

USER RESEARCH ANALYSIS

Research so far...

- Many health apps, few have *all* features a user needs
- Apps backed by science are most successful and popular amongst users
- Users are used to and seek out self-monitoring features
- Automatic tracking without requiring users to manually input data is highly preferred
- Rewards or gamification elements maximize engagement in behavior changing
- Little interest amongst users in generally good health to centralize all medical records

Affinity Maps

From my survey results and interview notes, I created sifted data and recorded on post-it notes, color coded by source:



I then created two Affinity maps (close ups below) first organizing by topic then by types of data;

Affinity Map #1 (by topic)



Affinity Map #2 (by type)



Affinity Map #1



Affinity Map #2



Insights from Affinity Mapping

- **Onboarding:** Users prefer pop-up instructions as they go through an app for the first time over tutorials.
- **Opinions on Existing Apps:** Users base their opinions on interface, accuracy, and details of metrics
- **Features:** Users like to select what behaviors they want to track, see an overall breakdown/analysis of health data, and are engaged by rewards/gamification.
- **Efficacy:** Most users are fairly certain apps help their overall health, but not 100%.
- **Collecting Records:** Most users don't often need to collect records themselves, but when they do it's a tedious process.
- **Finding Apps:** Users will download a health app upon suggestion from a trusted source.
- **Apps & Devices:** Most users of health apps have more than 1. Apple Health and My Fitness Pal are among the most popular.
- **Behavior:** Users differ in how often they track health data and what data they track. Personalization is preferred. Many users wear watches to capture data automatically.
- **Interest in one-stop app:** There is little demand amongst generally healthy users to centralize medical records.
- **Dislikes:** Tutorials are generally disliked in the onboarding process.
- **Likes & preferences:** Users like/prefer free apps, personalization, pleasing aesthetics, and awards.
- **Experiences:** Varying experience with medical record collection.
- **Improvements:** Most users have improvement in mind for the apps they use.
- **Feelings:** There is a general ambivalence, leaning towards the positive side, towards experiences with health apps. Users show little exuberance for one specific app, and any they truly dislike, they stop using within a week.
- **Facts:** Ease of collecting medical records is dependent on doctor's office practice primarily.