Sandbox Consult

By: Tara Weinreb
iOS Intern Project

Purpose

- Provides doctors with a **simulated consult experience** in which they can **learn** how to use the Teladoc consultation system.
- Serves as a **beta testing environment** for new features.

Confident Doctors
Quality Consultations
Satisfied Patients

Brainstorming

- How should the sandbox consult **look**?
- What features would **enhance** the doctor's **learning**?

Idea

- Facilitate learning with **popup messages** that **explain** exactly what the doctor is supposed to **do, tap, and ask** the patient at each point in the consult.

Design & Prototyping

- Trying various **sizes**, **colors**, and **placements** for the information buttons and popups.
- Deciding where the information **buttons** should be placed on the consult screen.
- Deciding where the popup **labels** should appear on the screen.

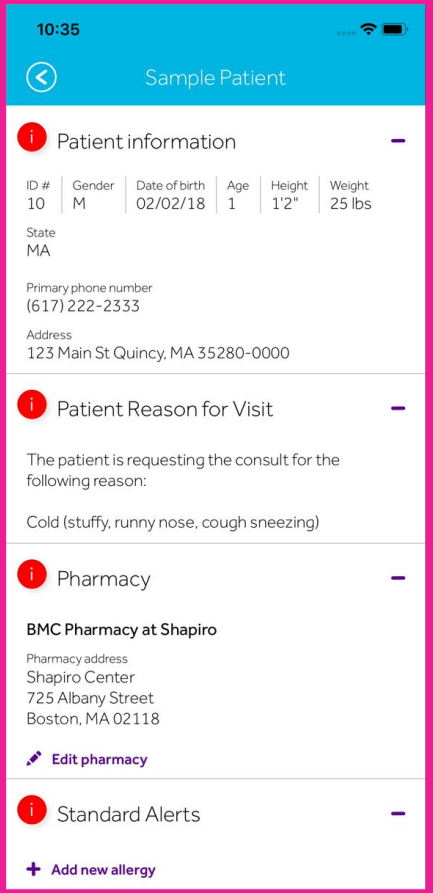
1)

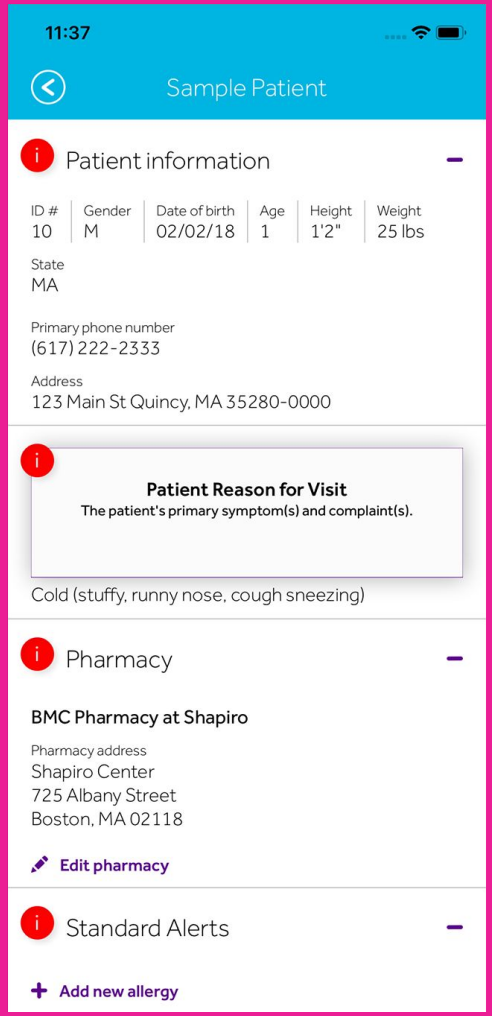
2)

