Aero Med for Spectrum

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Goals

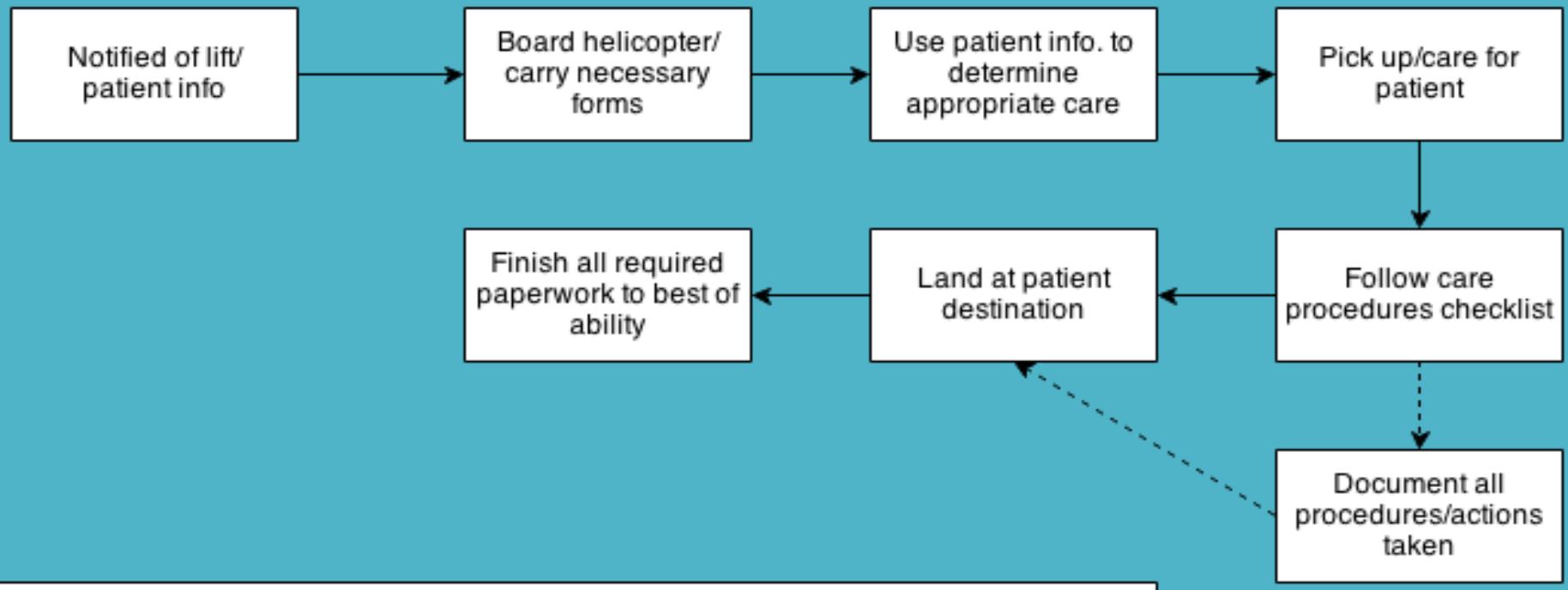
We would like feedback on the high level user experience design, along with how the application solves the user's needs.

- ❑ *Navigation*
- ❑ *Gestures*
- ❑ *Walkthrough*
- ❑ *Usefulness*

Overview

- Native iPad application for Emergency Medical Staff
- EMS staff can easily search and view best practices and procedures
- Use checklists to help with proper care of the patient
- Enter in patient information and details
- Track and view performance trends and areas of improvement for staff
- Leaders can easily audit performance of staff based on tracked performance

