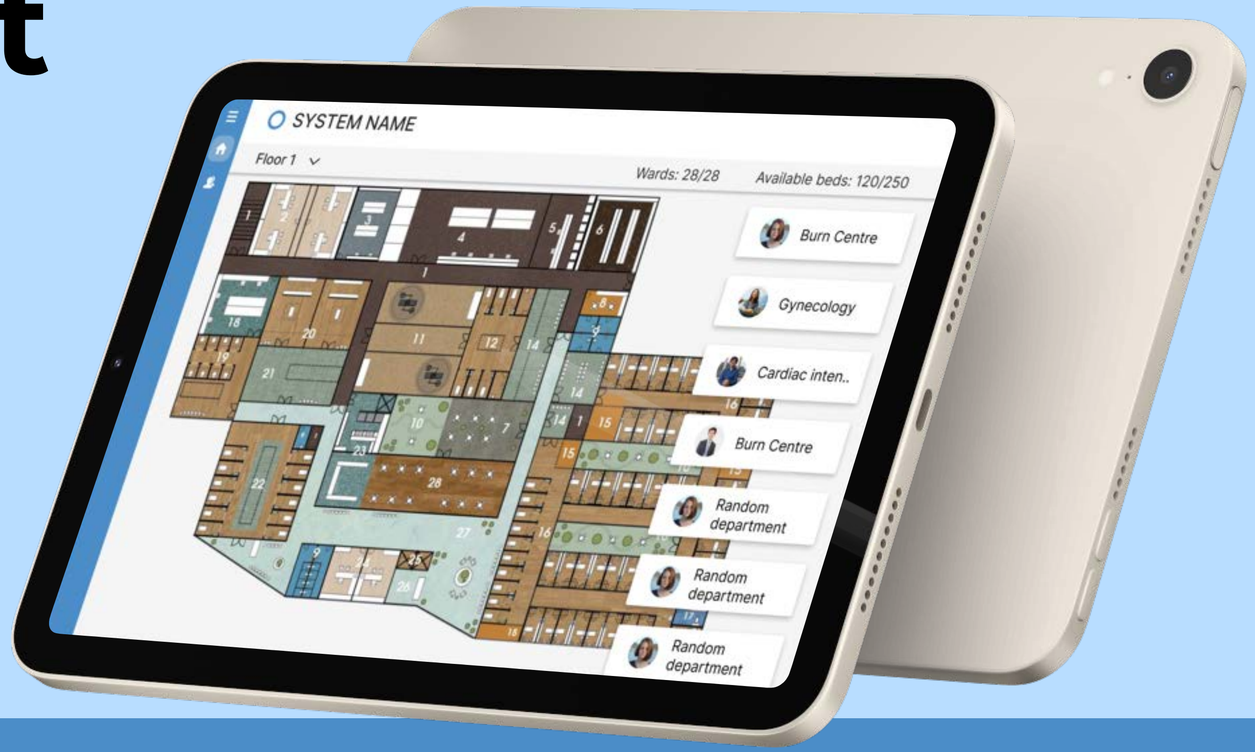
A system for

Inward Patient Management



Coursework for Fundamentals of HCI

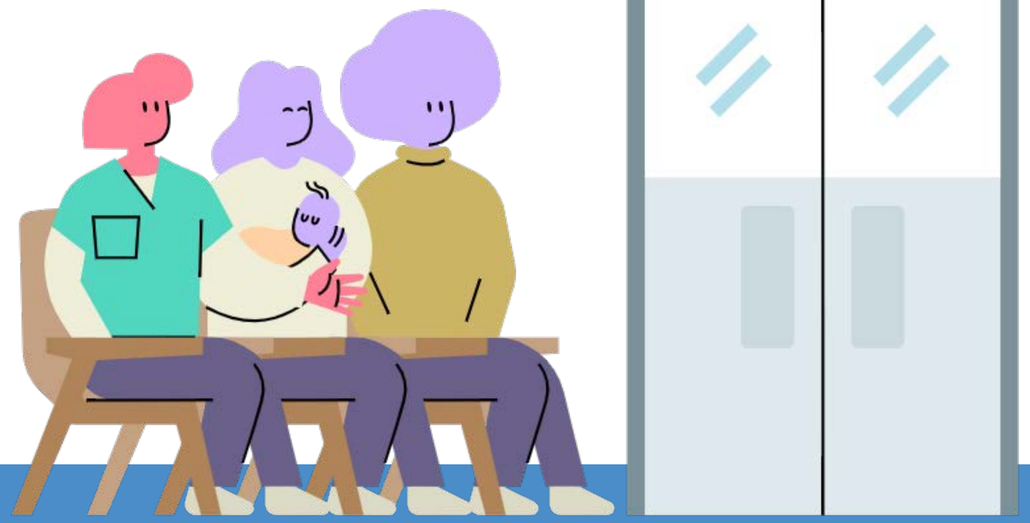
Design Challenge

Tablet

Device

Emergency room

Situation



Doctors & nurses

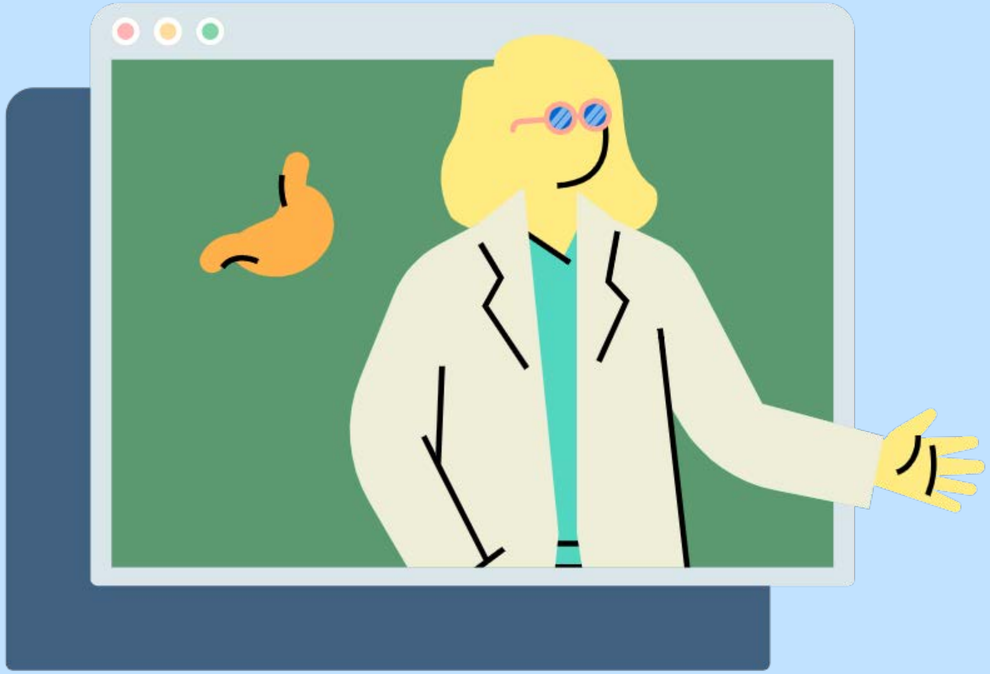
User

Manage treatment

Task

How can we improve a hospital's management in order to provide better care to patients?

Solutions



1. Gamification

In our system, the assignment of emergency rooms and wards is done through **game-like drag and drop**.

