

**Group 8 UIUC Med: Guided Support for Health Concerns**  
Tony Chan\*, Rachel Chong\*, Cesar Maldonado\*, Jason Wu\*, Alan Kang\*

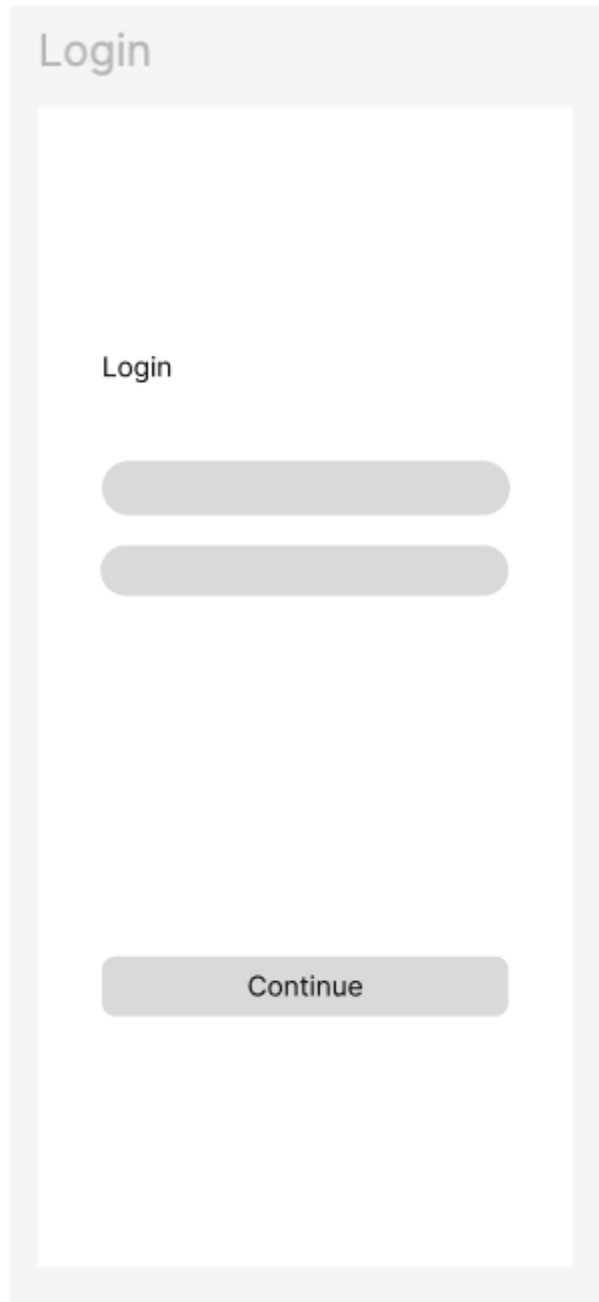
**Screen 1: Login**

**Purpose:** Allow returning users to quickly access the application while minimizing friction.

**Design Choices & Justification:**

The login screen is intentionally minimal, containing only essential input fields and a single “Continue” button.

This follows **Hick’s Law** by limiting user choices and reducing decision time. The simple layout supports Nielsen’s heuristic of minimalist design, ensuring users are not distracted before reaching the core functionality.



The image shows a mobile app login screen. At the top, the word "Login" is displayed in a light gray font. Below this, the word "Login" appears again in a darker gray font. Underneath, there are two horizontal input fields, each represented by a light gray rounded rectangle. At the bottom of the screen, there is a single "Continue" button, also a light gray rounded rectangle with the text "Continue" in a darker gray font. The entire screen is enclosed in a light gray border.

