Hansen. User-centered design and usability testing of a web site: An illustrative case study. *Educational Technology Research and Development*, 45:65–76, 1997. URL <http://www.jstor.org/stable/30221343>.
- [29] Hiroshi Ishii and Brygg Ullmer. Tangible bits: towards seamless interfaces between people, bits and atoms. In *Proceedings of the ACM SIGCHI Conference on Human factors in computing systems*, pages 234–241. ACM, 1997.
- [30] Zhiying Zhou, Adrian David Cheok, JiunHorng Pan, and Yu Li. Magic story cube: an interactive tangible interface for storytelling. In *Proceedings of the 2004 ACM SIGCHI International Conference on Advances in computer entertainment technology*, pages 364–365. ACM, 2004.
- [31] Lucia Terrenghi, Matthias Kranz, Paul Holleis, and Albrecht Schmidt. A cube to learn: a tangible user interface for the design of a learning appliance. *Personal and Ubiquitous Computing*, 10(2-3):153–158, 2006.
- [32] Lori L Scarlatos, Yuliya Dushkina, and Shalva Landy. Ticle: a tangible interface for collaborative learning environments. In *CHI'99 Extended Abstracts on Human Factors in Computing Systems*, pages 260–261. ACM, 1999.
- [33] Danae Stanton, Victor Bayon, Helen Neale, Ahmed Ghali, Steve Benford, Sue Cobb, Rob Ingram, Claire O'Malley, John Wilson, and Tony Pridmore. Classroom collaboration in the design of tangible interfaces for storytelling. In *Proceedings of the SIGCHI conference on Human factors in computing systems*, pages 482–489. ACM, 2001.
- [34] Kazuyoshi Wada, Takanori Shibata, Tomoko Saito, and Kazuo Tanie. Effects of robot-assisted activity for elderly people and nurses at a day service center. *Proceedings of the IEEE*, 92(11):1780–1788, 2004.
- [35] Lesley Xie, Alissa N Antle, and Nima Motamedi. Are tangibles more fun?: comparing children's enjoyment and engagement using physical, graphical and tangible user interfaces. In *Proceedings of the 2nd international conference on Tangible and embedded interaction*, pages 191–198. ACM, 2008.

- [36] International Organization for Standardization (ISO). Ergonomics of human system interaction-part 210: Human-centred design for interactive systems (formerly known as 13407). *9241-210*, 2010. URL http://www.iso.org/iso/home/store/catalogue_tc/catalogue_detail.htm?csnumber=52075.
- [37] Jeffrey Rubin and Dana Chisnell. *Handbook of usability testing: howto plan, design, and conduct effective tests*. Wiley. com, 2008.
- [38] Maloney-Krichmar D. Preece J Abras, C. User-centered design. *Encyclopedia of Human-Computer Interaction*, 2004.
- [39] Plaisant-C. Cohen M. Jacobs S. Schneiderman, B. Designing the user interface: Strategies for effective human-computer interaction - 5th edition. 2009.
- [40] Joseph S Dumas, Janice C Redish, and KA Schriver. A practical guide to usability testing. *IEEE Transactions on Professional Communications*, 38(1):45–45, 1995.
- [41] International Organization for Standardization (ISO). Iso/iec 25062:2006 software engineering – software product quality requirements and evaluation (square) – common industry format (cif) for usability test reports. *25062*, 2006. URL http://www.iso.org/iso/iso_catalogue/catalogue_tc/catalogue_detail.htm?csnumber=43046.
- [42] Rolf Molich and Henrik Larsen. *Usable web design*. Nyt Teknisk Forlag, 2008.
- [43] Laura Faulkner. Beyond the five-user assumption: Benefits of increased sample sizes in usability testing. *Behavior Research Methods, Instruments, & Computers*, 35(3):379–383, 2003.
- [44] Clayton Lewis. *Using the” thinking-aloud” method in cognitive interface design*. IBM TJ Watson Research Center, 1982.
- [45] J. Brooke. Sus- a quick and dirty usability scale. pages 189–194, 1996.
- [46] Kortum P. Bangor, A. and J. Miller. Determining what individual sus scores mean: Adding an adjective rating scale. *Journal of Usability Studies*, 4:114–123, May 2009.
- [47] Ridsen Hanna and Alexander. Guidelines for usability testing with children. pages 9–14, September + October 1997.
- [48] A Donker and P Markopoulos. A comparison of think-aloud, questionnaires and interviews for testing usability with children. *People and Computers XVI-Memorable Yet Invisible, Proceedings of HCI*, pages 305–316, 2002.

- [49] Titti Kallio and A Kaikkonen. Usability testing of mobile applications: A comparison between laboratory and field testing. *Journal of Usability studies*, 1(4-16): 23–28, 2005.
- [50] Elena T Beck, Morten K Christiansen, Jesper Kjeldskov, Nikolaj Kolbe, and Jan Stage. Experimental evaluation of techniques for usability testing of mobile systems in a laboratory setting. In *proceedings of Ozchi*, pages 106–115, 2003.
- [51] Rudy Schusteritsch, Carolyn Y Wei, and Mark LaRosa. Towards the perfect infrastructure for usability testing on mobile devices. In *CHI'07 extended abstracts on Human factors in computing systems*, pages 1839–1844. ACM, 2007.
- [52] Cheng-Min Lin, Jyh-Horng Lin, Chyi-Ren Dow, and Chang-Ming Wen. Benchmark dalvik and native code for android system. In *Innovations in Bio-inspired Computing and Applications (IBICA), 2011 Second International Conference on*, pages 320–323. IEEE, 2011.
- [53] Android rooting, 2013. URL http://en.wikipedia.org/wiki/Android_rooting.
- [54] Adriana Holtz Betiol and Walter de Abreu Cybis. Usability testing of mobile devices: A comparison of three approaches. In *Human-Computer Interaction-INTERACT 2005*, pages 470–481. Springer, 2005.
- [55] Arduino. URL <http://www.arduino.cc/>.
- [56] Raspberry pi foundation, 2013. URL <http://www.raspberrypi.org/>.
- [57] About the raspberry pi foundation. URL <http://raspberrypi.org/about>.
- [58] 500 000 pis in wales, 2013. URL <http://www.raspberrypi.org/archives/3686>.
- [59] The pi4j project. URL pi4j.com.