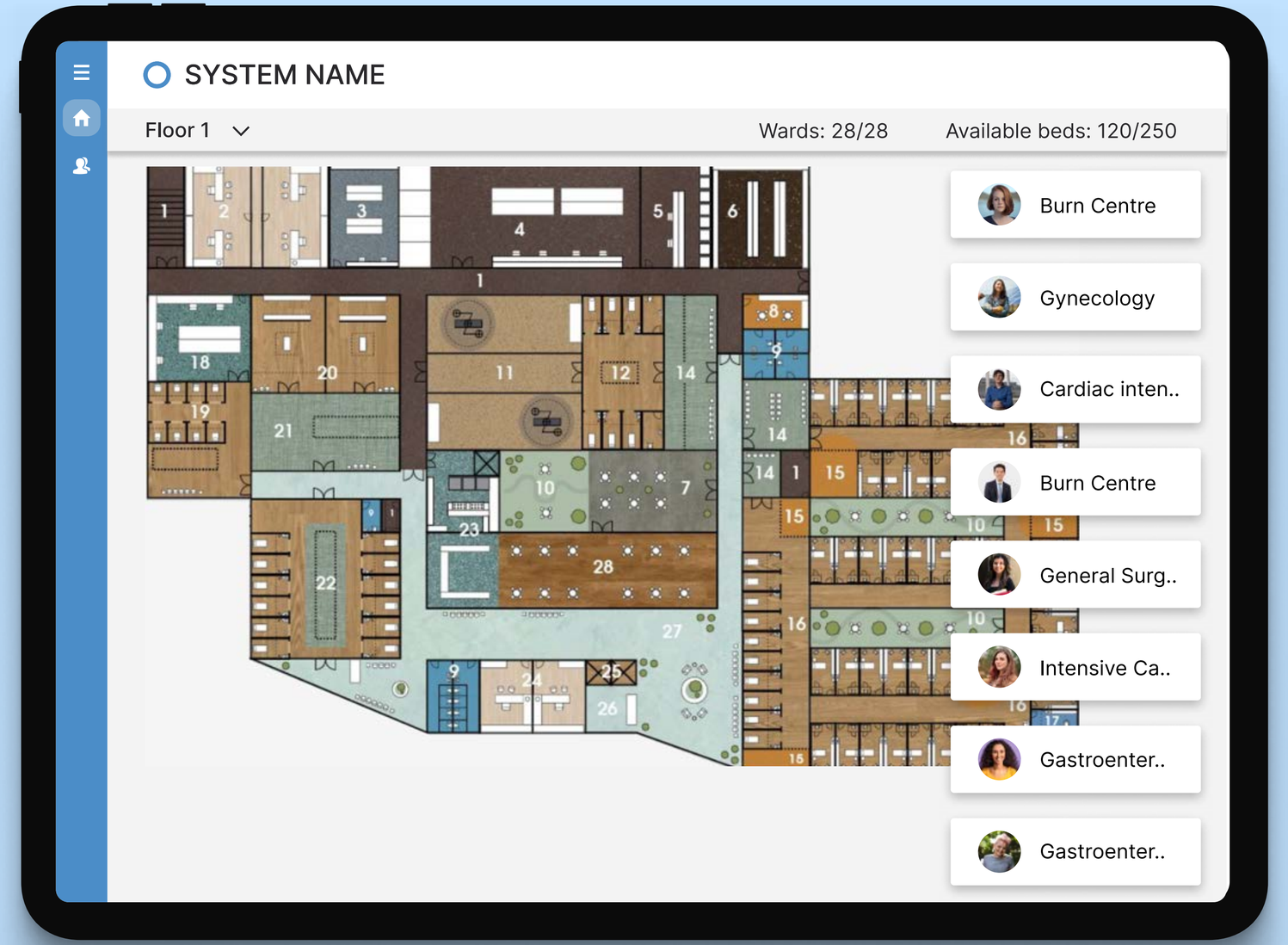
2. Visualization

Map of the hospital can be presented so that users will see clearly which rooms or beds are occupied.