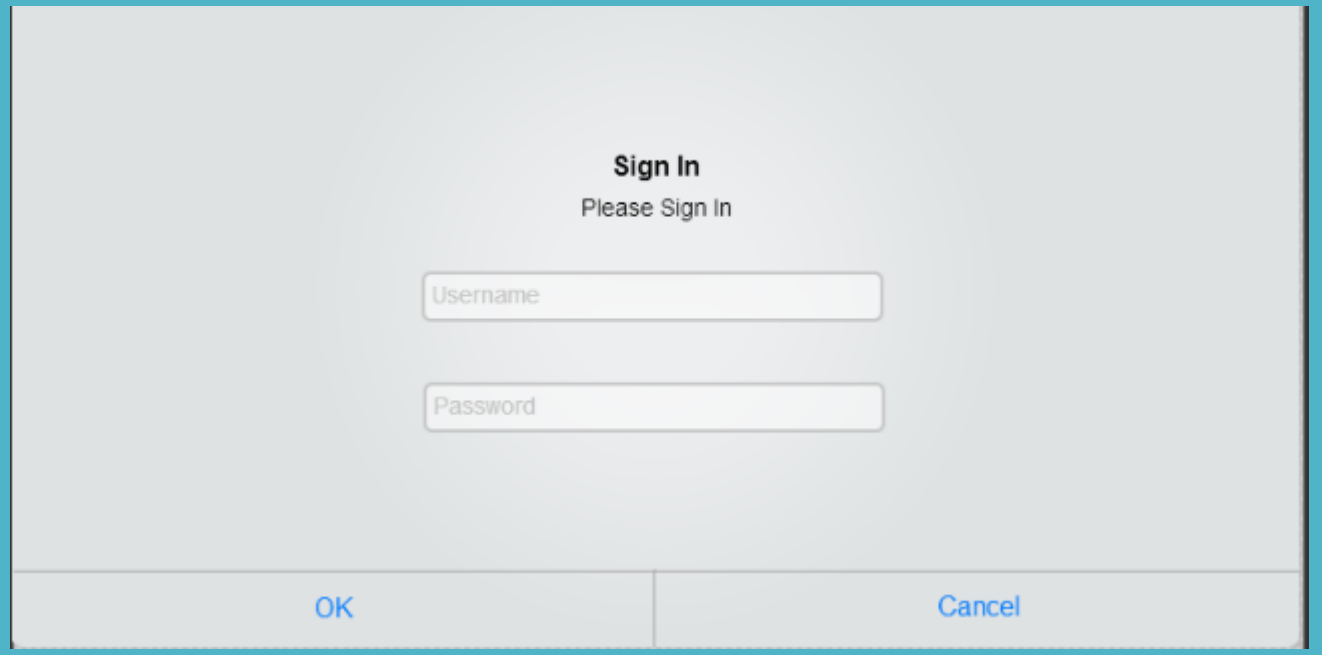
Target Audience Workflow



- Application should provide appropriate guidelines to treat the patient's condition
- Guidelines should be updated as needed
- Staff will easily record information about protocols through application
- Application should keep track of and display staff performance trends
- Leaders will use information to gather for auditing and ensuring quality care

