

LifeSaver

Azeezat Ogunwande



Project overview



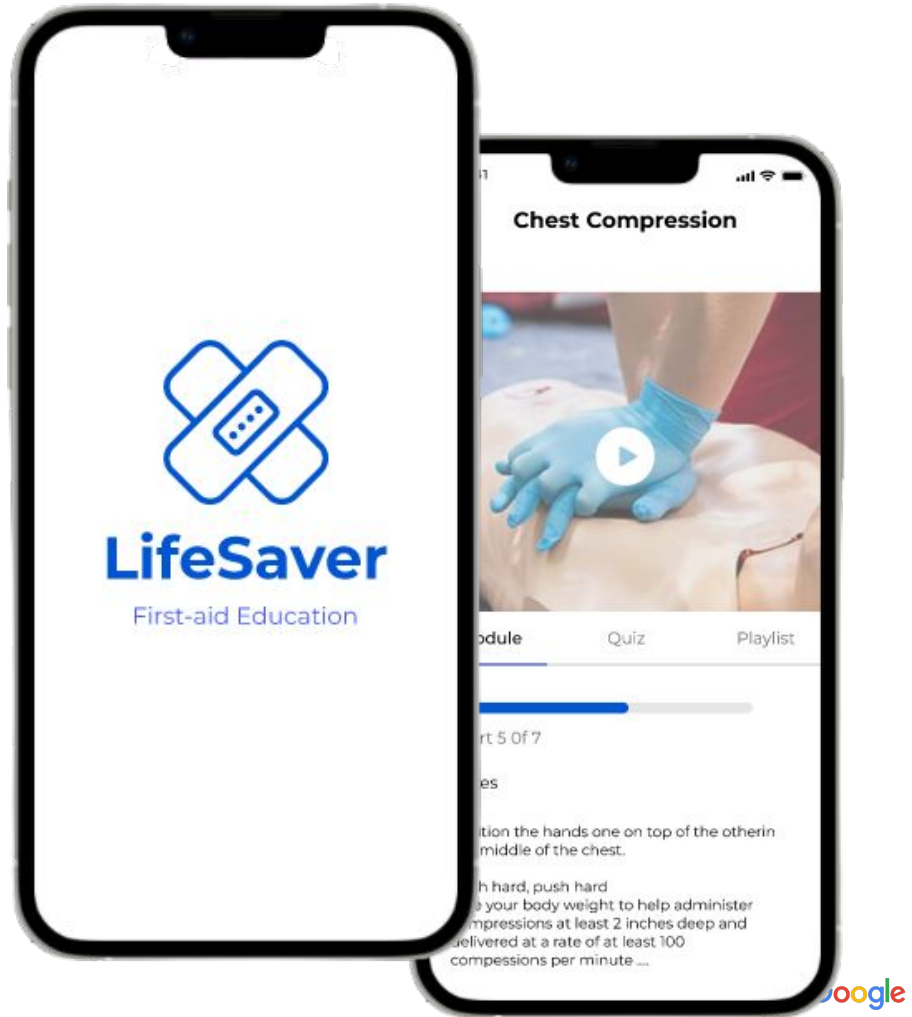
The product:

LifeSaver is a mobile app and a responsive website that help users learn first-aid skills.



Project duration:

August 2022 - September 2022



Project overview



The problem:

Teenages have been confronted with some kind of emergency situations, 4 Of 5 don't feel confident in emergency situation and would feel safer if they had some basic first-aid skills to apply to the situation and its circumstances. People are dying out there in situation where first-aid could have make a difference.



The goal:

Creating a cross-platform for people to be able to learn first-aid skills easily and allow them to feel prepared in situation where first-aid skills can save life

Project overview



My role:

UX researcher, UI designer



Responsibilities:

Conducting interviews, paper & digital wireframing, Low & High fidelity prototyping, conducting usability studies, accounting for accessibility & iterating on designs.

Understanding the user

- User research
- Personas
- Problem statements

User research: summary



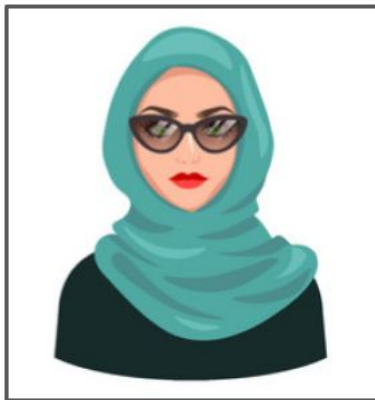
Before I started ideating on the design for the platform, I made some research online which made me realize that there's a significant amount of data available on the topic of first aid and common deaths around the world, informations on how first aid skills can help save lives in emergency situations. After, I conducted an interview so I can empathize with end users.

4 Of 5 participants don't know any first-aid skill and does not feel properly trained to handle emergency situations. Participants said they would feel more confident if they had basic knowledge on first-aid skills and feels the platform would be very useful.

Persona 1: Aisha

Problem statement:

Aisha is a student who needs a platform to learn basic first-aid skills because she wants to be more confident in emergency situations.