## Screen 2: Sign Up

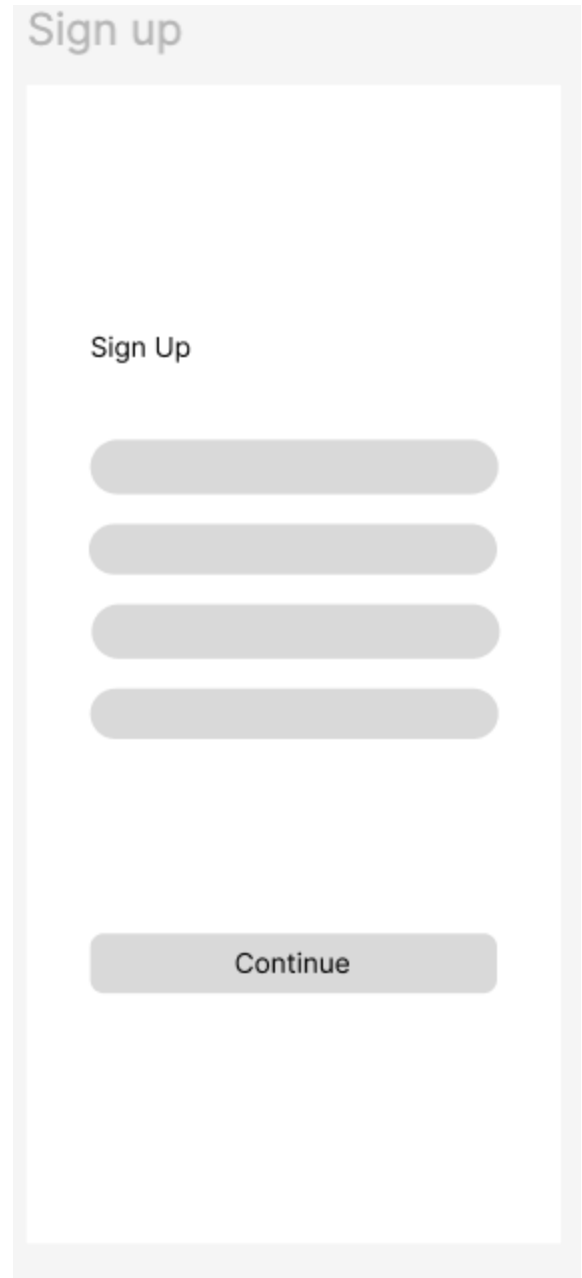
### Purpose:

Enable new users to create an account in a straightforward and low-stress manner.

Users will reach this page if they do not already have an account

### Design Choices & Justification:

The sign-up screen mirrors the login screen's layout to maintain consistency, reducing the learning curve. The single "Continue" button clearly signals progression, Norman's principle of clear affordances.



Sign up

Sign Up

Continue

### Screen 3: Landing Page

**Purpose:**

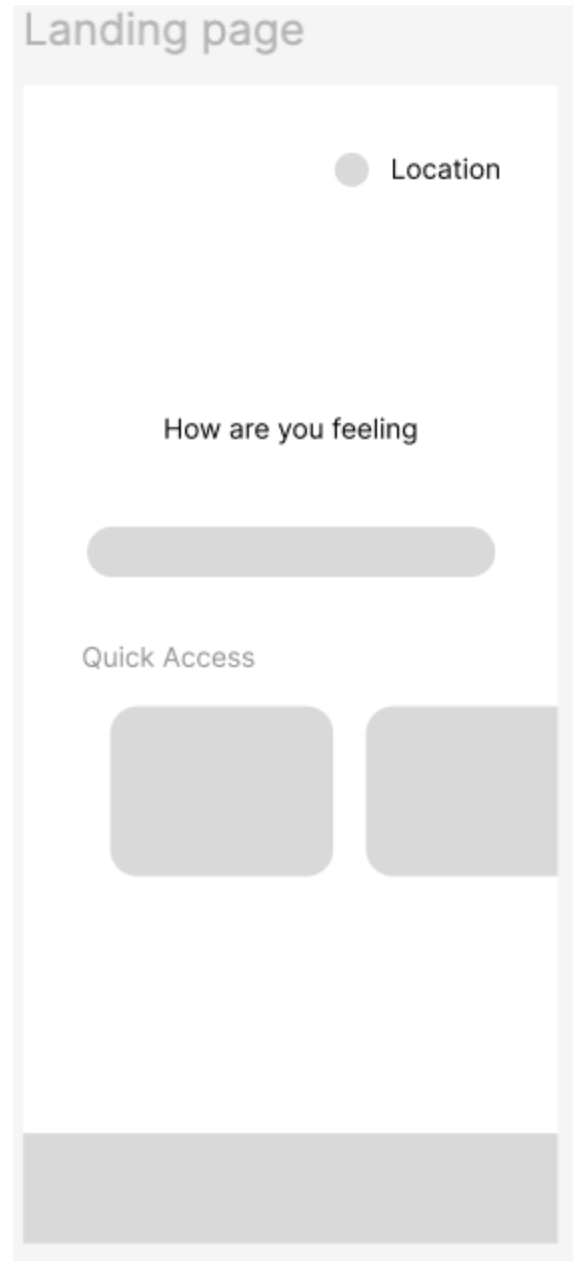
Provide reassurance and establish the main task of the application.

