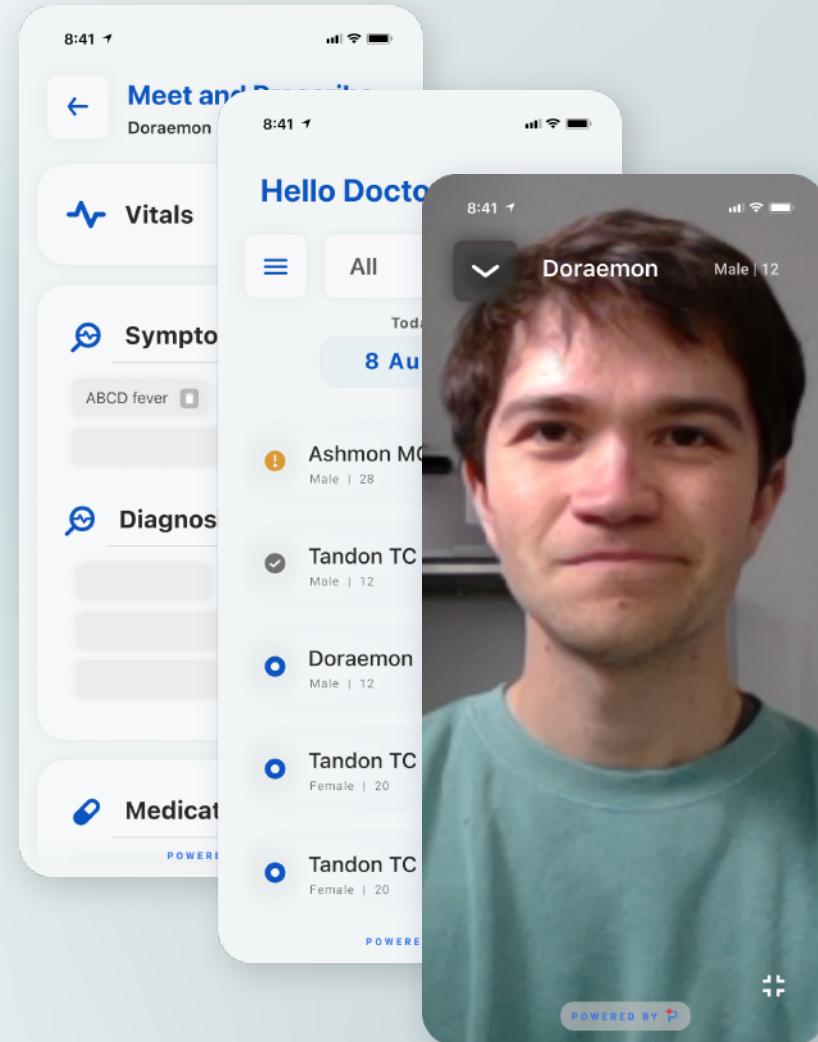


Doctor Facing Mobile UX

Made for  Prescribe

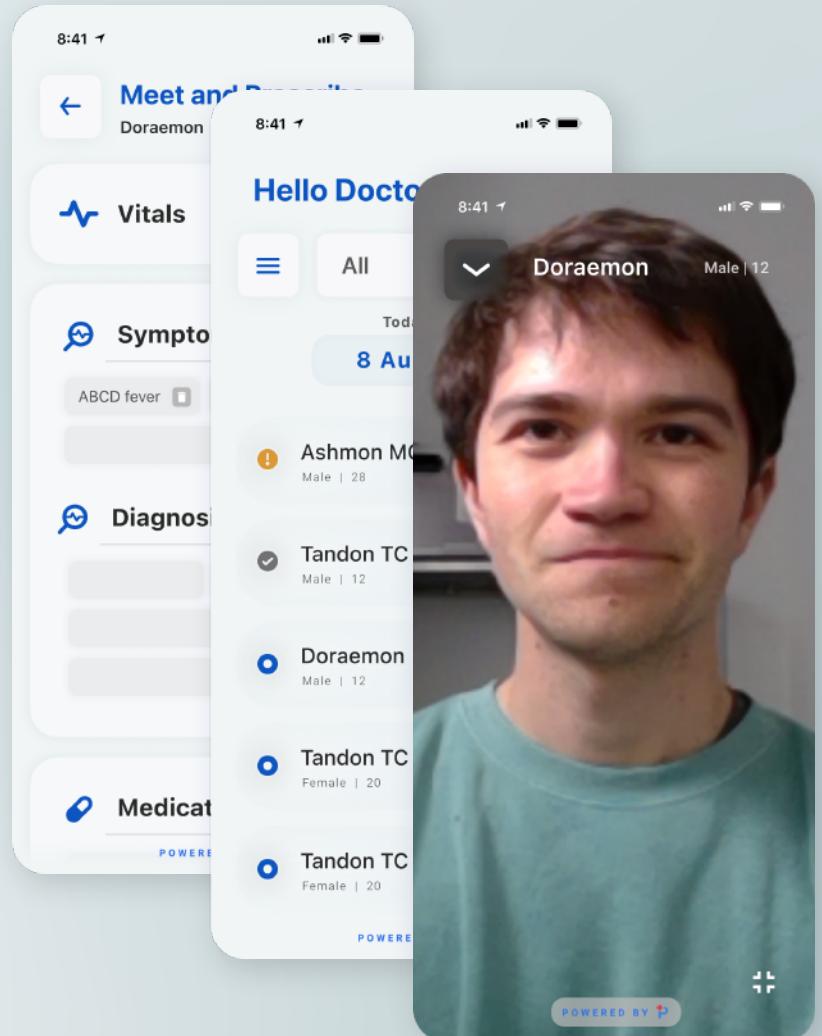


Scope of Design

 **Prescribe** is a hospital & healthcare start-up that delivers user friendly digital healthcare solutions for hospitals and clinics. Their flagship product is the web-based tele-consultation that provides app-less integration to doctor's schedule.

This product was designed as the doctor facing side of the product. In this app, the doctor can manage their appointments, view their calendar and start tele-consultation.

During consultation, the doctor can note down vitals, prescribe medication, add instructions and report diagnosis.