1

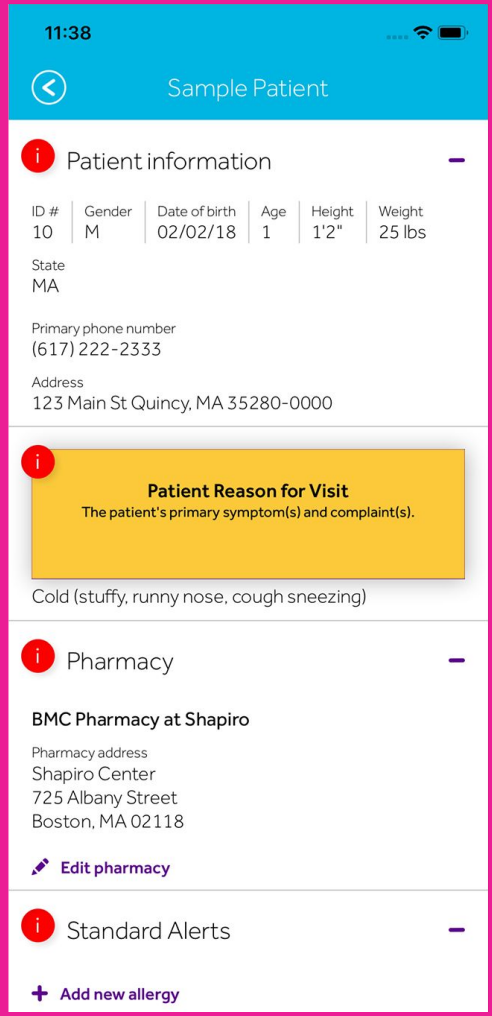
3)

Result:

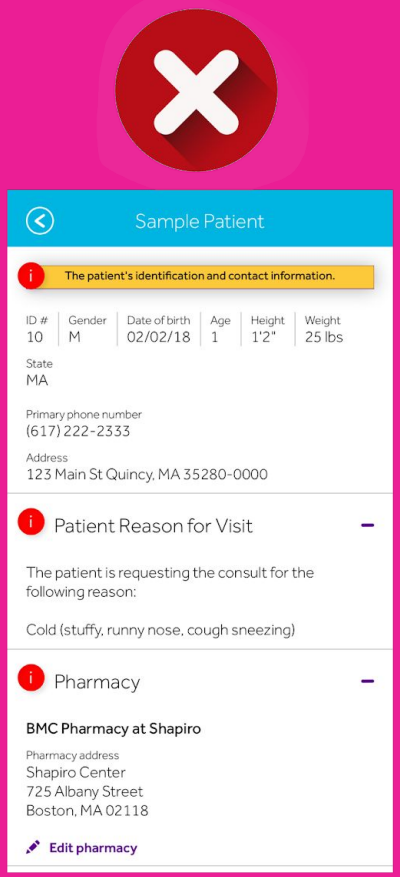

10:35
Sample Patient
Patient information
ID #
10
Gender
M
Date of birth
02/02/18
Age
1
Height
1'2"
Weight
25 lbs
State
MA
Primary phone number
(617) 222-2333
Address
123 Main St Quincy, MA 35280-0000
Patient Reason for Visit
The patient is requesting the consult for the following reason:
Cold (stuffy, runny nose, cough sneezing)
Pharmacy
BMC Pharmacy at Shapiro
Pharmacy address
Shapiro Center
725 Albany Street
Boston, MA 02118
Edit pharmacy
Standard Alerts
Add new allergy

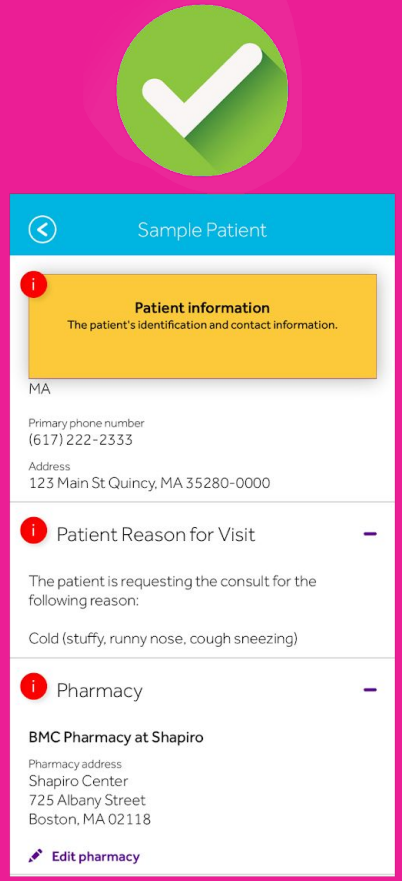


White Or Gold?