**Design Choices & Justification:**

The central prompt, “How are you feeling?”, uses simple, non-technical language to lower anxiety and invite user input. A single large text field acts as the primary affordance, guiding users toward the next action.

This screen applies **Cognitive Load Theory** by focusing on one main task and accessibility principles by avoiding medical jargon.

**Quick access** allows users to see previous/more often visited solutions to remove the need of searching up something again.



## Screen 4: Hospital Suggestions

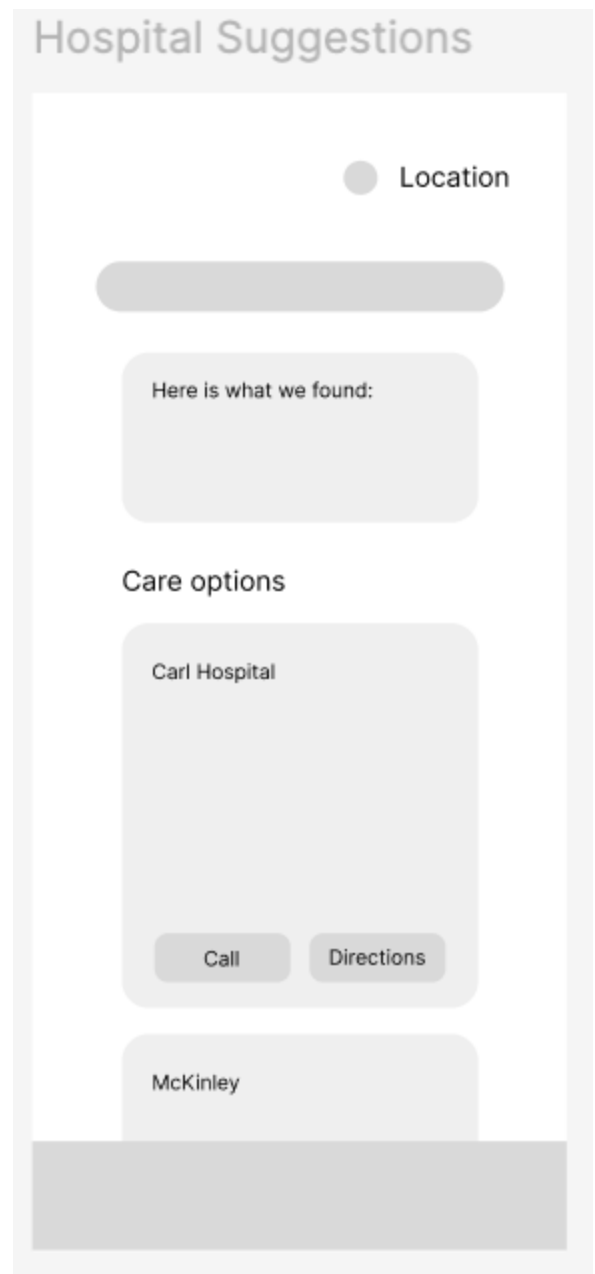
### Purpose:

Present appropriate medical service options when professional care is recommended.

