

FINAL ISSUES TABLE

Issue No	Description of issue	Changes made	Severity of issue (out of 4)
1.	Covid questionnaire provided poor grouping that was confusing and not aesthetically appealing.	Iterated on the design of the backdrop components and applied design throughout the page.	3
2.	Covid questionnaire was initially confusing for users to use.	Added a work example by showing a video of how to use the application in a modal popup.	2
3.	Covid laws page was cluttered and caused users to have a hard time processing all the information on the page.	Removed redundant text that was covered in the video/map and reworked map component.	3
4.	Difficult to see player coins and no feedback for buying items	Changed design to improve split attention effect improve visibility of the user's coins and added feedback to 'buy' button	3
5.	Cognitive Overload when Images are presented to the user. Additionally the grouping of the images it difficult for users vision impairments to grasp the content	Introduced voice over, using modality reduced the cognitive load	2
6.	Users Didn't understand how to play some of the games	Introduced Instructions and Goals in the Pause Menu	3
7.	Notification was difficult to read due to poor grouping.	Reworked design to provide better indication of the severity of notification and grouping of information.	2

NB: THE ISSUE NUMBER IS ON THE AFTER PHOTO IN RED

1. Covid questionnaire provided poor grouping that was confusing and not aesthetically appealing.

Before

The 'Before' interface shows a progress bar at the top with three steps: 'Your Details' (active), 'Check yourself', and 'Triage'. Below the progress bar, the title 'Your Details' is centered. The first section is 'Patients Sex at Birth' with a question mark icon, featuring two icons: a female icon in a white box and a male icon in a green box. The second section is 'Current Location' with a text input field containing the placeholder 'Your location'. The third section is 'In the last 14 days, have you been tested for coronavirus?' with five checkboxes, each followed by a date range. At the bottom right is a 'Next' button with a double arrow icon.

After

The 'After' interface is visually improved with a light blue background for the content areas. The progress bar and title 'Your Details' remain the same. The 'Patients Sex at Birth' section is now highlighted with a light blue background and includes a red '#1' issue number in the top right corner. The 'Current Location' section is also highlighted with a light blue background and includes a red '#1' issue number. The 'In the last 14 days, have you been tested for coronavirus?' section is highlighted with a light blue background and includes a red '#1' issue number. A red question mark icon is located in the bottom right corner of the interface.

2. Covid questionnaire was initially confusing for users.

Before

☰ > Check yourself > Triage

Progress bar: 1st step active, 2nd and 3rd steps inactive.

Your Details

Patients Sex at Birth ?

Female icon | Male icon

Current Location

🔍 Your location

In the last 14 days, have you been tested for coronavirus?

- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]

» Next

After

☰ > Check yourself > Triage

Progress bar: 1st step active, 2nd and 3rd steps inactive.

Your Details

Patients Sex at Birth ?

Female icon | Male icon

Current Location

🔍 Your location

In the last 14 days, have you been tested for coronavirus?

- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]

» Next

#2 ?

☰ > Check yourself > Triage

Progress bar: 1st step active, 2nd and 3rd steps inactive.

Your Details

Patients Sex at Birth ?

Female icon | Male icon

Current Location

🔍 Your location

In the last 14 days, have you been tested for coronavirus?

- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]
- ☐ [unclear]

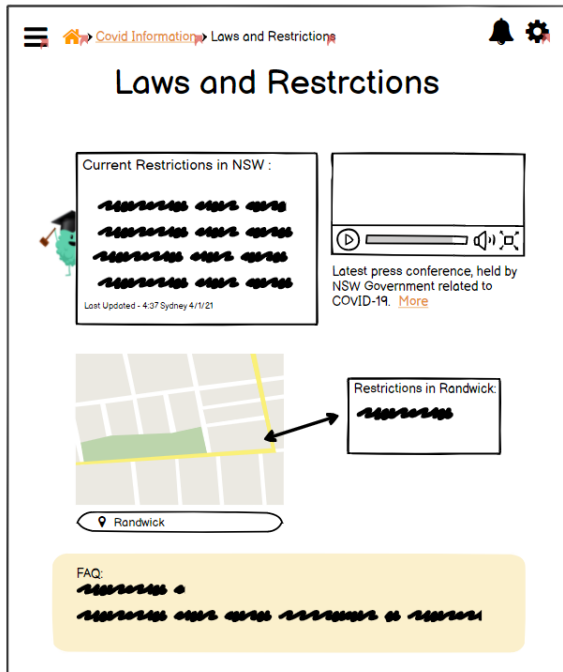
» Next

#2 Stuck? Here is a video to help!