Aisha

Age: 20

Education: Undergraduate

Hometown: Ibadan

Family: Parents & siblings

Occupation: Journalists

“One should avoid panic, it’s someone’s life we are talking about”

Goals

- She would love to track her progress while learning on the platform
- A test run platform to evaluate if she understand what she learnt

Frustrations

- Unfortunately, she doesn't know the proper way to handle some emergency situation
- She feels nervous because she has not being properly trained

Aisha is an undergraduate student studying Human Nutrition. She is a journalist. She is not properly trained to handle emergency situation but she has basic knowledge of first-aid skills.

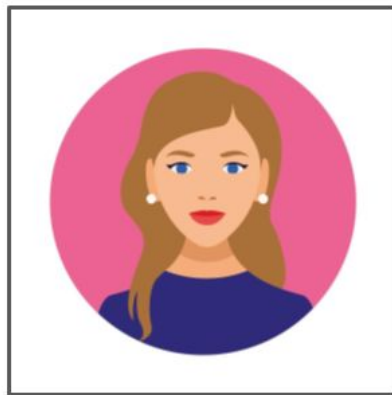
Aisha has been in an emergency situation that she needed to give someone a first-aid treatment but she feels if she could be properly trained, she would be happy to help and feel more confident for very emergency situation.

Aisha would prefer to learn through a mobile app for easy accessibility.

Persona 2: Yetunde

Problem statement:

Yetunde is a young writer who needs a platform to learn first-aid skills because she wants to be a lifesaver out there.



Yetunde

Age: 21

Education: Student

Hometown: Osun

Family: Lives in the school hostel

Occupation: Writer

"I am not confident to handle any emergency situation, I ask for people's assistance in such situation"

Goals

- She would love to be trained as it would be a great benefit
- She would love to be a lifesaver out there
-

Frustrations

- She is not confident in emergency situation
- She is not properly trained to handle someone in an emergency situation

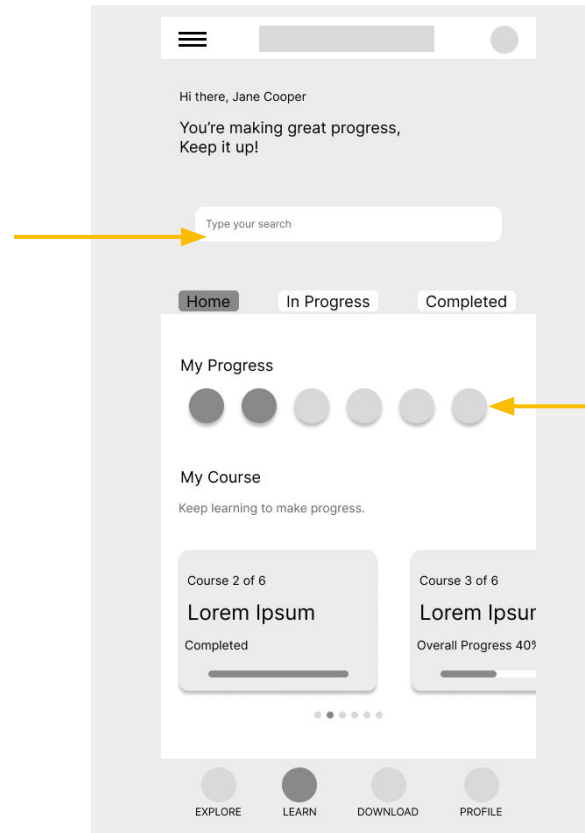
Yetunde is a student, an environmental health scientist and a writer. She has interest for learning skills but she is not to properly handle someone in an emergency situation and she is not confident to do so. Most case, she would call someone else's attention.

Yetunde would love to learn such skill through a web app, so she can always continue her learning anytime anywhere.

Digital wireframes

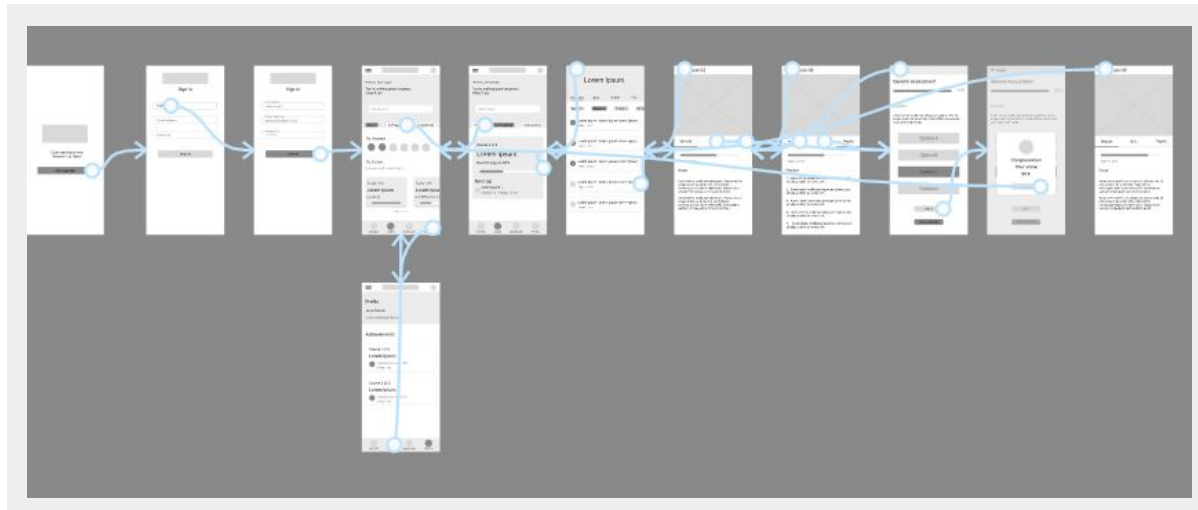
Wireframes were put together utilizing previous research and user interviews

