**ClereMed**

**Overview**

This application will assist in efforts to make drug labels more readable to patients. It will serve as a stand-alone station (tablet and stand) in pharmacy stores and will provide the pharmacist with a brief overview of a customer’s drug label needs, depending on their eye sight.

The Apps Factory will mock-up and develop the application.

Presently, the application is planned to serve pharmacists on a per-customer basis.

**Important Dates**

11 January 2012 – Behzad to meet with Dr. Kelley Grindrod to discuss use cases

6 February 2012 – Behzad to deliver initial mockup and specifications document

20 February 2012 – Behzad delivers revised mockup and specifications

**Workflow**

This application has a very linear workflow.

*New Patient*

1. User approaches ClereMed kiosk with a tablet running the application
2. Application is presenting the welcome screen
3. User touches start button
4. Application displays questionnaire
5. User fills questionnaire and taps “Touch here when done”
6. Application displays tablet dragging "game"
7. User drags appropriate number of tablets into correct time slots
8. User selects “Touch here when done”
9. Application instructs user to show screen to pharmacist

*Patient-pharmacist handoff*

1. Pharmacist takes control of kiosk/tablet
2. Pharmacist touches “Pharmacist access”
3. Application instructs pharmacist to populate a list of user’s medications
4. Pharmacist populates list
5. Pharmacist touches “Done”
6. Application presents advice for pharmacist

**Technology**

*Client*

This application will be developed using HTML5 and CSS3 for a landscape-oriented tablet (iPad) form factor.

*Server*

None - Not applicable.

**Specifications**

There is a “start over” button on every screen except the start screen which takes user back to start screen (and clears any incomplete data collected in the background).

*Start screen*

Welcome message with start button:

\*Touch here to start

*Questionnaire screen*

Full questionnaire is displayed (see mockup for list)

\* Button labeled “Touch here when done”

*Label screen*

Instruction drag tablets into appropriate [time slot] boxes according to instructions on the label shown

\* smallest label size (9 point font) shown with randomized instruction. This font size changes to 12, 15, and 18 point font in that order if the user gets the test wrong or taps “Touch here if you can not read label”

\* 6 identical tablets (draggable tablet images) are displayed

\* 4 time slot boxes are displayed:

\* Button to “Touch here when done”. Finalizes user’s answer and either passes user into *Patient hand-off screen* or repeats test with a larger label font (up to 18 point maximum).

*Patient hand-off screen*

Instructed to show screen to pharmacist

\* Smaller button for pharmacist labeled “Pharmacist access”

*Medications screen*

Instructed to enter customer’s medication use or skip screen

\* Checklist of medications with customizable user-entered fields

\* Button labeled “Done” – temporarily saves the medication data

\* Button labeled “Skip” – discards any entered medication data

*Advice screen*

Displays advice for pharmacy staff

~~\* Checkbox for pharmacist to tick if instance was run by an actual customer (e.g. data is “verified”)~~ This checkbox feature is no longer needed, since no data is required to verify or correlate visual acuity results with label size preferences.