### Design Choices & Justification:

Care options are displayed as distinct cards containing hospital names and action buttons such as “Call” and “Directions.”

This supports recognition over recall (**Nielsen’s heuristics**) by showing users all necessary information without requiring external searches. The transition from the landing page to this screen clearly communicates what the AI has identified regarding the user’s health concerns and explains why seeking professional care may be appropriate. Users are able to compare and shift between multiple care options, supporting informed decision-making while maintaining clarity and control.



## Screen 5: At-Home Suggestions

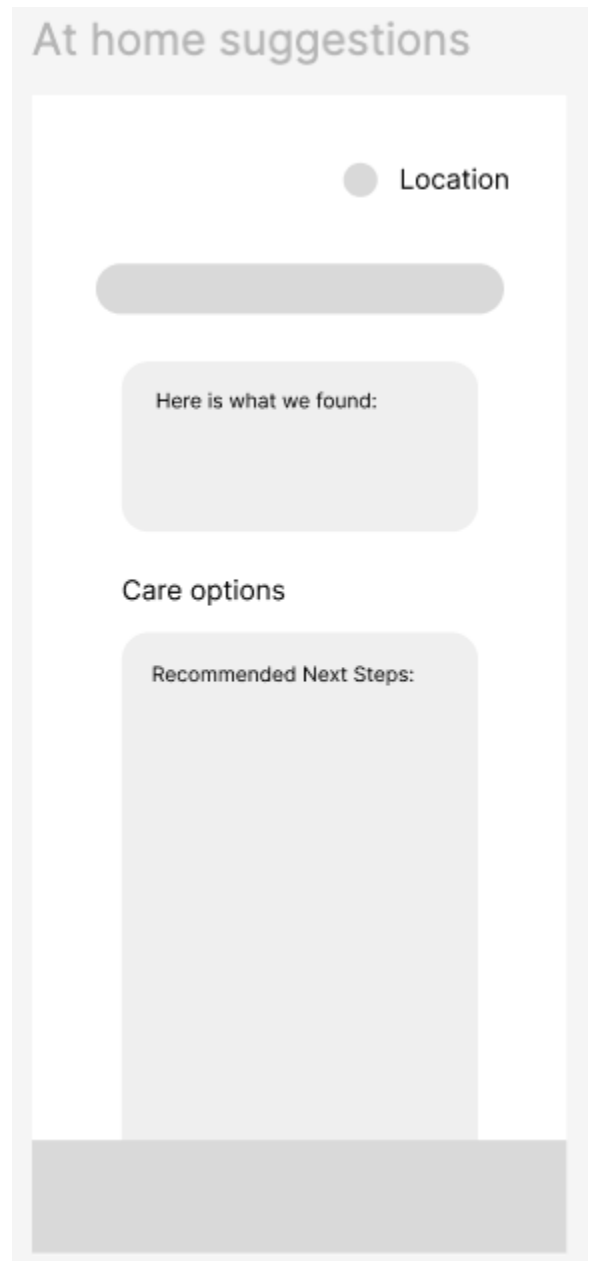
### Purpose:

Provide safe and actionable guidance when symptoms can be managed without immediate medical care.

### Design Choices & Justification:

This screen separates at-home recommendations from hospital suggestions to **clearly distinguish levels of care** and avoid confusion. Should professional medical not be recommended, this screen will appear instead.

The “Recommended Next Steps” section uses clear headers and bullet-style formatting to support quick scanning and reduce cognitive load. The layout reinforces ethical design by avoiding diagnosis while still offering helpful guidance. Similar to the hospital suggestions layout, after the AI analyzes the users health concern, it will output the user's next actionable steps.



\*all team members considered equal contributors