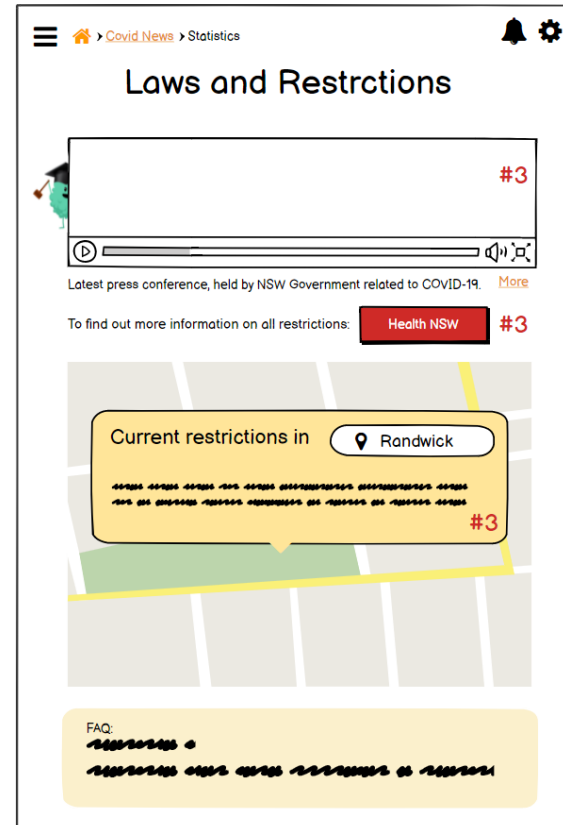
Video player controls: play, progress, volume, full screen.

3. Covid laws page was cluttered and caused users to have a hard time processing all the information on the page.

Before

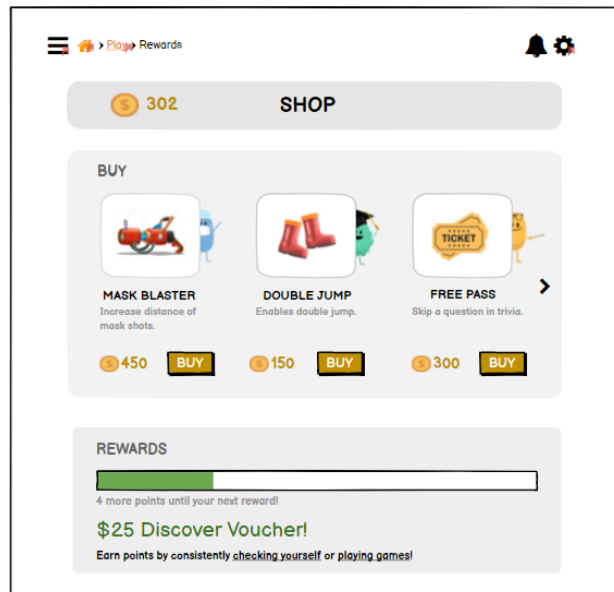


After

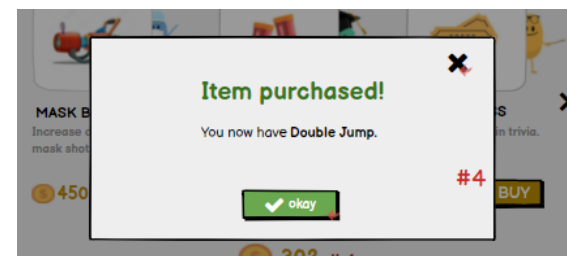
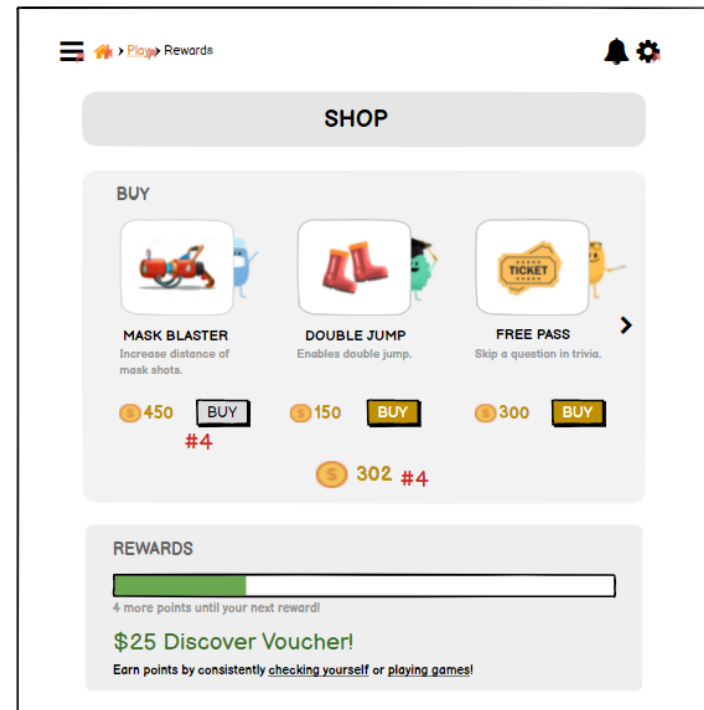


