

# MedAware

Understand your medications.  
Never miss a dose.

## Value Proposition

MedAware helps you **understand** your meds through clear instructions and comprehensive warnings.  
Personalizable **reminders** ensure that you never forget a single medication.

## Problem

Every day, thousands of people don't take their medications.  
They are unsure about the **instructions**, or just **forget**.

## Functionality

### Save

The 'New Medication' screen allows users to input the following information:

- Primary Purpose:** A text field with a placeholder 'Enter Purpose Here'.
- Prescribing Doctor:** A text field with a placeholder 'Enter name of Prescriber'.
- Key Warnings:** A text field with a placeholder 'Enter Key Warnings Here'.
- Schedule:** A section stating 'No schedule information added' with an 'Edit' button.
- Reminders:** A section stating 'No reminders set' with an 'Edit' button.
- Action Buttons:** 'Add Instructions', 'Add Warnings', and a green 'Add Medication' button at the bottom.

### Instruct

The 'Unicorn Blood' medication screen displays:

- Purpose:** Achieving immortality.
- Prescriber:** Tome of Dark Magic.
- Critical Warnings:** May cause extreme illness if mixed with thestral hair.
- Usage Instructions:** Pour 5 fl oz blood into a pewter cauldron. Stir 3 times counter-clockwise over an open flame. Drink with sterling silver spoon or gold straw.
- Action Buttons:** 'Edit', 'Close', 'Instructions', and 'Warnings'.

### Remind

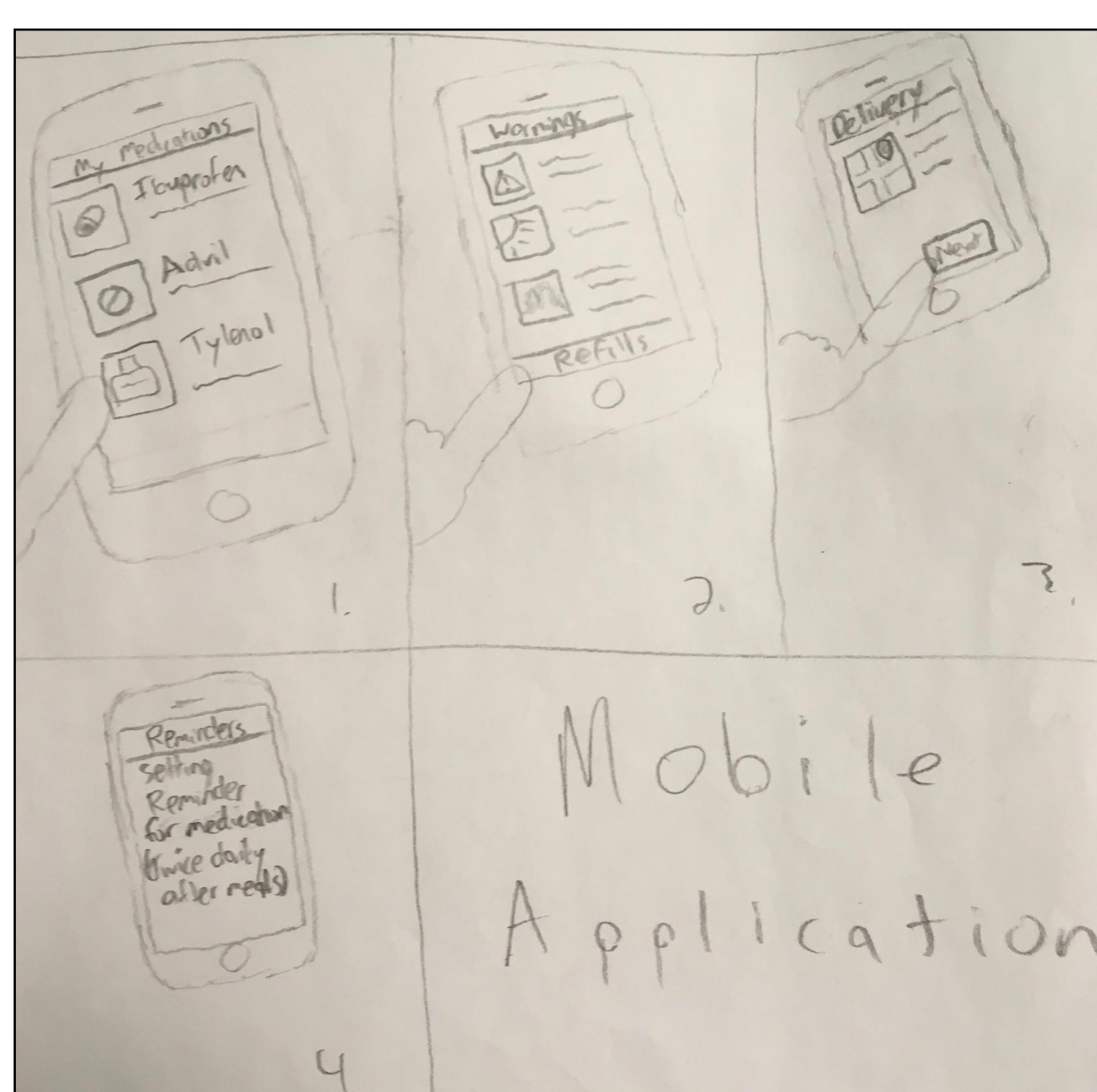
The app shows two views for the 'Unicorn Blood' medication:

- Reminders View:** Lists 'Current Reminders' (Make Potion at 6:55 pm, Drink Potion at 8:55 pm) and a 'New Reminder' form with fields for title, time, and days.
- Schedule View:** Lists 'Current Schedule' (Morning Dose at 7:00 am, Evening Dose at 9:00 pm) and a 'New Dose' form with fields for title, time, and days.

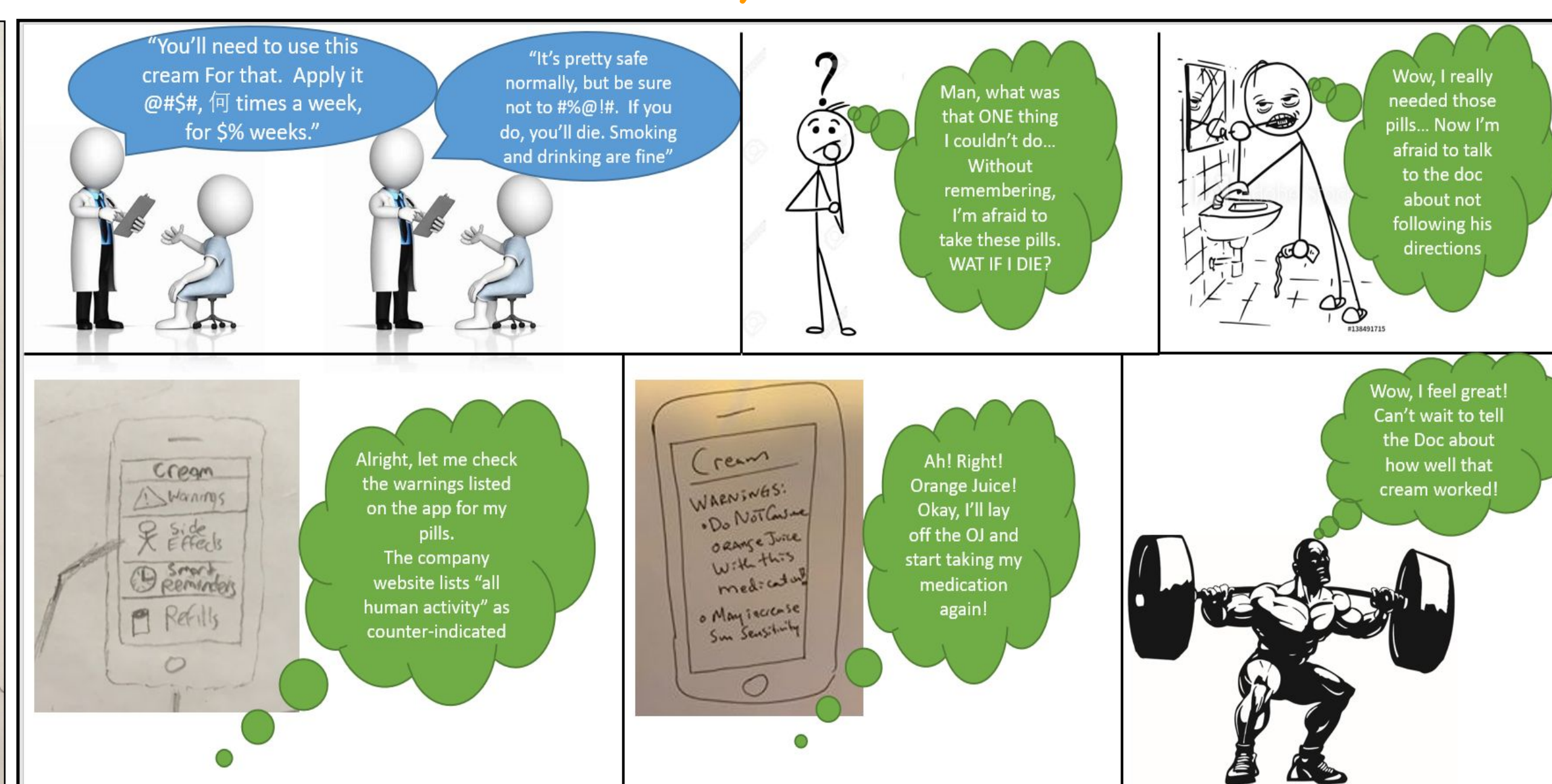
## Design Process

### 1. Design Research: Contextual Inquiry

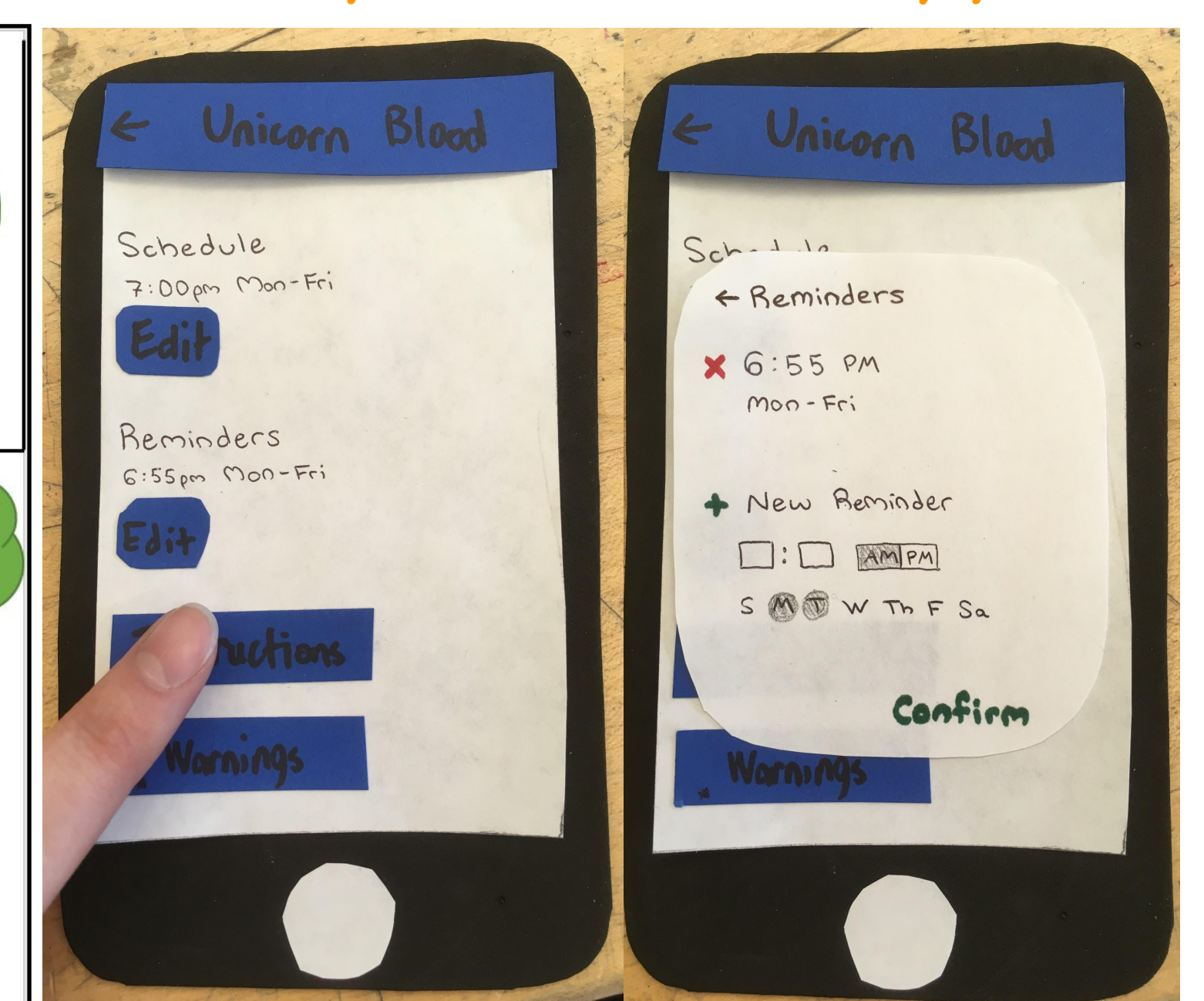
### 2. Sketch



### 3. Storyboard



### 4. Paper Prototype



### 5. User Testing, Refinement, High-Fidelity Prototyping

- Usability tests on paper prototype focus on tasks
- Multiple iterations and refinement of prototype
- High-fidelity prototype creation
- Edits and final refinements

### Design Team

Dalya Dickstein  
Joe Connolly  
Joe Lanzone  
Simon Mendelsohn