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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:

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- 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.
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“Gotta Catch ‘Em All”

- Ash Ketchum

NTNU - NORWEGIAN UNIVERSITY OF SCIENCE AND TECHNOLOGY

Abstract

IME - Faculty of Information Technology, Mathematics and Electrical Engineering

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The Thesis Abstract...

Keywords: *BLOPP, Asthma*

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Abbreviations

NTNU	N orwegian U niversity of S cience and T echnology
BLOPP	B arns L egemiddel OP plevelser
CAPP	C hild AP plication
GAPP	G uardian AP plication
GUI	G raphical U ser I nterface

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 this study.

1.1 Purpose

The purpose of this study is to evaluate the CAPP, GAPP and Karotz Applications created by Aaberg, Aarseth, Dale, Gisvold and Svaestuen [1]. The evaluation will be done through usability testing done on all three applications. The results of these initial tests will then be used to improve the applications for a newer version. We will also plan a thorough testing of the applications.

1.2 Motivation

According to NAAF(“The Norwegian Asthma and Allergy Association”) 20% of the Norwegian population has or have had asthma at the age of 10, and 8% of the adult population suffer from asthma. Many of these children find it unpleasant to use their medicine, as they often don’t understand why the medicine must be taken [Should have a reference]. This often results in parents applying the medication incorrectly, apply the wrong treatment, or even forget to give the medication to their children.

1.3 Research Questions

The main goal for this study is to evaluate the CAPP, GAPP and Karotz application, and identify the usability problems in these systems. Structuring the goals into different

research questions will help this study with the evaluation of the goal. The goal has been composed into these questions:

RQ1: How will guardians of a child react on having a Karotz constantly “watching” over their child?

RQ2: What will I have for lunch today?

This evaluation should be done through user testing and feedback from future users of the applications. The testing will give information on how well the ...

1.4 Research Method

Chapter 2

Background

This chapter will give a brief introduction to the history behind the BLOPP project [insert reference] and the CAPP, GAPP and Karotz applications.

2.1 BLOPP Project

Barns Legemiddelopplevelser is a project group ...

2.1.1 CAPP/GAPP/Karotz project

In the fall of 2012 Aaberg, Aarseth, Dale, Gisvold and Svalestuen were engaged by the BLOPP Project group through the course TDT4290 - Customer Driven Project [Insert reference] at NTNU. They were set to develop a prototype for a tangible medical reminder for asthmatic children. The work was done between August 2012 and December 2012, and a full report of their work is available at [Insert Reference]. Their prototype is the foundation for our work in this project.

2.2 CAPP/GAPP/KAPP

The prototype mentioned in the previous section resulted in three separate applications named CAPP, GAPP and KAPP. These are described in an overview below.

2.2.1 GAPP

GAPP is an Android application targeted towards the parents or the guardians of the children. It's basic functionality is to view logs of how often a child needs medication, how the child has been feeling the latest couple of days, according to the asthma traffic light system, and to set up alarms for the child. CAPP and GAPP works together as a pair, so a child may only have one parent and vice versa.

2.2.2 CAPP

CAPP is an Android application targeted towards the children. It launches the alarms given by parents and guides children during their medication. After a medication is complete, the child gets a star in it's treasure chest.

PICTURES, OR IT DIDN'T HAPPEN!

2.2.3 KAPP

KAPP is another application targeted towards children. The application runs on a Karotz[Insert Reference], which is a small robot bunny (Bilde?). The purpose of the Karotz is to give reminders to children when it's time to take their asthma medicine, and give instructions during medication. 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.

2.2.4 Known areas for improvement

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

1. Reward System
2. Distraction sequence for children
3. Web application
4. Support for more children

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

2.3 Existing products

On the two biggest application stores, Google Play and iOS AppStore, it exists a couple of similar applications to the one we have in mind. Among those we have looked into, is Huff and Puff ¹, Asthma Logger ², Kids Beating Asthma ³ and Asthma Monitor ⁴. Common for all applications is that they have one specific aim. For instance, Huff and Puff wants to teach children in general about asthma. Asthma Logger logs treatments, and Kids Beating Asthma have some game elements, but none of these games are able to play during medication.

2.3.1 Conclusion and evaluation

The main ideas we want to take further in our application is the email-sending system of Asthma Logger and the quiz-aspect of Huff And Puff. In general, it is a really good idea to be able to send your own journal on email, for instance to yourself. If we combine this with possibility to send this journal to the doctor, we have a great time saving tool. Let's say that Ole has been feeling bad for a while, and has been good at making journal for when he has taken his medicine. He can then schedule an appointment with his doctor, and send his journal on email to the doctor. When he arrives to his appointment, the doctor already knows how many times he has taken medicine the last days and can easier give advice based upon these facts.

Asthma Monitor seems like a great application once you get used to it, and it is developed by researchers, which implies they know what they're doing. However, it seems a bit too complex for the following reasons:

1. If an adult who have no other relations to asthma other than through his/her child, it contains terminology which they might not be very used to
2. The user interface is not very appealing
3. Forcing information from a child with regards of how much they cough once a day seems hard

As for the quiz, we have concluded that this is a great way to inform children. Namely by letting them playing around with the application and gathering knowledge on this basis.

