

Automatic Syringe Machine


45%^{filled}

1	2	3	On/Off
4	5	6	
7	8	9	Enter
0	.	Delete	

Progress
Bar/Prompt

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Automatic Syringe Machine

 Done!

1	2	3	On/Off
4	5	6	
7	8	9	Enter
0	.	Delete	

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1. Identify five (5) problems from the old device mechanism.

- There was no way for the user to input decimal digits.
- No on or off button
- There was no way for the user to delete their inputted number in case of a human error
- User has no way of entering their input in the number pad.
- No prompt on how much of the entered medicine has been administered to the patient.

2. Address each problem and improve the enhancement using prototype design.

There were some buttons that was crucial and some feature, that will improve user experience, in the number pad that was missing. In the old version of the number pad, there was no on/off button which will increase the wear and tear, and energy consumption of the number pad; The user cannot enter their inputted dose of medicine, in which if the user cannot enter their inputted values, the system has no way of knowing when to register the volume of medicine; No way of entering decimal digits, which means the user cannot register a specific amount of medicine to the patient; The user cannot delete inputted numbers in case a mistake was made; Lastly, since there was no progress bar/prompt, the user has no way of knowing how much of the medicine has been administered to patient.

Considering there were some problems in the old version of the number pad, I have made some modifications, which in my opinion would improve the overall user experience. In the new version of the number pad, there is now an on/off button which will reduce wear and tear, and control the energy consumption of the number pad. There is also now an enter button which will let the system determine if the inputted values are to be administered to the patient. In the new version, a decimal point button has been added to further increase the freedom of the user to add more specific volume of medicine. Additionally, in the new version, the user can now delete the mistakes that has been made during input. Lastly, the user has now a way to know how much of the volume has already been administered and whether the administration of medicine has been completed.

3. Discuss the improvement in the most interactive manner.

<https://view.genial.ly/62693331a847a70014b947fa/presentation-vibrant-flipped-classroom-presentation>

4. Screen Record the created mock up design while explaining the each design.

<https://drive.google.com/file/d/1ySKUZIoVm67AOQdxdaJOizce5oFImmao/view?usp=sharing>