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Spectrum Health Design Critique Impressions

Introduction

We were in a design critique section this past Tuesday with teams Wimage and Child Care. We were able to use this time for the benefit of all three teams. We all had the chance to present our projects in a more intimate setting and give more detailed feedback concerning the UI. We were able to answer questions and give suggestions to the other teams based on what we saw in their presentation. This approach was beneficial because it allowed our teams to get more specific feedback and conversation than the suggestions linked to us through the milestone critiques. Everyone in our group has a Mac so it was trouble projecting our app to the screen (because we didn't have the correct adapter). As a last resort, we used the ELMO to project the screen of our application to the overhead. Our feedback is detailed in the sections below.

Feedback

The main critiques of our design were in regards to the card layout of our documents and its effect on the overall speed of our application. It wasn't so much that the cards themselves were a bad idea, but the implementation we used to show each document as a card took a long time to load. These extra seconds were seen as bothersome to our classmates and they suggested looking at another approach for displaying our documents - presumably one that is much faster to flip through and view. We had heard other issues that our classmates had with our existing card view during our milestone presentation, such as the issue of fat thumbs on a small screen or how many search results can be viewed effectively.

Another bit of good feedback that we received was in regards to user login. Our backend allows for easy saving of data when there isn't an internet connection via a handy `saveEventually` method, but there isn't a way to login without an internet connection. This feature could be really useful when nurses are in the middle of a transport and are in a "dead zone" where they don't have a connection to the internet. Also, we heard that the username picker at login needs to move to a more prominent part of the screen. Placing it at the bottom is a little confusing and hard to find, and it also can get in the way of the control center (when swiping up from the bottom of the screen in iOS 7+).

Plan of Action

We thought that the design critique was useful and we will try to implement changes to our application based on the feedback that we received. We have started looking at other avenues to display the documents. Currently we are using `UICollectionView` and it seems to be coming along nicely. We feel that this implementation will be much faster to load and also easier for the users to page through.

We also are looking into ways to efficiently and effectively implement offline login in a way that is both secure and sensical. We are still working on how to do this. Perhaps we'll subclass the `Parse PFUser` class or make our own user class and store the list of users every time a user logs in and is connected to the internet. We also have to decide if the offline user should be able to start a new transport before he or she is connected to the internet. Admins could have updated documents/checklists within this timeframe causing conflicts, among other problems.

Overall we feel that this session was very useful and we will use the feedback that we received to make our application more polished as we approach our third milestone presentation.