How big should the message be?

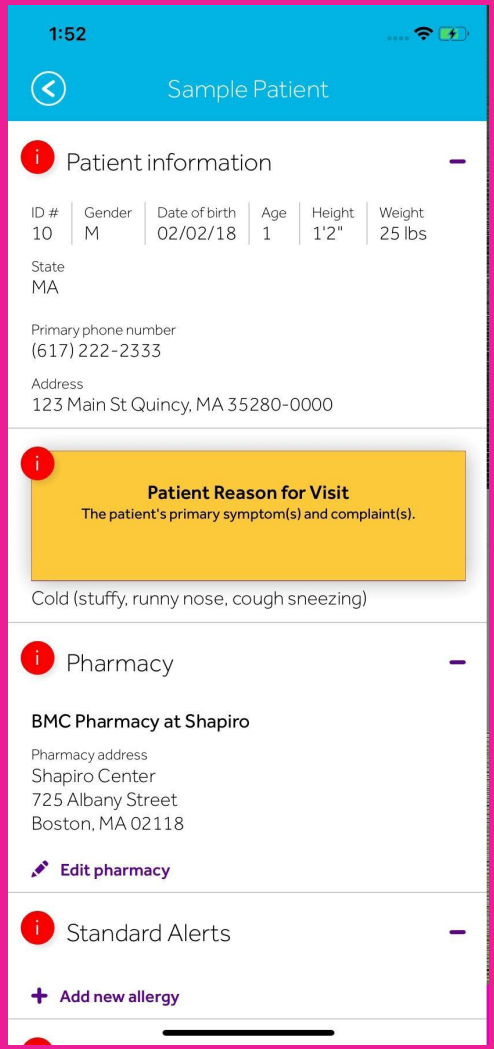


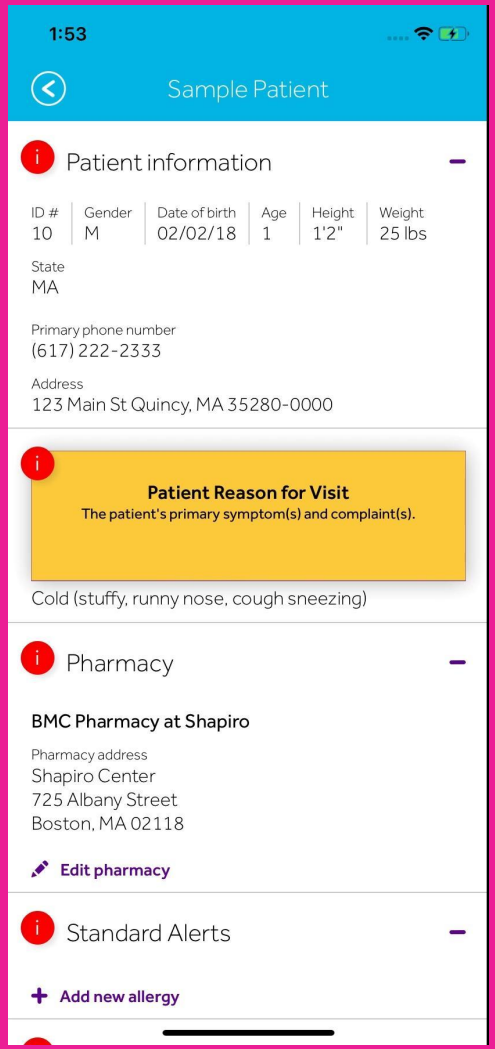


Animations

- What types of animations would enhance **user experience** and **feel “right”**?
- How **fast** should the animations be?
- Finding a balance between **noticeable vs. center of attention**.
- Making **accessibility friendly** choices.

Subtle Or Slide in?