The search bar, where user can search for course



Low-fidelity prototype

Using the completed set of digital wireframes, I created a [low-fidelity prototype](#). The prototype details the basic user flow of how the lesson section functions



Usability study: parameters



Study type:

Unmoderated usability study



Location:

Nigeria, remote



Participants:

5 participants



Length:

20-30 minutes

Usability study: findings

Users testing the prototype were told to go through the app as if they were going to continue a lesson they previously started

1

Easy to navigate

The home screen was easy to navigate through

2

User experience

User experience seem complex

3

Icon

Users didn't know the course item to select

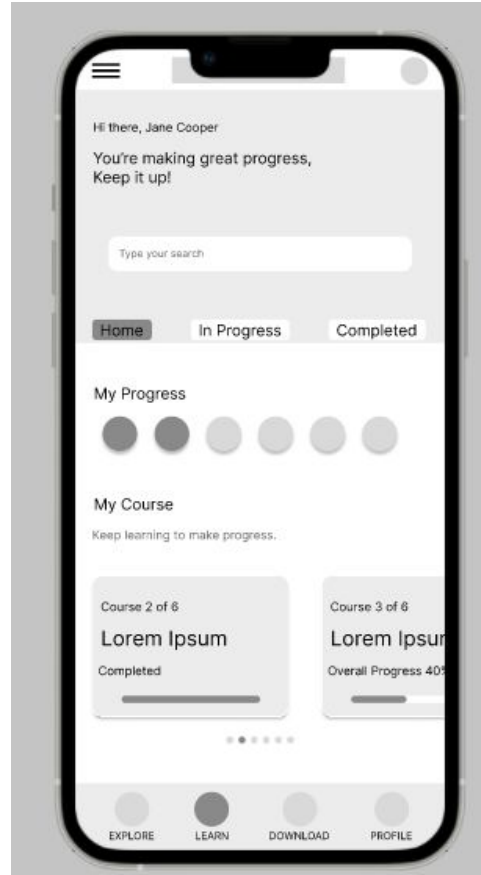
Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

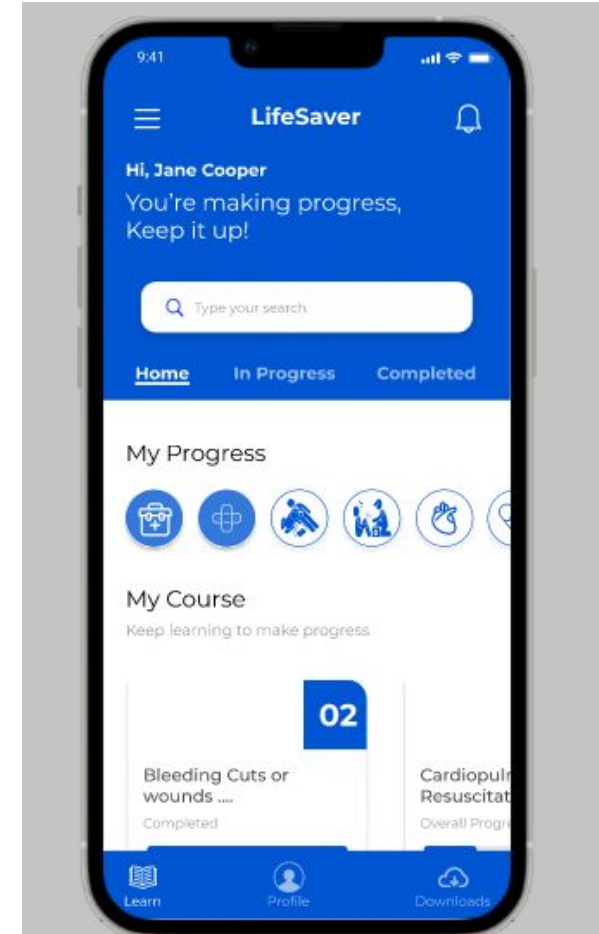
Mockups

Made some changes to get a better user friendly experience.

