User interface / sw design
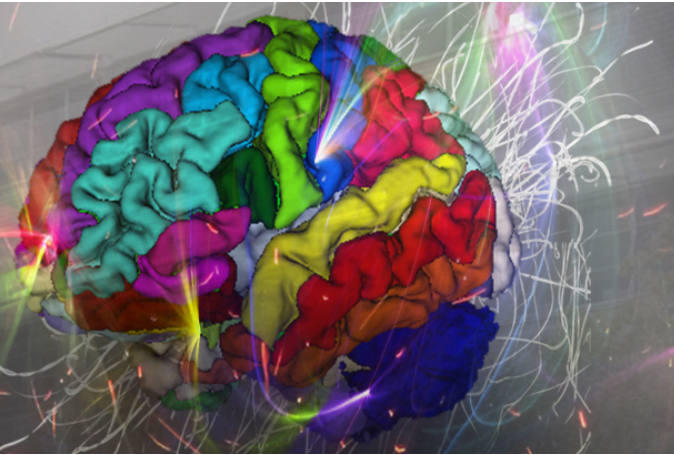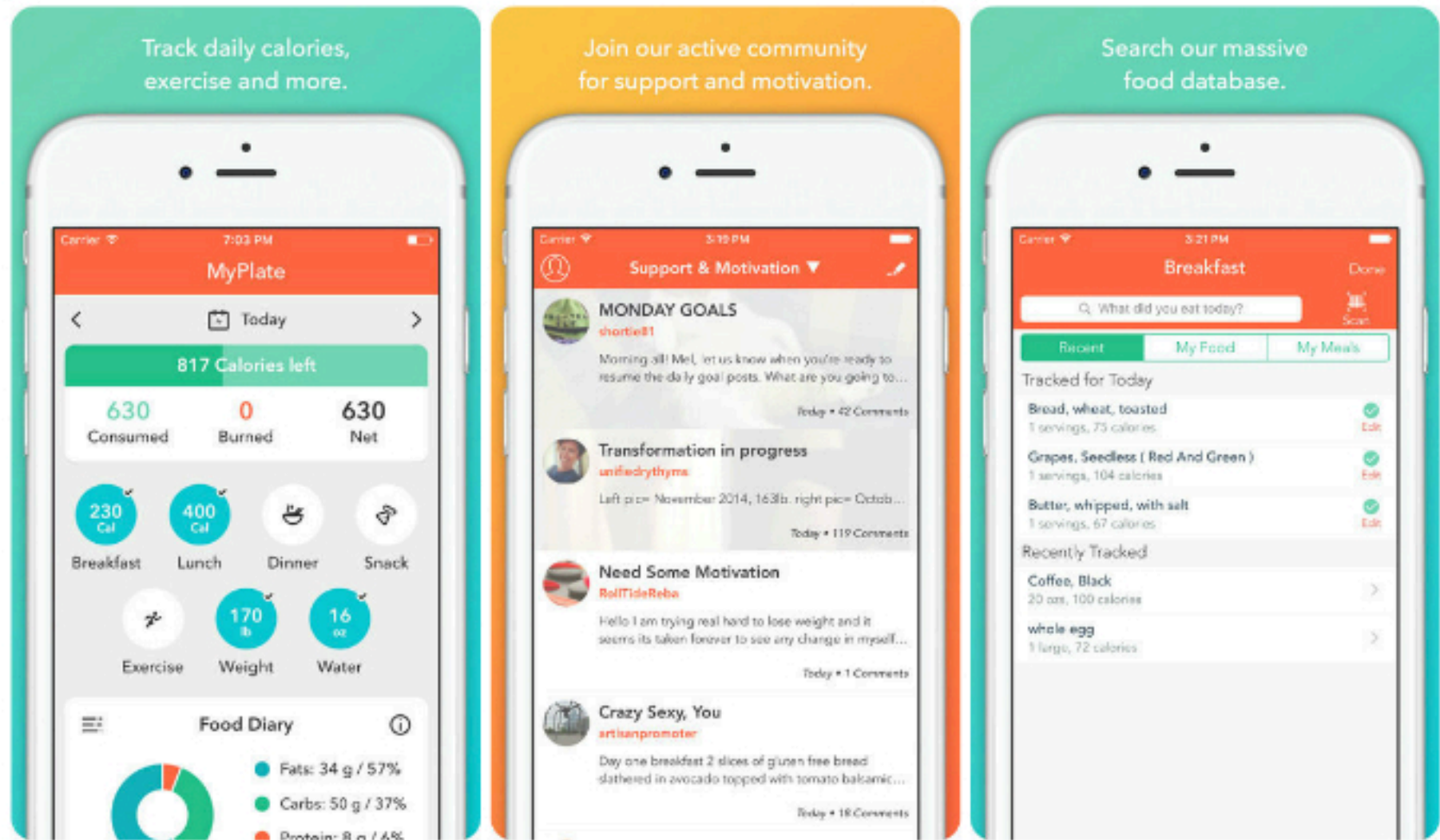
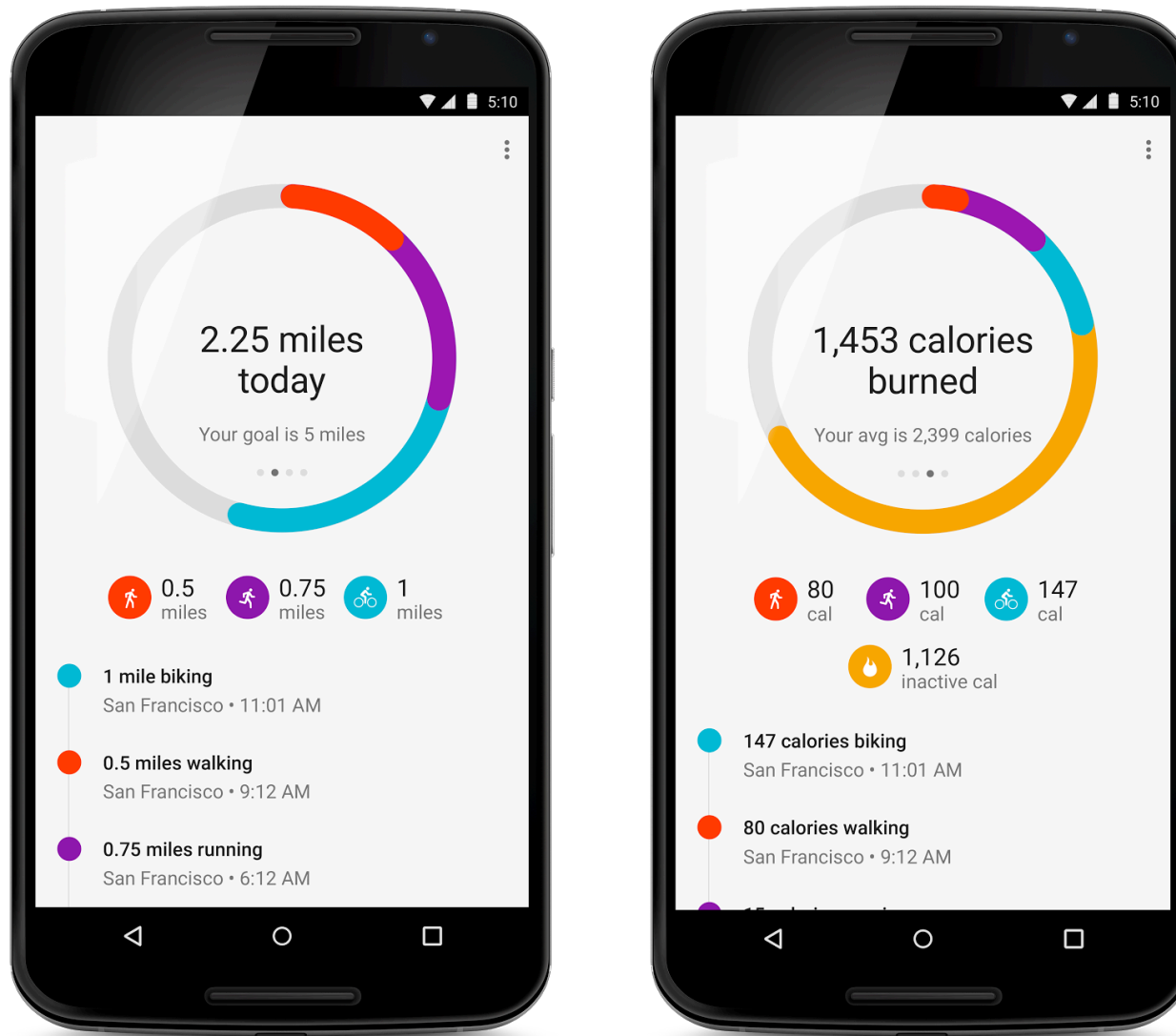## Jordi Freixenet