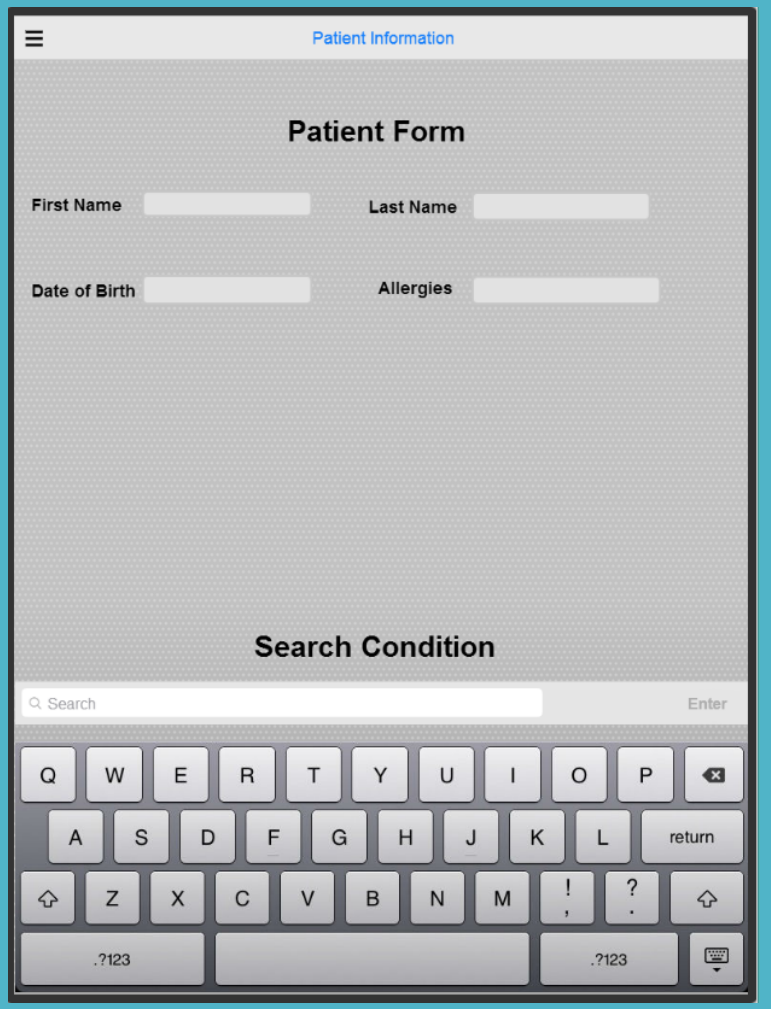
User Accounts

- Create user accounts and sign in
- Helps with staff performance statistics
- Leaders can view performance trends



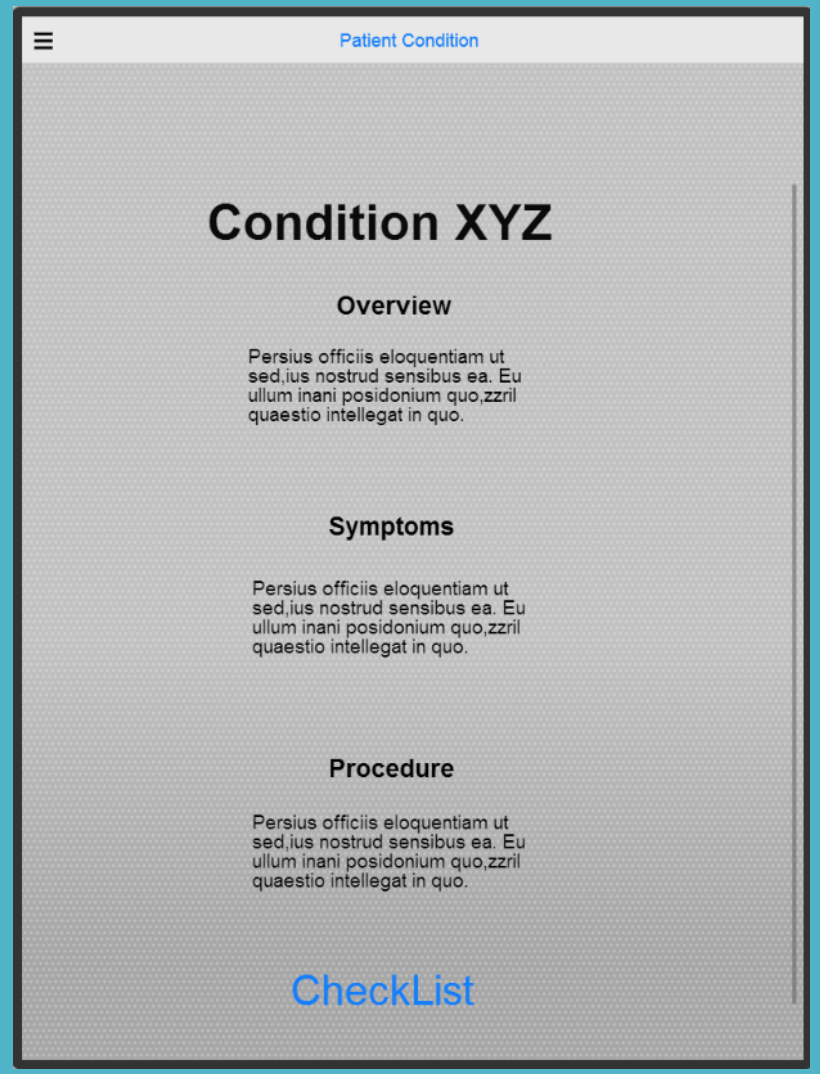
Patient Form

- Fill in and store patient information
- Add special notes about the patient
- Search for the patient's condition for procedures