¹[Google Play : Huff And Puff](#)

²[Google Play : Asthma Logger](#)

³[Google Play : Kids Beating Asthma](#)

⁴[Google Play : Asthma Monitor](#)

Application	Positive	Negative	Target Audience
Huff And Puff	<ul style="list-style-type: none"> • Decent quizzes from introduction to more experienced users • Can play sounds if children cannot read • Has asthma-specific word games, puzzles, etc. 	<ul style="list-style-type: none"> • Poor navigation models • Quiz is too generic, for instance asks what doctors call this and that. • The games is not exactly what we look for, as they cannot be played while undergoing a treatment 	Children
Asthma Logger	<ul style="list-style-type: none"> • Possibility to send journal on email specified by user. May forward this to doctor. • Really intuitive application • Shows dozes taken the last couple of days 	<ul style="list-style-type: none"> • Only has one generic medicine (does not state which medicine, for instance Ventoline) or dosage (?) 	Adults
Kids Beating Asthma	<ul style="list-style-type: none"> • Informative and simple 	<ul style="list-style-type: none"> • Many software bugs and crashes regularly 	Children
Asthma Monitor	<ul style="list-style-type: none"> • Ability connect Peak Flow to activities • Thorough and “advanced” statistics • Can input symptoms like Cough, Sputum, Wheezing breath and Dyspnea • Can send records via email 	<ul style="list-style-type: none"> • Old fashioned GUI 	Adults

TABLE 2.1: Evaluation of existing products on the market

Chapter 3

Usability

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

3.1 What is usability?

There are many ways to describe usability.

The International Organization for Standardization(ISO) has a definition of the term usability [insert reference from bibliography]:

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

1. How precise is the user able to perform a task 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 designing with the user in mind. By using this technique these goals are achievable. User-centered design is about getting feedback from the users during the design and development process. Always thinking about how the 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. [Should have reference]

3.2 How to test usability

There are many ways to create a good user experience. Having knowledge of expert opinions is always a good idea, and using user-centered design techniques are also a wise way to go. According to SOME PERSON [Insert Reference] developers should get feedback from users by users tests at different stages of the development. According to SOME PERSON [Insert reference], 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, at different stages of the product lifecycle [Insert reference], as shown in Table [3.1](#):

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 early stage
On-site observation	To both collect information of the context the system will be used in, and find the basic problems the users have	At 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 exclude actual users, but are based on well tested principles	Mid to end of the project
Usability testing	To measure the usability of your system and provide feedback on very specific elements that are badly designed	Abras [insert reference] says it should be at the end of the project, while others[insert references] thinks 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 3.1: Methods of user-centered feedback

The purpose of this project is to test an existing system, improve the existing product and plan an extensive testing of the improved product. We will focus mainly on WHAT WHAT WHAT?

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

The usability testing can be performed in different ways [Insert reference]. At early stages of the project, low-fidelity prototypes are a good option since they will provide feedback and take proportionately 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 tasks to provide real data. Observing and recording each usability test can help the developers to analyze their system, and correct the flaws [insert reference].

Before starting the usability tests, the developers should set goals planning what they want to know about the system[Insert reference]. 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 want to test, giving the test person some time per task, in order to not stress the test person [Insert reference].

After planning the test, the test should be run on a number of different test persons. From figure , 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[insert reference]. Molich[insert reference] states that six test persons is the ultimate number.

Testing environment The next thing to consider when performing usability testing, is the testing environment. It should resemble the environment the system will be used in. 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[insert references]. If the test are being recorded, a consent from the test person will be necessary.

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 the testing and act as an interviewer to help the participant “think-aloud”¹. The test leader should answer questions from the participant, but be careful not to give away information that will affect the results of the test.

After the tasks are done, it is important to gather loose ends and get answers to all the questions that might be unanswered. A system usability scale(SUS)[2] can 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 [3] 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

¹Reference to Thinking aloud

what is an acceptable level of usability. In our testing, we will make use of a Norwegian version, developed by Svans [A](#).

3.3 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, Ridsen and Alexander[insert reference] 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 won't give useful data. Since children these days have a higher skill with computers thanks to the invasion of tablets and smartphones [insert reference?], this may not be as much of a concern.

Since our application is targeted towards children suffering from 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 certainly have a different approach to the system and may give different feedback.

Hanna, Ridsen and Alexander[insert reference] also points out changes that should be made to the testing environment as mentioned in ???. They recommend making the testing environment more child friendly by placing colourful posters on the walls[insert reference]. Children of young age may be afraid of "The Doctor's Office" and we will need to make adjustments to not scare the children upon arriving at the test lab.

As mentioned by Donker and Markopoulos [4] talk-aloud is a 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.

THIS NEEDS MORE WORK

3.4 NSEP Usability Lab

This section will describe some of the features in the NSEP Usability Lab, used by NTNU to perform usability testing.

3.4.1 The Facility

I made this section Justin Case.

Chapter 4

Results and Discussion

This chapter will go through the findings from this study and summarize the results to answer the research questions from Section [1.3](#)

4.1 Evaluation

4.2 Research Method

Chapter 5

Conclusions

Appendix A

Norwegian SUS form

This Norwegian version of the SUS form was developed by Svans, 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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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.

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