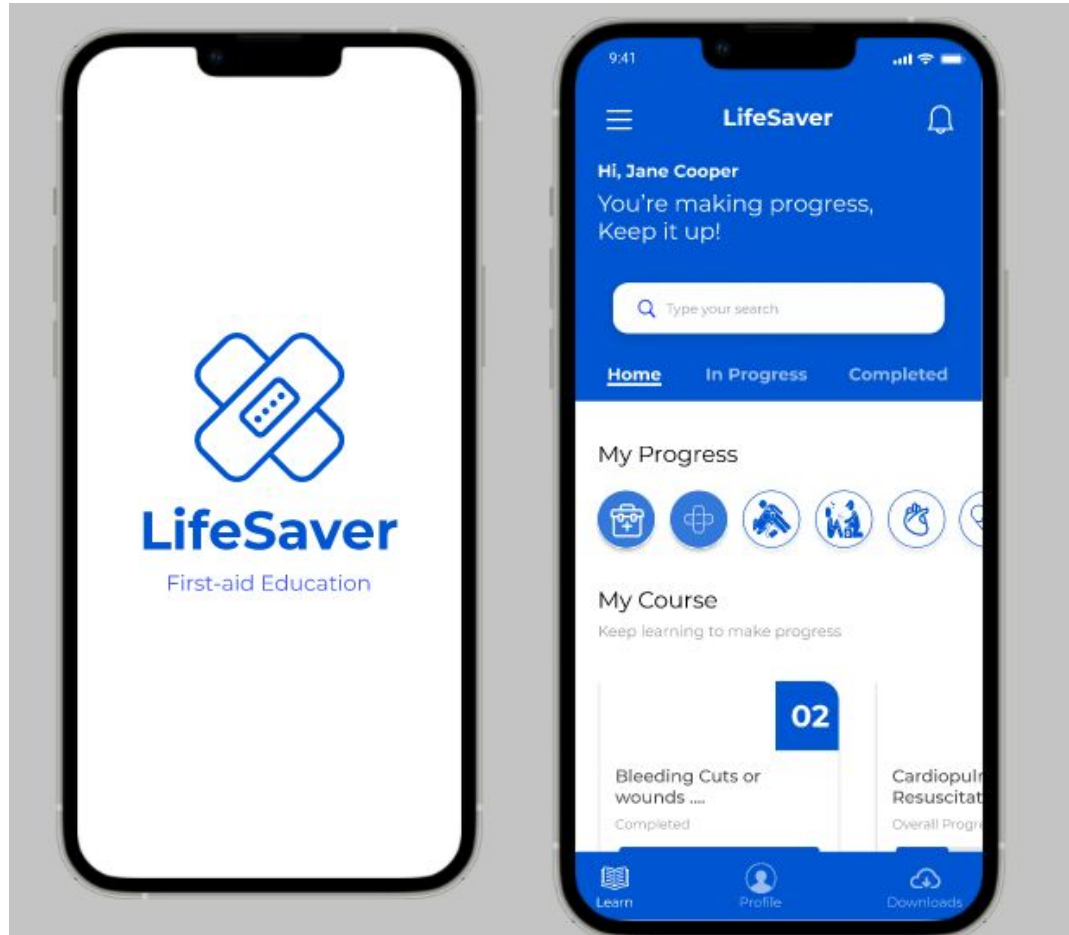
Before usability study

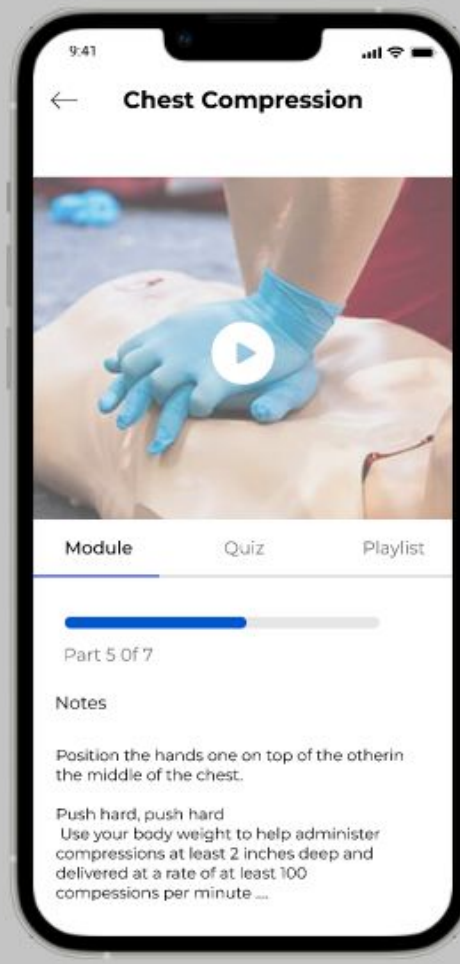
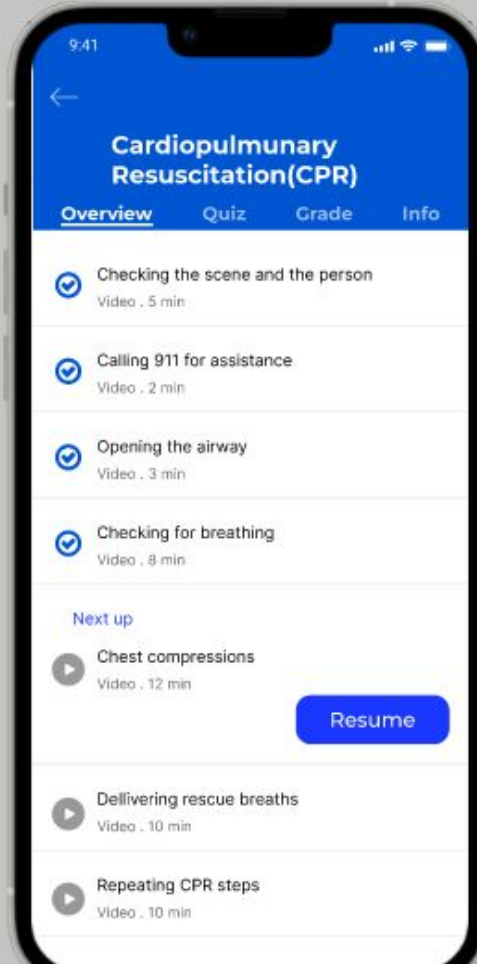