Information Architecture

Login

All Appointments

Filter Appointments

Day Wise

Date Picker

All

Upcoming

Postponed

Completed

Previous Appointments

Video Consultation

Vitals

Symptoms

Prescribe Medication

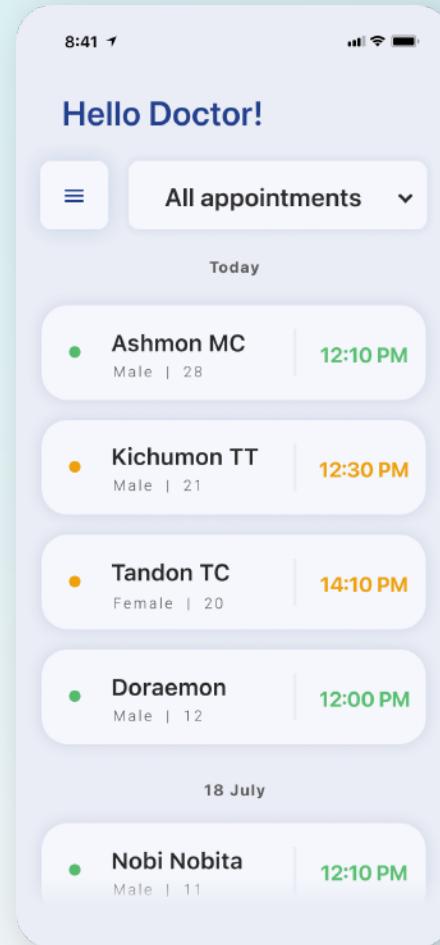
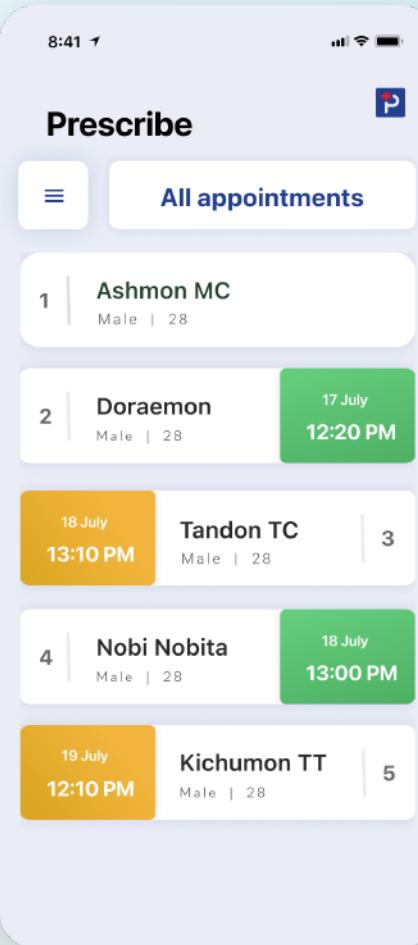
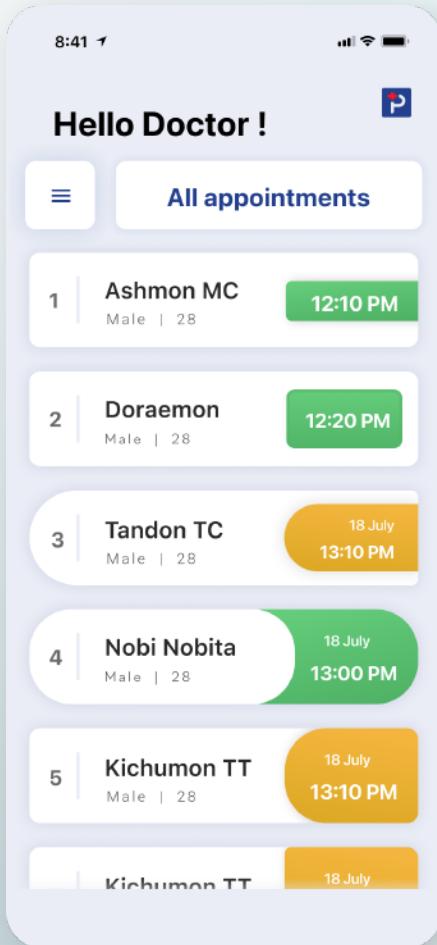
Add Instructions

Summary



Design Iterations

Design Feedback



- Postponed cards catch too much attention.
- Circles and squares signify an affordance to be click, which is not intended.