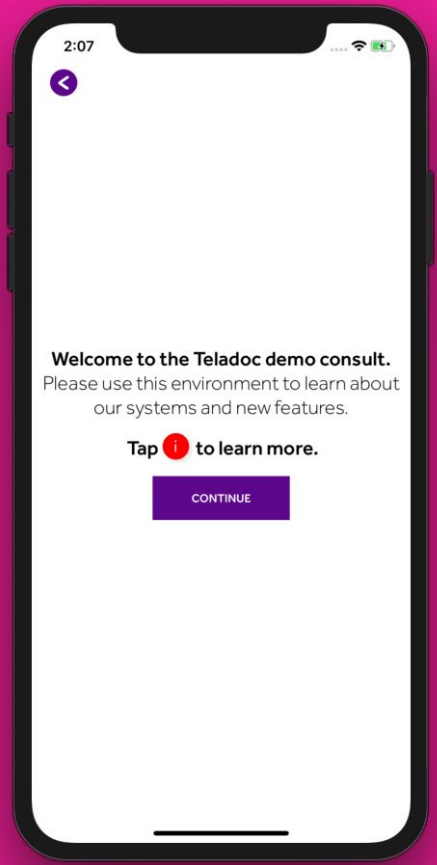


Implementation

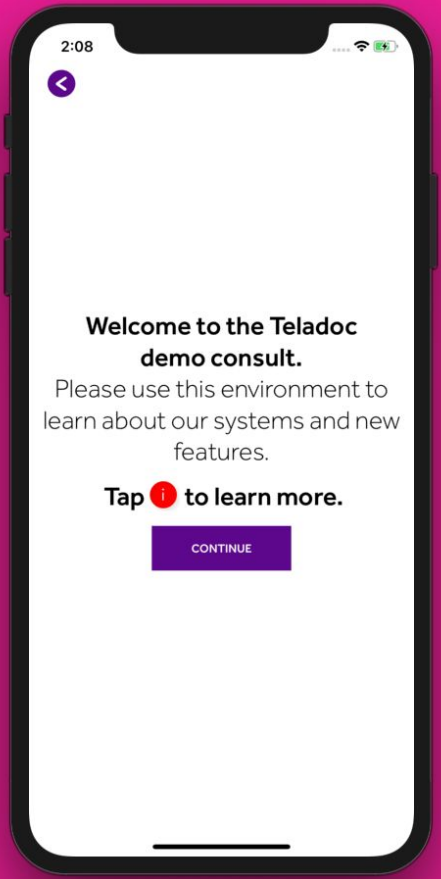
- **Eliminate API calls** by saving local JSON files with sample patient data.
- Use **Core Graphics** for highly customized information buttons and labels.
- Use **Core Animation** with the **Spring** library for animations and scrolling effects.

Additional Considerations

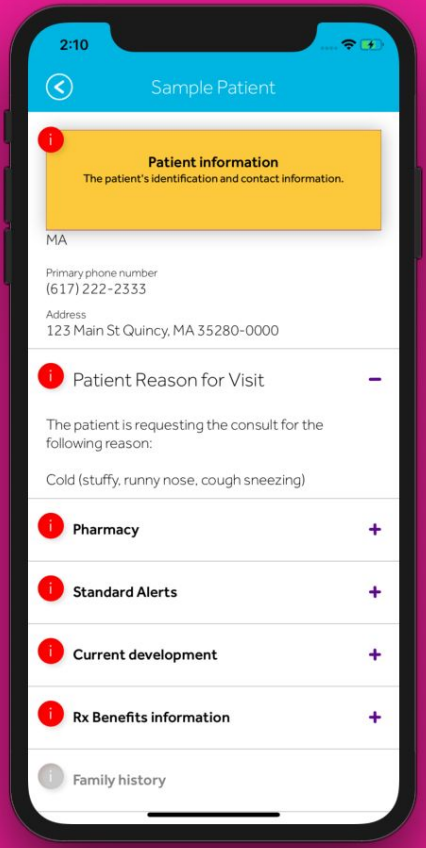
- Optimizing for **accessibility** with text that scales up dynamically within the message frame.
- **Localization** of all text for future translation of the app.