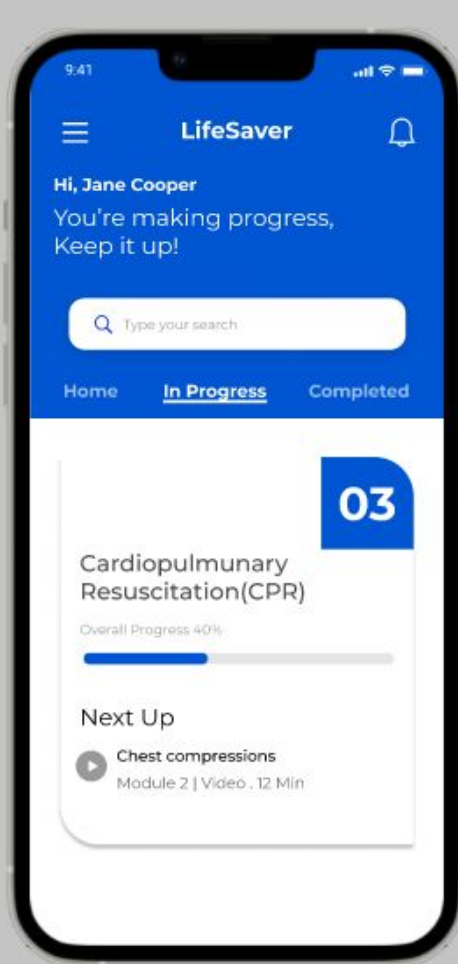


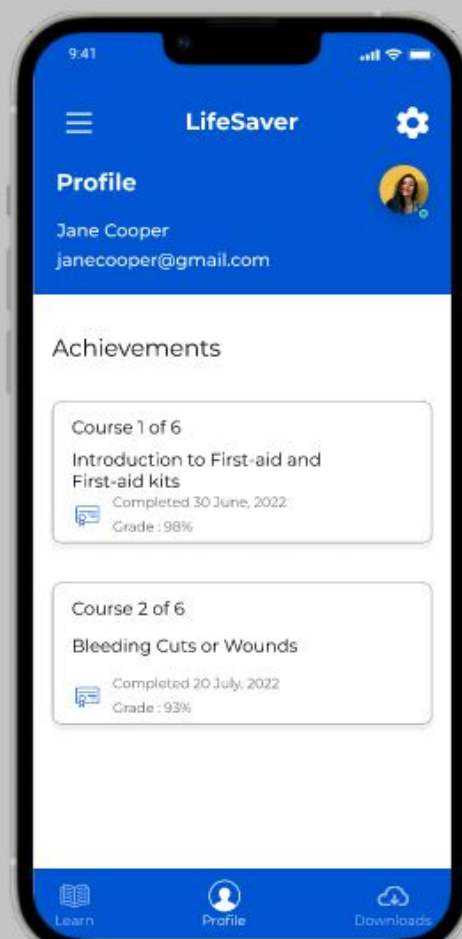
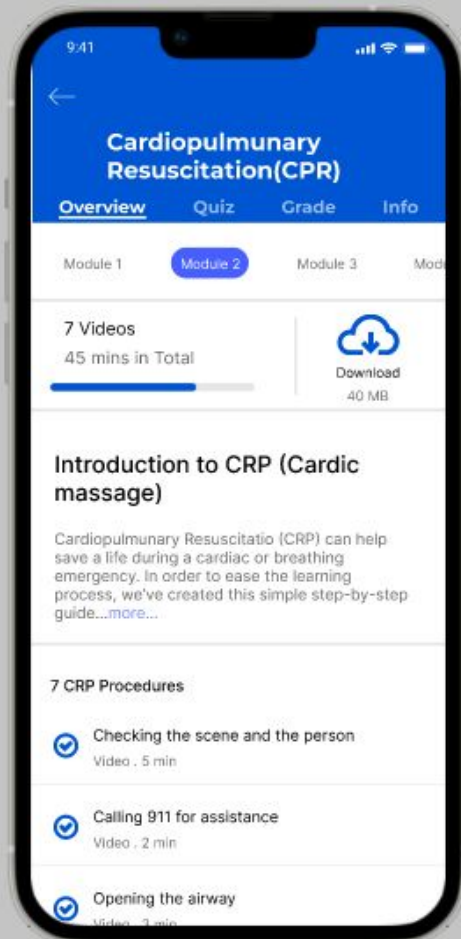
After usability study