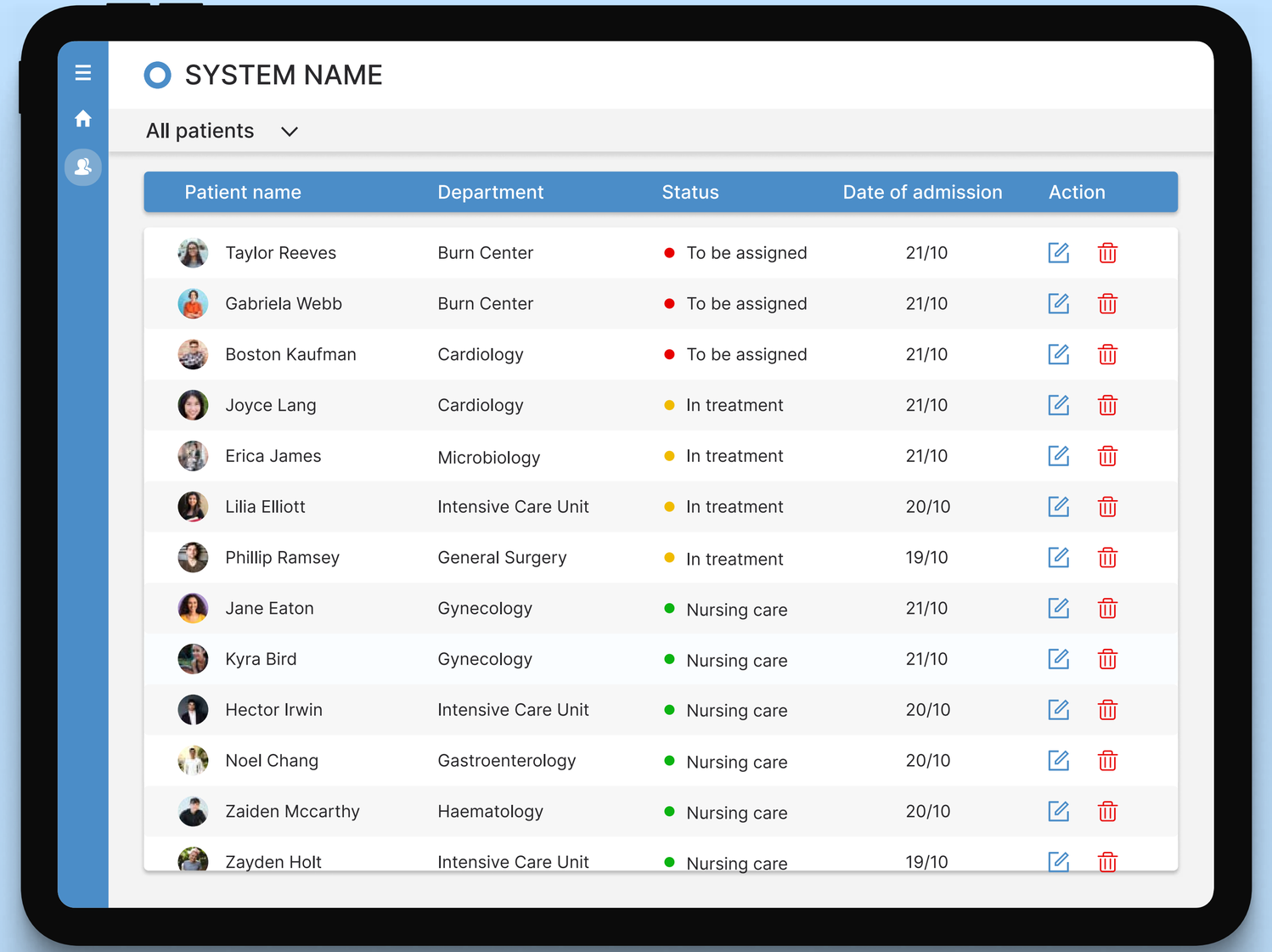
3. Simplicity

We aim to make the interfaces simple to reduce the cognitive load of users.

Design

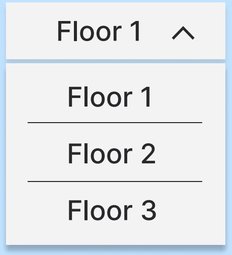

SYSTEM NAME
Floor 1
Wards: 28/28
Available beds: 120/250
Burn Centre
Gynecology
Cardiac inten..
Burn Centre
General Surg..
Intensive Ca..
Gastroenter..
Gastroenter..