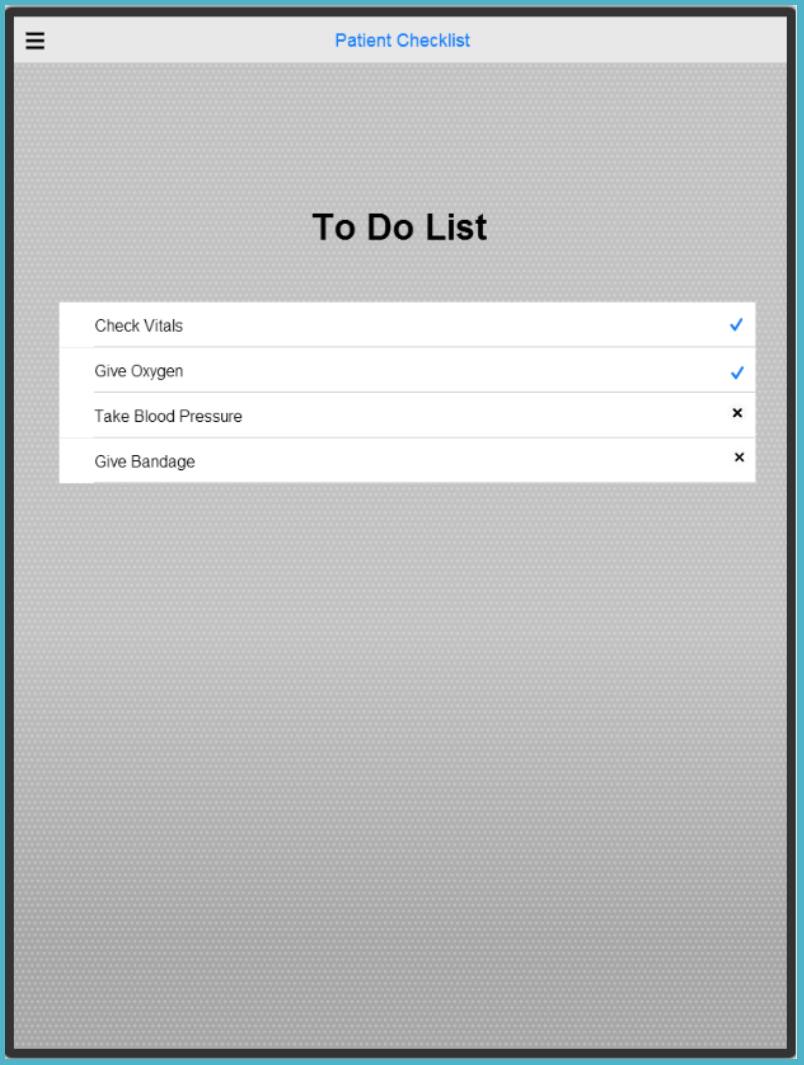
Patient Condition

- Show the specific condition of the patient
- Easy to navigate
- Searchable text and highlighting