Mockups

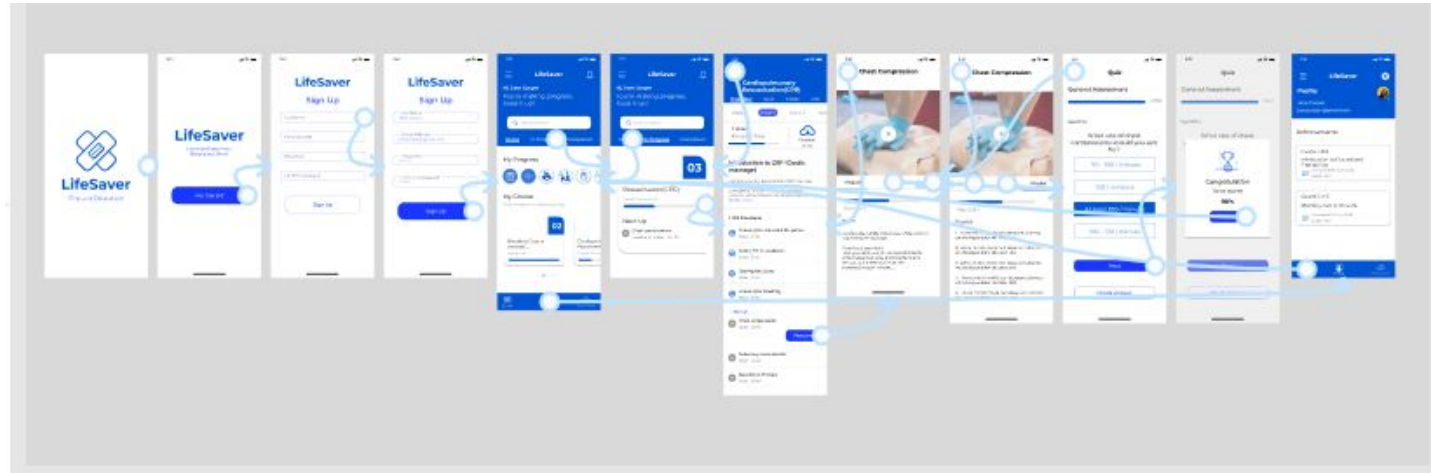






High-fidelity prototype

Using the completed set of digital mockups, I created a [high-fidelity prototype](#).



Accessibility considerations

1

Images were included to give quick hint about the course lesson

2

Information consistency was considered throughout each screen to make lesson progress easy on any device.

3

Allowed elements to breath with spacing between each row for quick readability.