Universitat de Girona

- eHealth the umbrella term that covers health, technology and people

- eHealth refers to use technologies to improve health, wellbeing, and healthcare

- eHealth can play a role in care, cure, and prevention

Sw interface and details
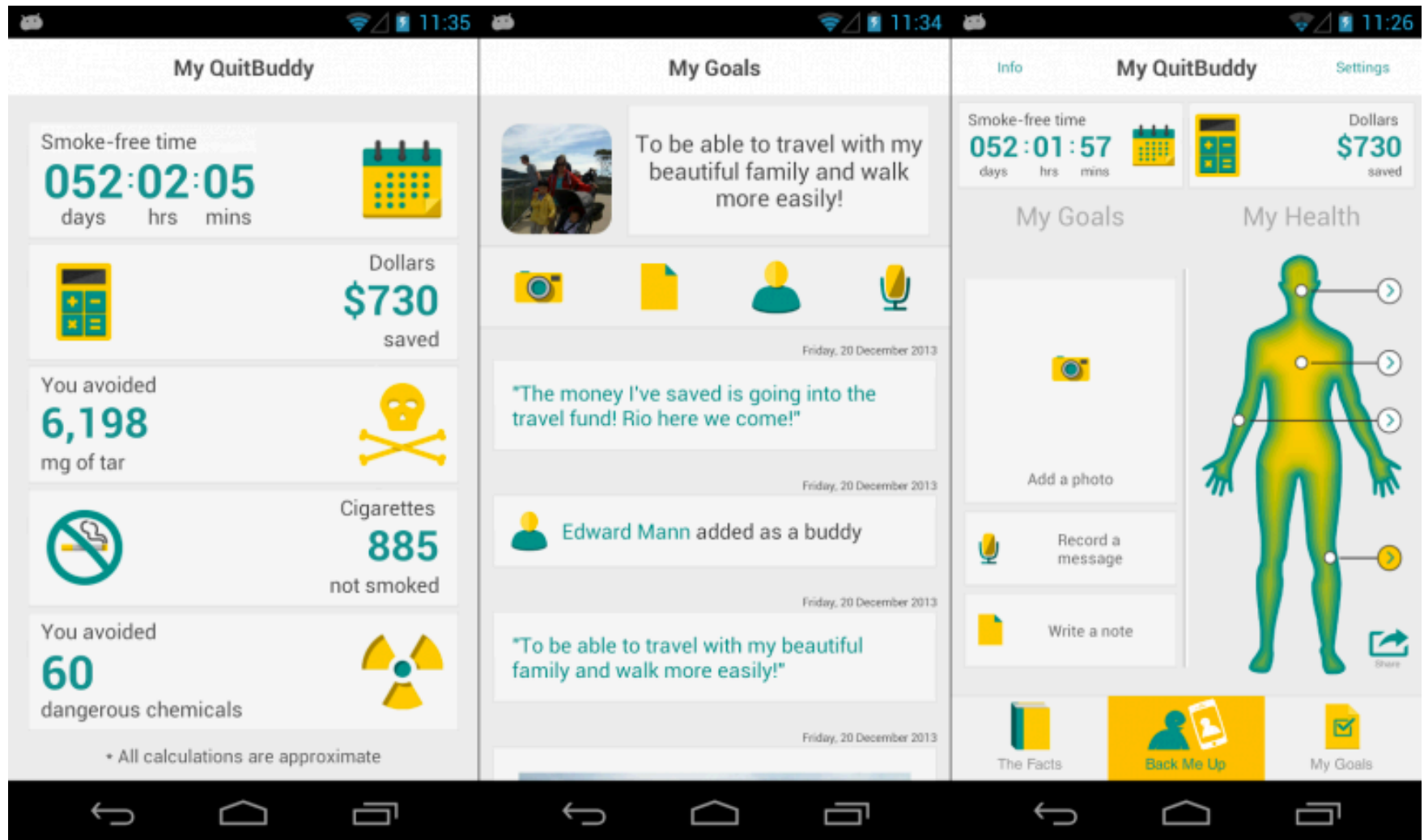
Sw interface and details

http://emgn.com/entertainment/10-best-fitness-apps-help-lose-weight/

Sw interface and details

https://phandroid.com/best-apps-to-quit-smoking/

Sw interface and details

What is your eHealth app experience?

The rise of eHealth

- eHealth is related to the evolution of internet &technology
- Web 2.0: from seeing things to interact
- Social networks: people contact people, sharing information, people share their concerns, their experiences,..
- Today we have access to voice, video, images, everything very fast, all accessible from anywhere..
- Internet of things: mobile technologies, wearables,... technology can be used to collect and analyse huge data sets from several sources and support our decision making.
- Customization and personalization

Design eHealth sw

- State of the art: research, interviews with stakeholders, involve focus group into design

- Prototyping

- Design: Change behaviour, usability & persuasive technologies

- Proof of concept

- Test & evaluation

- Ethics

What will we do now?

Teamwork:

- prepare descriptions of eHealth apps (user interface) and share to classmates

- analyze an article and share it to classmates

Bibliography

A Holistic Framework to Improve the Uptake and Impact of eHealth Technologies

van Gemert-Pijnen JE, Nijland N, van Limburg M, Ossebaard HC, Kelders SM, Eysenbach G, Seydel ER

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