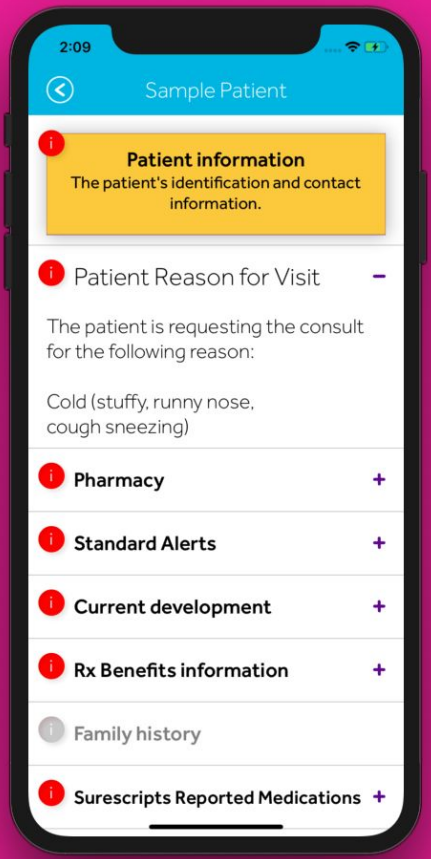
Regular



Accessible

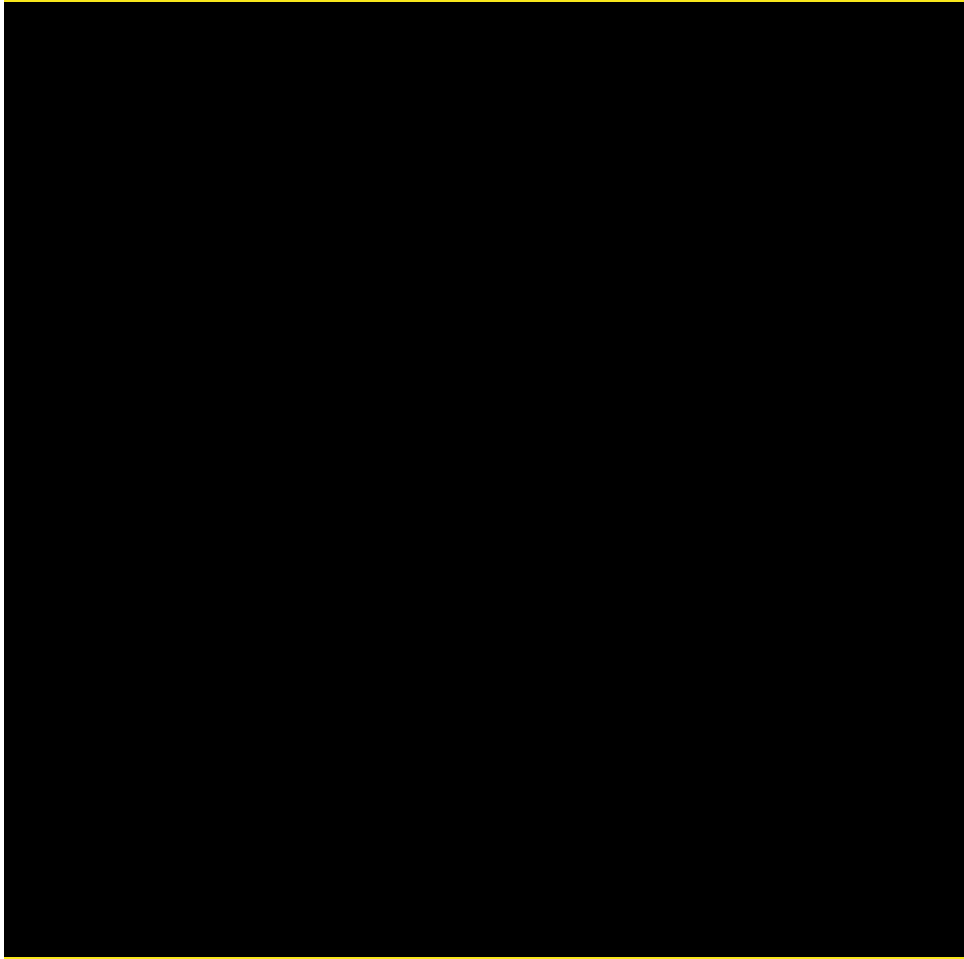


Regular



Accessible

In Action



Questions?

Please ask!

Thank You