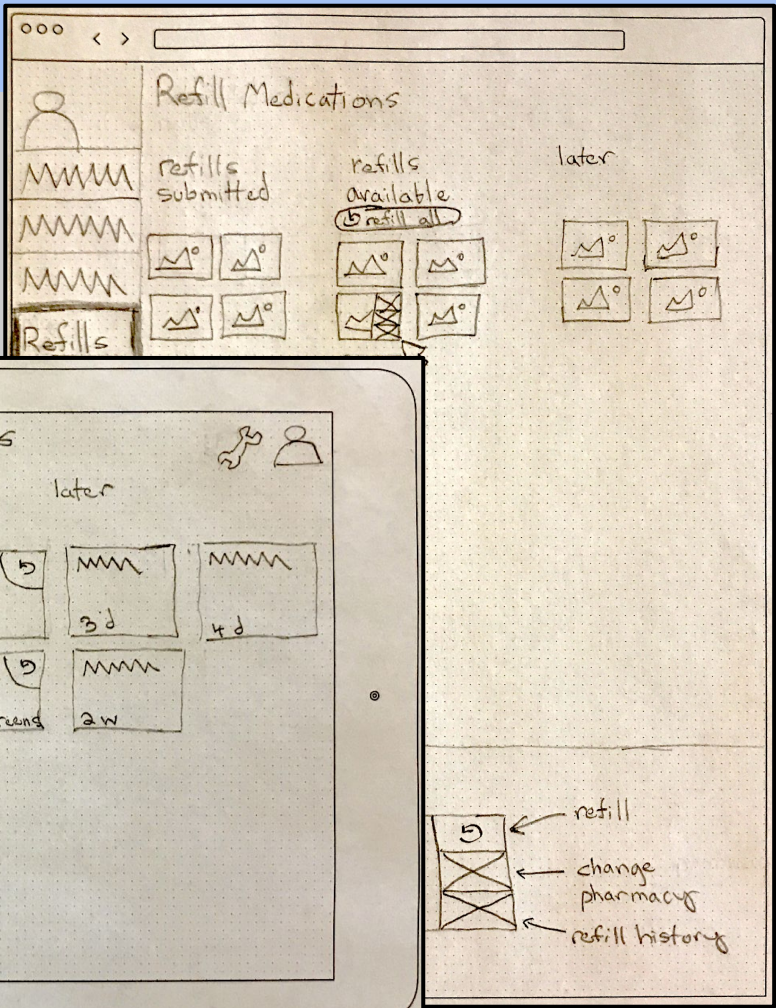


# EHR – Refilling Medications

Harish Tella



# Refilling Medications – Mobile

A hand-drawn sketch of a mobile app interface titled "My Medications". The interface features a list of five medications, each with a checkbox on the left and its name and refill frequency in parentheses on the right. The medications are Ambien (due), Zyrtec (due), Lunesta (due), Adivan (5d), and Prozac (2w). At the bottom of the screen, there is a button labeled "Refill all".

Medication	Refill Frequency
Ambien	(due)
Zyrtec	(due)
Lunesta	(due)
Adivan	(5d)
Prozac	(2w)

Refill all

The most frequently used action—refilling all currently due medications—was placed in the highest profile location for quick action. This prioritization is most important on the mobile platform because of screen space constraints.

**Most Frequent Action**

# Refilling Medications - Tablet

## Grid of Equals

Setting each medicine as an element in a grid of equals help convey similarity and equal importance of each medicine (Tidwell, 2010, p. 149).

The sketch shows a mobile app interface titled "My Medications". At the top left is a hamburger menu icon, and at the top right is a user profile icon. The interface is divided into three columns: "refills submitted", "refills available", and "later". The "refills available" column has a sub-header "fill all" with a checkmark. The medications are organized in a grid of equals, where each medication is represented by a box containing a wavy line icon, the pharmacy name, and the refill status. The medications are: CVS, CVS (Auto), CVS, CVS, Bid, 4d, Walgreens, CVS, Walgreens, 2w, and Wal-mart.

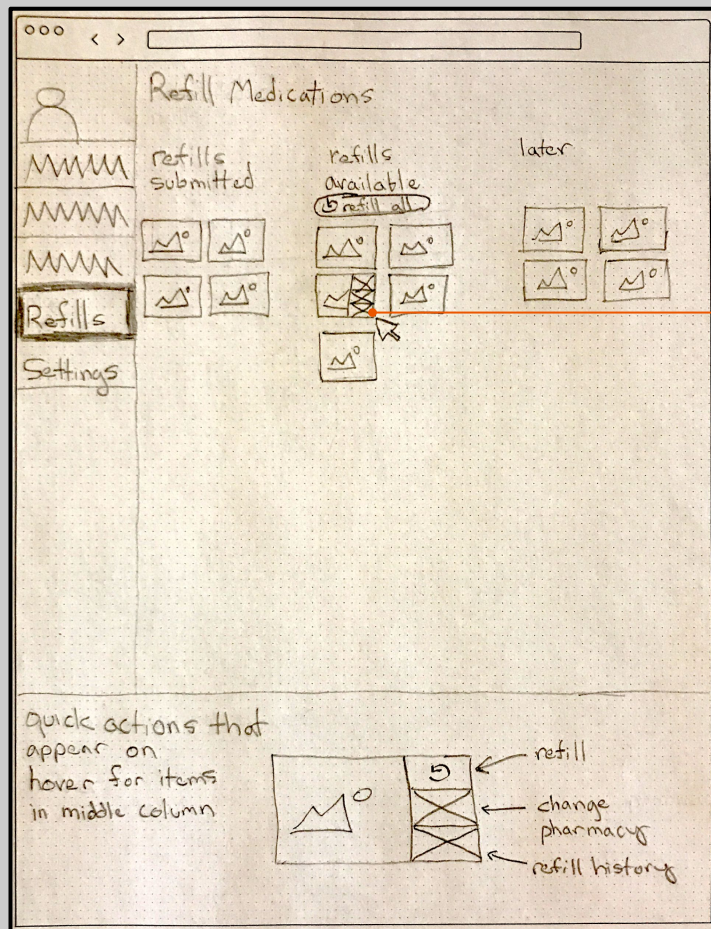
refills submitted	refills available	later
CVS	CVS (Auto)	CVS
Walgreens	CVS	Walgreens
	Wal-mart	

## Titled Sections

They allow the user to quickly process their medications in three chunks with respect to their current refill status (Tidwell, 2010, p. 152).



# Refilling Medications - Desktop



## Hover Tools

They allow actions to be hidden achieving a clean look, but they appear on hover giving users the ability to make quick actions. This feature takes advantage of mouse-based input (Tidwell, 2010, p. 249).

### References:

Tidwell, J. (2010). *Designing interfaces: Patterns for effective interaction design*. "O'Reilly Media, Inc."