4. Difficult to see player coins and no feedback for buying items

Before



After

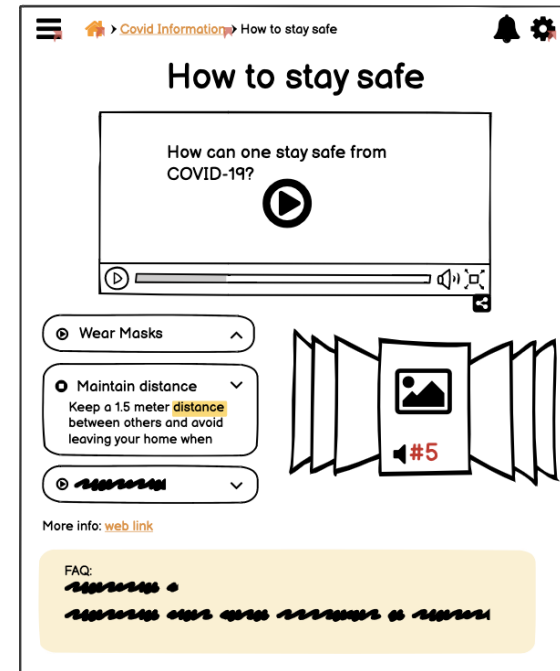


5. Cognitive Overload when Images are presented to the user. Additionally the grouping of the images it difficult for users vision impairments to grasp the content.

Before



After

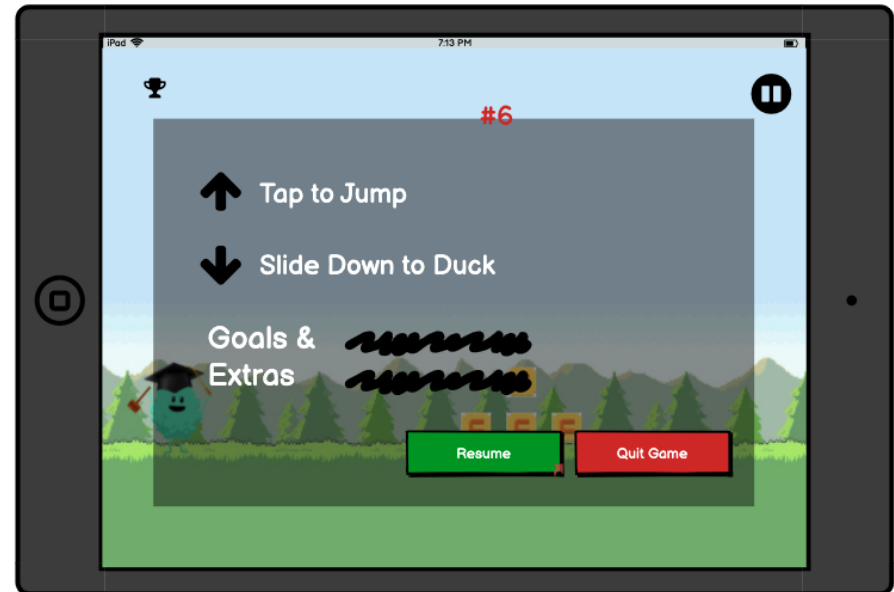


6. Users Didn't understand how to play some of the games

Before

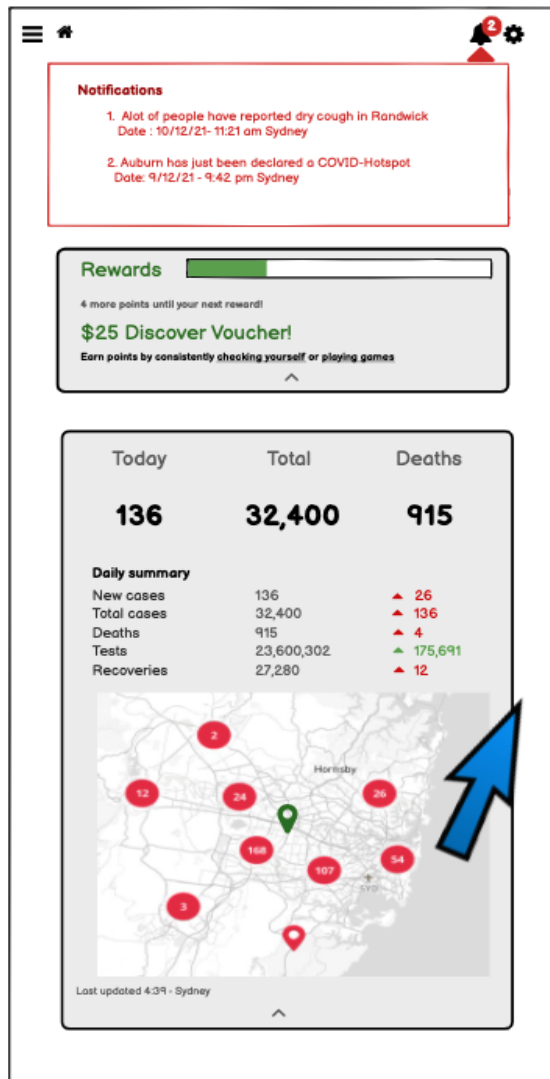


After



7. Notification was difficult to read due to poor grouping.

Before



After

