

Adoption (A1)

Perceived Value

Will this product be capable of delivering perceived value if the user fails to consistently manually enter data? If not, what rewards does the user receive for data entry?

Adoption (A2)

External Users

Does this product depend on non-primary users such as doctors to accept this product? If so, how have you verified that they will be willing to do so?

Adoption (A3)

Daily Workload

Does the product in any way add to user daily work load? If so, what indications are there that the benefits are sufficient for time invested?

Adoption (A4)

Immediate Benefits

Can the user gain benefits when they use product without having to have invested effort on previous occasions?

Adoption (A5)

Daily Effort

How much effort per day will users have to invest in order to attain benefits? How is this request for user time justified?

Utility (U1)

Daily Effort

How much effort per day will users have to invest in order to attain benefits? How is this request for user time justified?

Utility (U2) Help

If the user becomes confused by the system, what means are in place to help them understand it?

Utility (U3)

Cognitive Effort

Is this product meant for frequent usage? If so, can it support user needs without requiring significant cognitive effort?

Utility (U4)

Costs/Benefits

Is this product meant as a daily usage tool? If to what extent do benefits surpass required effort?

Utility (U5)

Memory Loading

Does the interface present all information needed for task simultaneously? Why not?
Could it be changed to allow this to happen?

Utility (U6) Need

How useful for your user is the information presented? What actual user problem does it solve?

Utility (U7)

Misleading Data

Could information presented
give a false impression of actual
data?

(For example, interpolated
graphs or averages that conceal
deviation)

Utility (U8) Overload

If the system offers retrospective information, to what extent does such retrospection serve user needs?

Is this data always needed or just in specific cases?

Utility (U9)

Actionable Information

Does the system offer explicit actionable information? If not, why not? Would the user be better served by more processed data?

Utility (U10)

Filtering

If the system displays significant retrospective data, in what ways does this assist actual user needs?

If less data were visible by default, would the user still be able to complete their task?

Utility (U11)

Filtering

How much effort is required for the user to interpret the interface? Could the complexity be reduced without reducing essential functionality?

Utility (U12)

Actual Needs

Does the product assist with an actual user need? What is this need? How is assisted with this product?

Utility (U13)

Actual Needs

In what ways does this interface prevent confirmation bias?

Utility (U14)

Glanceability

Can the system offer benefits with a glance? If not, why not?

Utility (U15)

Actual Needs

Can the system offer benefits in a glanceable manner? How intuitive is use?

Utility (U17)

Independence

Does the interface help users to react quickly in crucial situations? If so, in what ways could the system assist in the user reacting without needing this device?

Utility (U18)

Structures

Does the system try to enforce a structure on the user, such as a daily time schedule? If so, how is this justified? Can the user easily adjust it?

Utility (U19)

Stigma

Could this system create feelings of stigma of specific situations? Could the user feel more vulnerable using device in specific situations. Could it be made more sensitive?
(i.e. date, job interview, public space.)

Utility (U20)

Undesirable Information

How does the interface display
'bad' data?

Can it alert user to important
states, without creating undue
stress?

Utility (U21)

Undesirable Information

How does the UI signal to the user non-favorable or undesirable information? Has the UI been tested with such information? How could it be more sensitive to user's vulnerable states?

Utility (U22)

Undesirable Information

Are elements such as gamification appropriate to the aesthetics of the user? How has this been verified?

Utility (U23)

Beeps and Buzzes

Are any extra elements such as sound effects adding to the user experience? Can they be customized or turned off if they are intrusive? If they add essential information, are there alternate ways for the user to receive this information?

Utility (U24)

Colors

Are design element colors sensitive to the feelings of the user? Has the use of alert colors like red been properly tested for emotional reaction from users?

Utility (U25)

Motivation

Are the design choices such as color, sounds, and interface motivating or demotivating?
How has this been tested in a way appropriate to intended usage?

Utility (U26)

Customization

To what extent does the system adjust or allow adjustment for individual preferences? How easy are such adjustments to locate and to manipulate?