Design

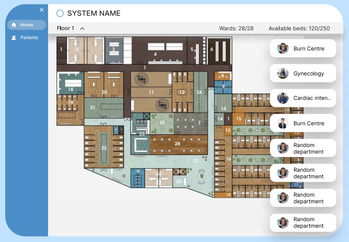

SYSTEM NAME
All patients
Patient name
Department
Status
Date of admission
Action
Taylor Reeves
Burn Center
To be assigned
21/10
Gabriela Webb
Burn Center
To be assigned
21/10
Boston Kaufman
Cardiology
To be assigned
21/10
Joyce Lang
Cardiology
In treatment
21/10
Erica James
Microbiology
In treatment
21/10
Lilia Elliott
Intensive Care Unit
In treatment
20/10
Phillip Ramsey
General Surgery
In treatment
19/10
Jane Eaton
Gynecology
Nursing care
21/10
Kyra Bird
Gynecology
Nursing care
21/10
Hector Irwin
Intensive Care Unit
Nursing care
20/10
Noel Chang
Gastroenterology
Nursing care
20/10
Zaiden Mccarthy
Haematology
Nursing care
20/10
Zayden Holt
Intensive Care Unit
Nursing care
19/10

Interactions

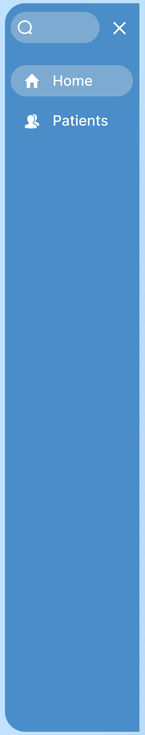
1. Click to switch floors

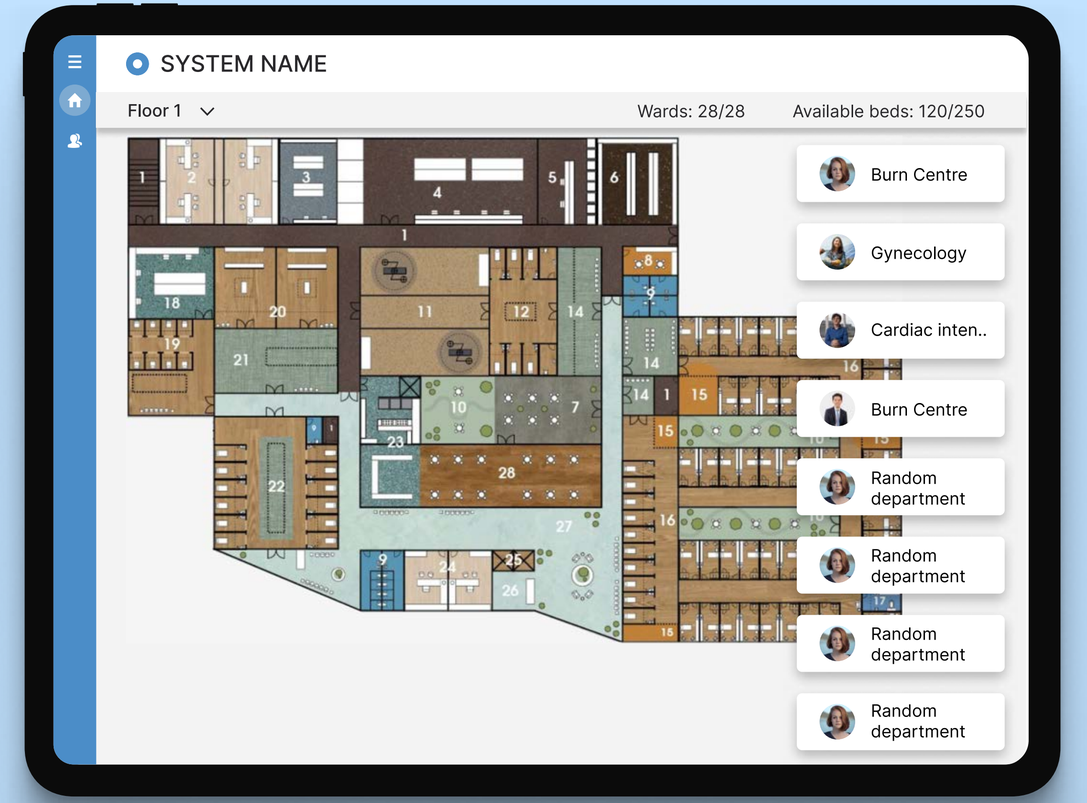


2. Swift right to expand the bar

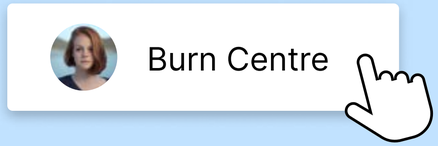


3. Search for a patient in the search bar