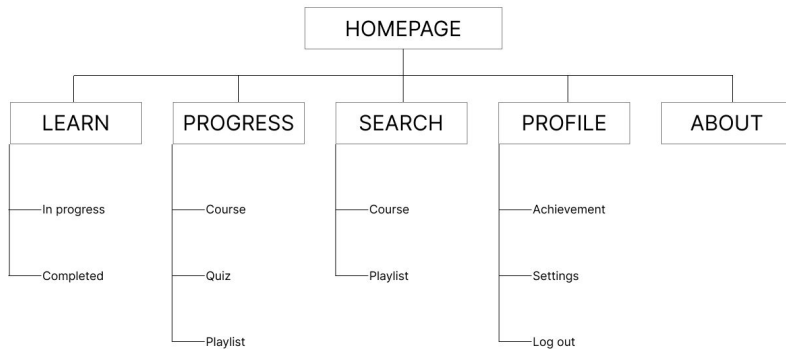
Responsive Design

- Information architecture
- Responsive design

Sitemap

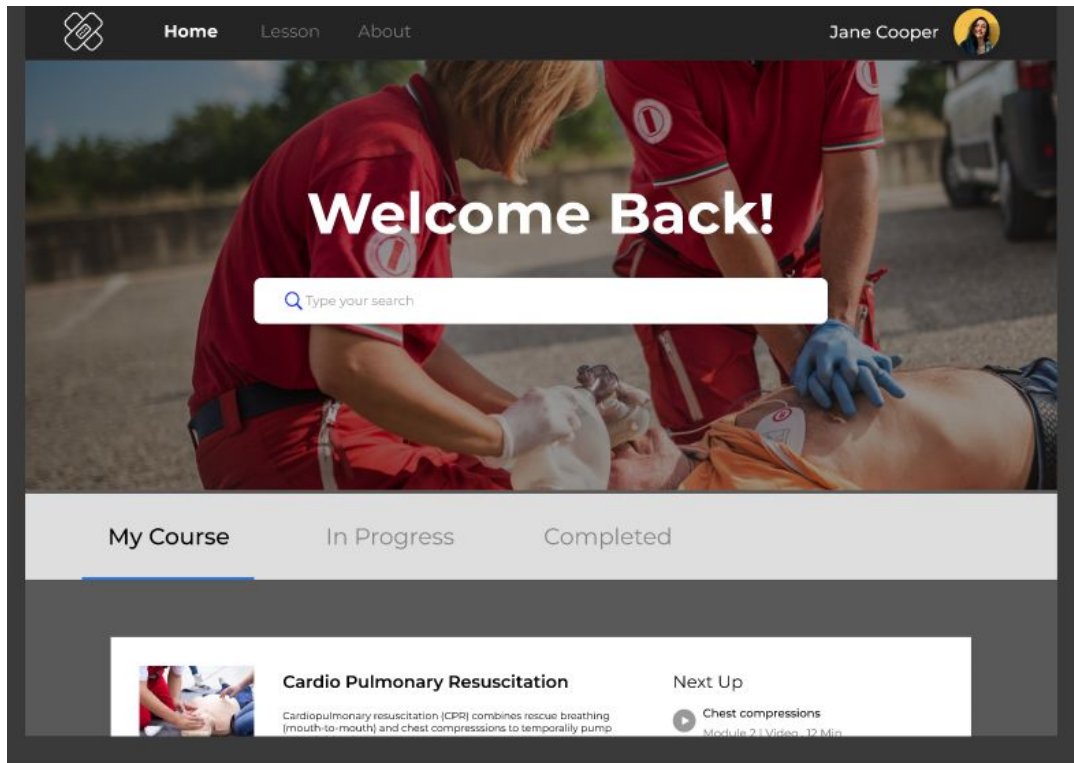
With the app designs completed, I started work on designing the responsive website. I used the sitemap to guide the organizational structure of each screen's design to ensure a cohesive and consistent experience across devices.

SITEMAP FOR FIRST-AID WEBSITE





Responsive designs

The designs for screen size variation included mobile, tablet, and desktop. Each design maintained the same user experience no matter which device they were using, allowing users to continue lessons where they left off on any device.



Responsive designs

 [Home](#) [Lesson](#) [About](#)


Jane Cooper 

Course Lesson

[Module 1](#) [Module 2](#) [Module 3](#) [Module 4](#)


Cardiopulmonary Resuscitation


The step-by-step process



01


Check the scene and the person


 Video . 3 Min



02


Calling 911 for assistance

 Video . 2 Min



03

Opening the airway



[Lesson](#) [Quiz](#) [Playlists](#)

Part 5 Of 6

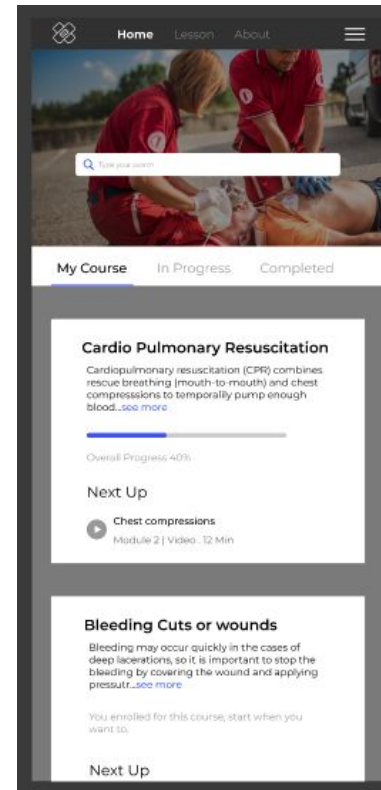
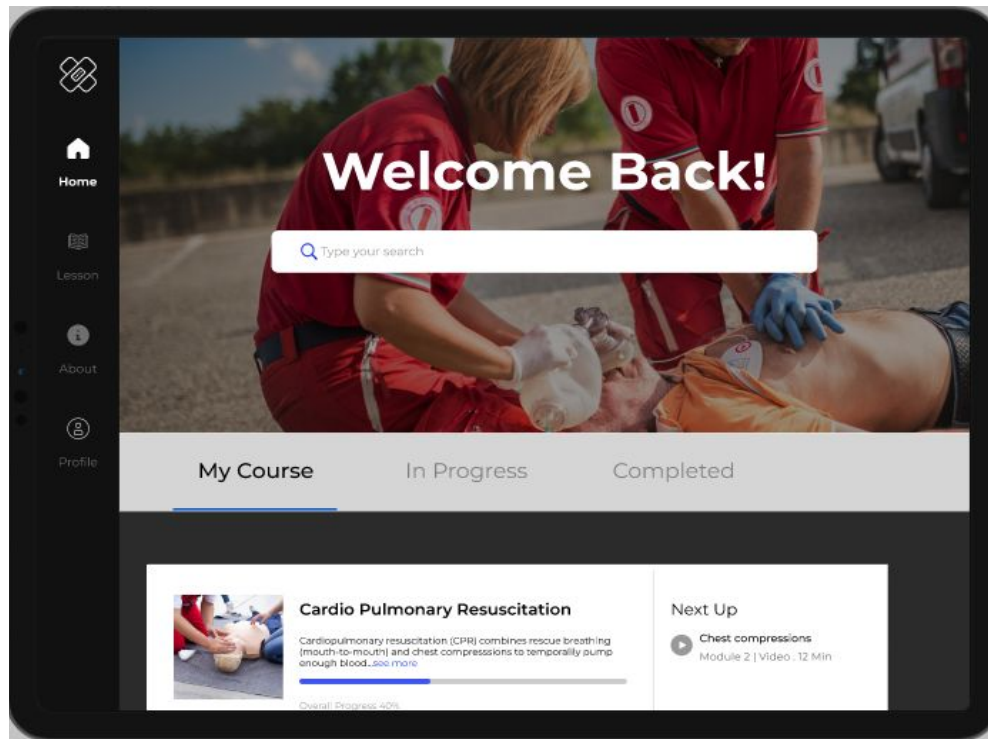
Notes

Chest compression is the act of applying pressure to someone's chest in order to help blood flow through the heart in an emergency situation.