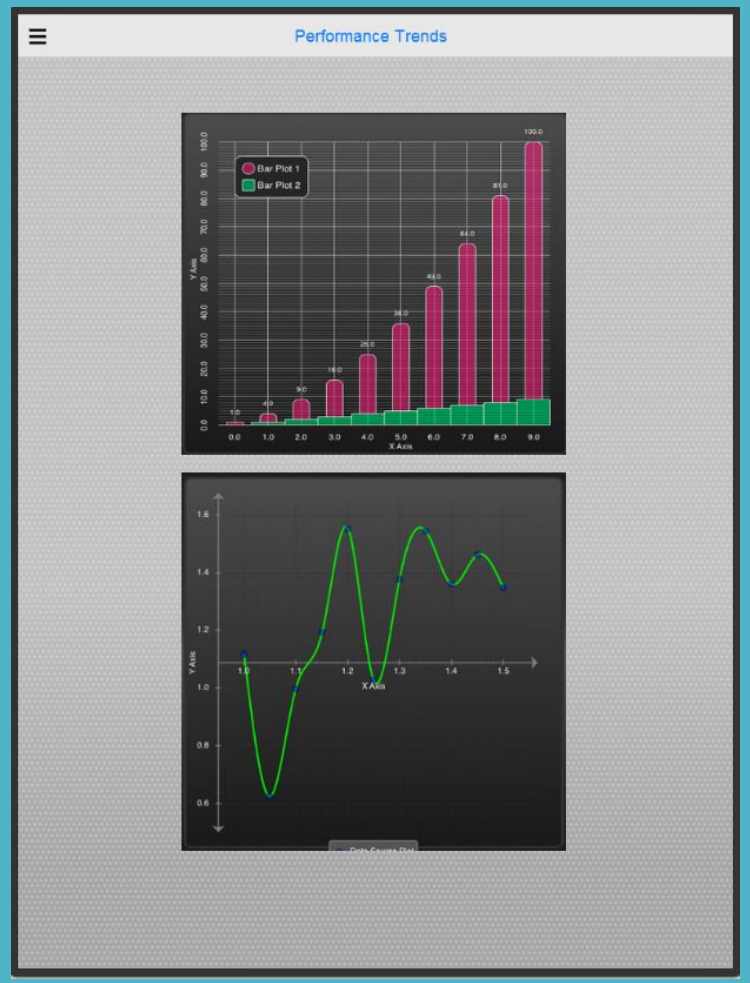
Checklist

- An interactive list of things to do for the patient
- List based on best standards and practices for the given condition
- Data is stored in performance statistics



Performance Trends

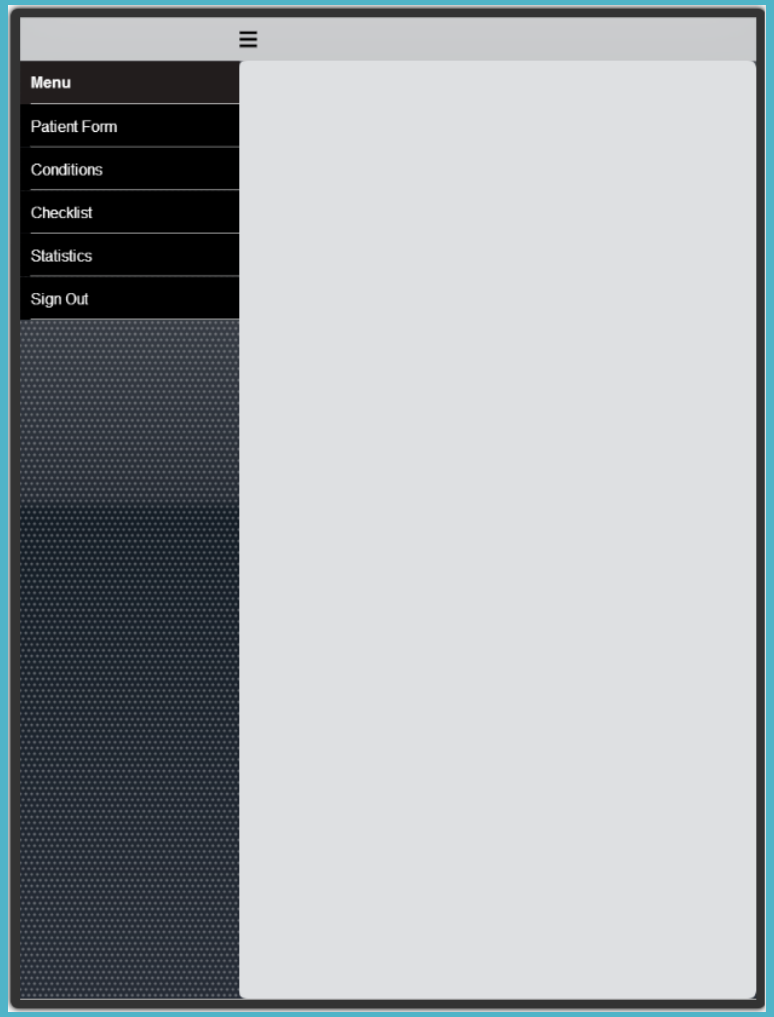
- Use graphs to represent performance trends and data of staff
- Use open sourced library to display visually pleasing graphs
- Animate graphs on startup with Core Animation
- Only let Leaders have access to this data



Navigation

Slide out Menu

- Pros
  - More screen real estate for content
  - Every view has access to navigation
  - Faster than button hierarchy navigation
- Cons
  - Can be unfamiliar to user
  - Slower than standard tab bar



Walkthrough

- On first initial startup the user is presented with a walkthrough
- Able to skip if desired
- Quickly shows user how to navigate and do main tasks

Gestures

- Slide out navigation menu
- Walkthrough
- Scrolling through data
- Browsing conditions

Process

- Native iOS 7 development using Mac OS X and XCode 5
- Language – Objective – C, CSS
- Testing – Testflight, Crashlytics, unit testing, emulators and real devices
- Debugging – Xcode, Spark Inspector
- Frameworks – Pixate, Core-Plot, SWRevealViewController