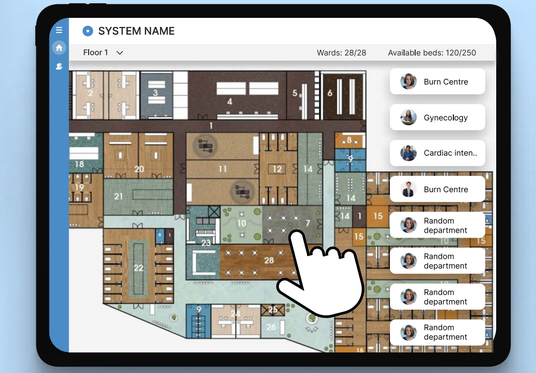


4. Drag and drop to assign rooms

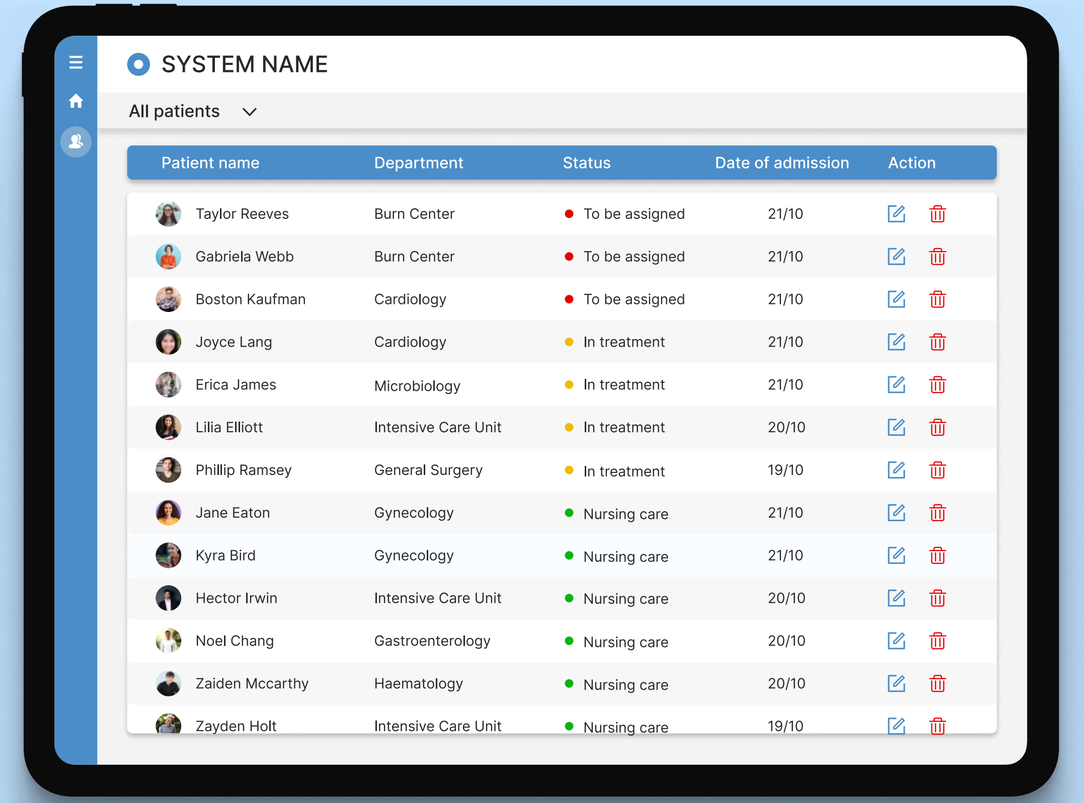


5. Click to expand the card for patient details

6. The map can be zoomed in and out



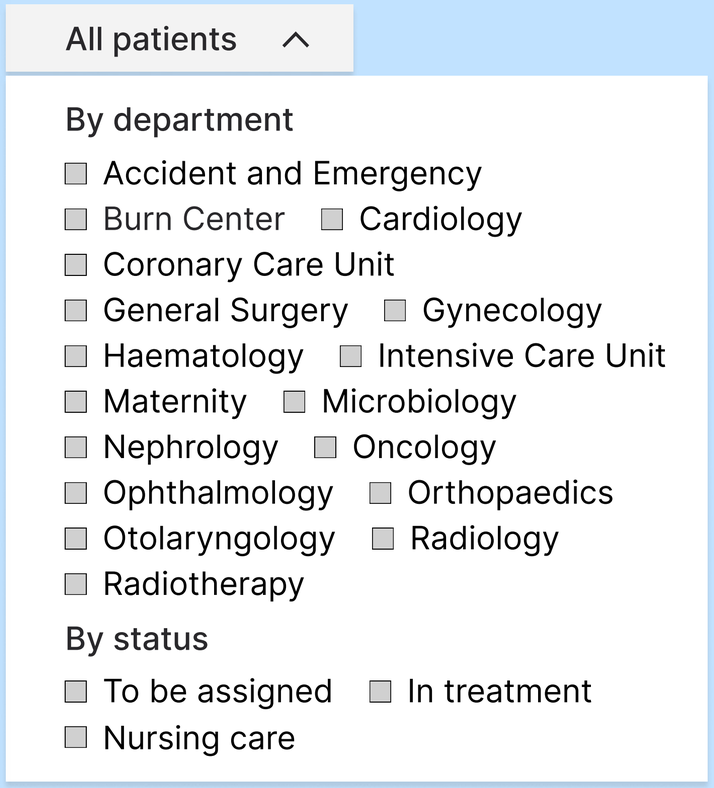
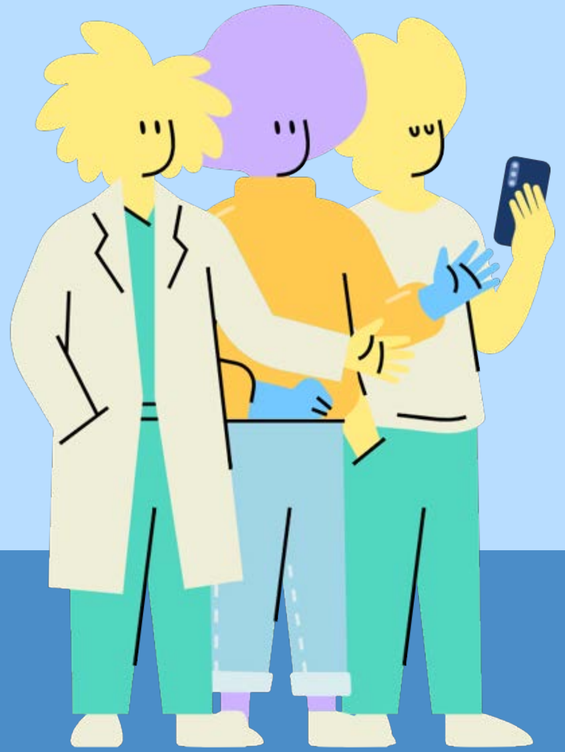
Interactions



8. Click to view and edit the details

9. Click to remove the patient

7. Click to filter patients by their department and status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