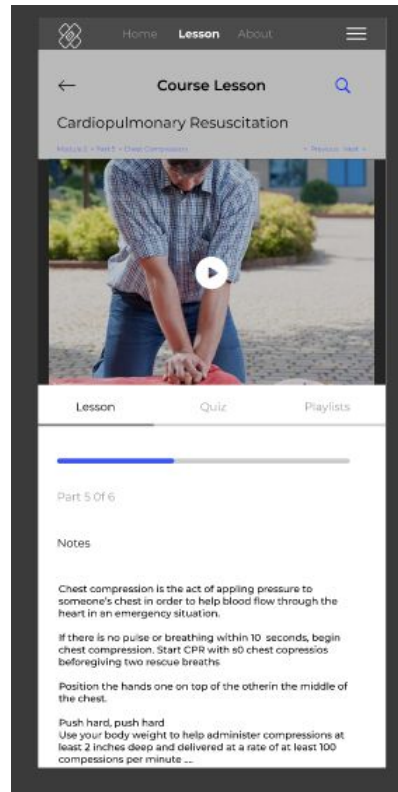
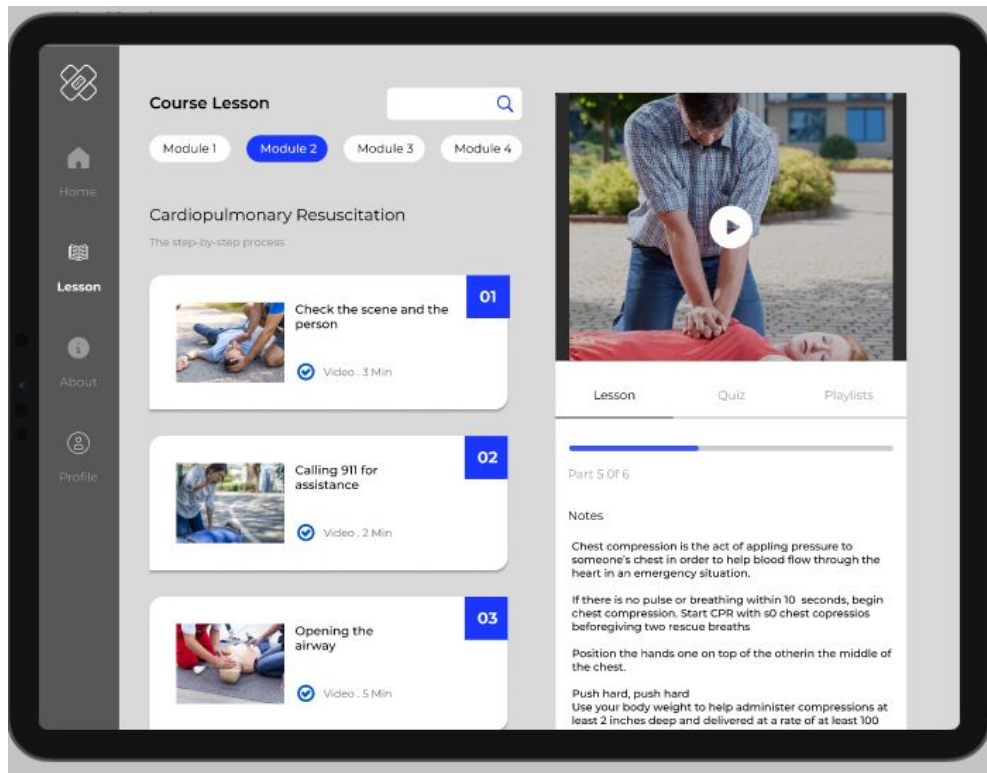
If there is no pulse or breathing within 10 seconds, begin chest compression. Start CPR with 30 chest compressions before giving two rescue breaths

Position the hands one on top of the other in the

Responsive designs



Responsive designs



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

Users thought learning first-aid skill would be difficult but with the user flow designed, they feel using the app to learn would make them feel confident and properly trained in emergency situations.



What I learned:

Though my design was not a real project but going through the design process especially the empathize phase, made me realize how important it was to end users and provided me the design solutions.

Next steps

1

More usability study will be conducted to be able to iterate on the design to make it accessible to everyone that want to be confident in emergency situation.

2

More features will be added to help provide user friendly experience

3

Conduct research on lesson that can make the lesson process faster and comprehensive

Let's connect!



I am a UI/UX designer who has passion for creating meaningful design experience.

hazeezah2002@gmail.com

THANK YOU