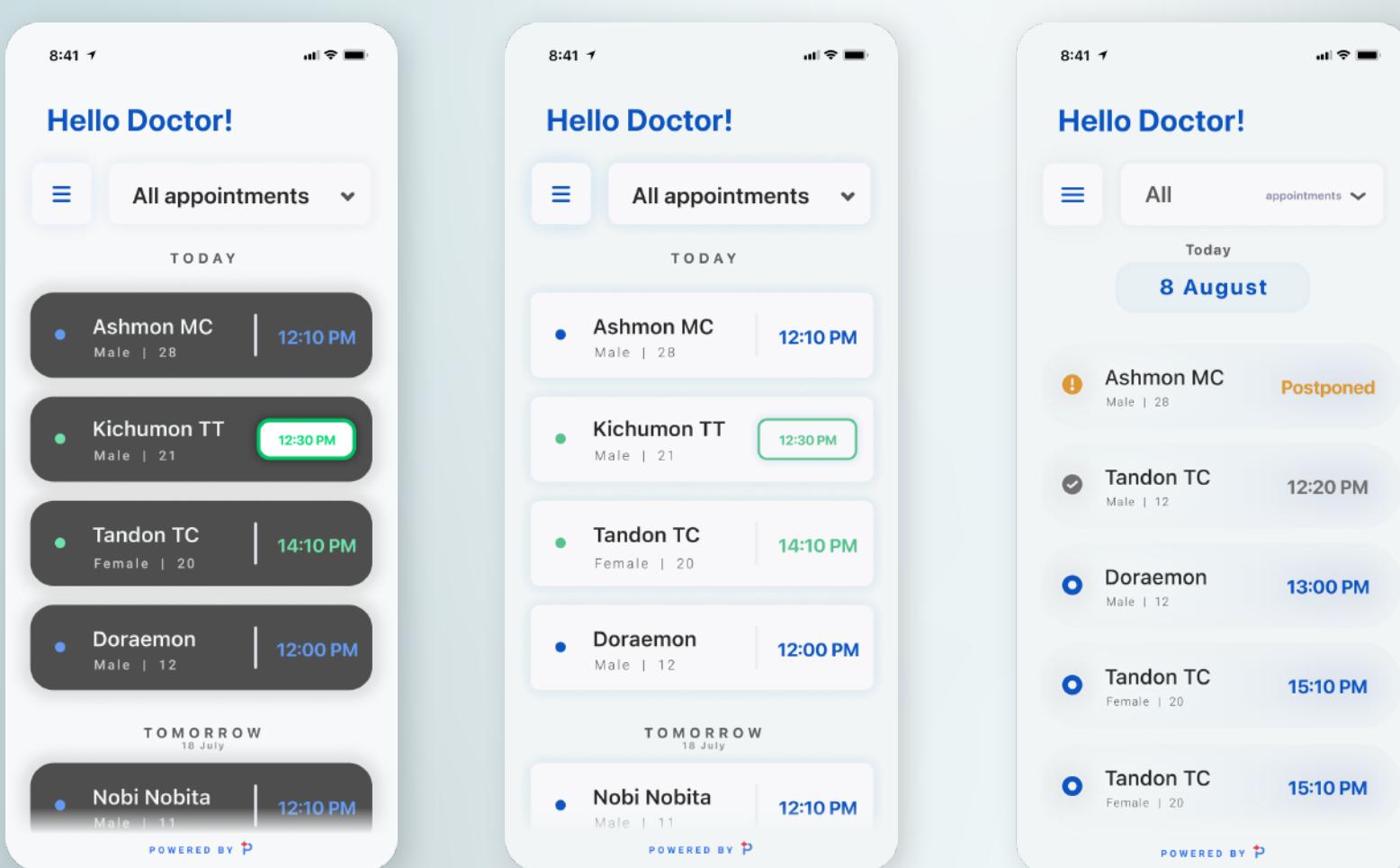
- Coloured boxes on the left and right can cause unwanted confusion.
- Numbering is stray.
- What is clickable is not clear.

- Almost alright.
- Not colour-blind friendly.
- Appointments that are over are not easily distinguished.



Design Iterations (contd.)

Design Feedback



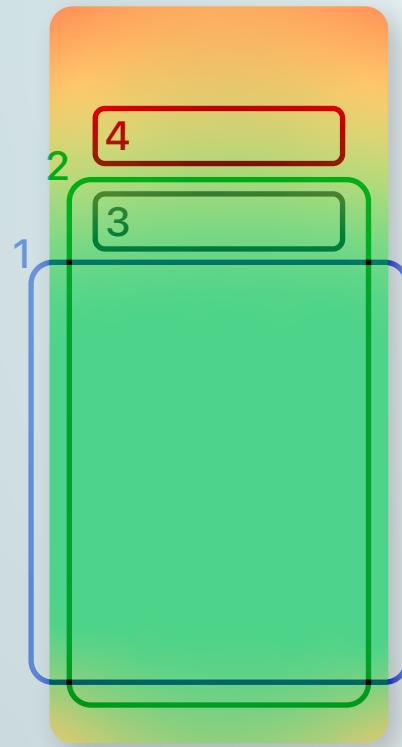
- Dark-light juxtaposition is too high in contrast.
- Colours are not very distinguishable.
- The card without buttons look promising.
- Blue and green combination is confusing.
- Still not colour-blind friendly.

- Colours are distinct yet match the theme.
- Icons are colour-blind friendly.
- Ochre colour is distracting.



UX Design Justification

for Calendar Page



Interaction Heatmap

Green areas are easy to reach while red needs the user to change their grip.

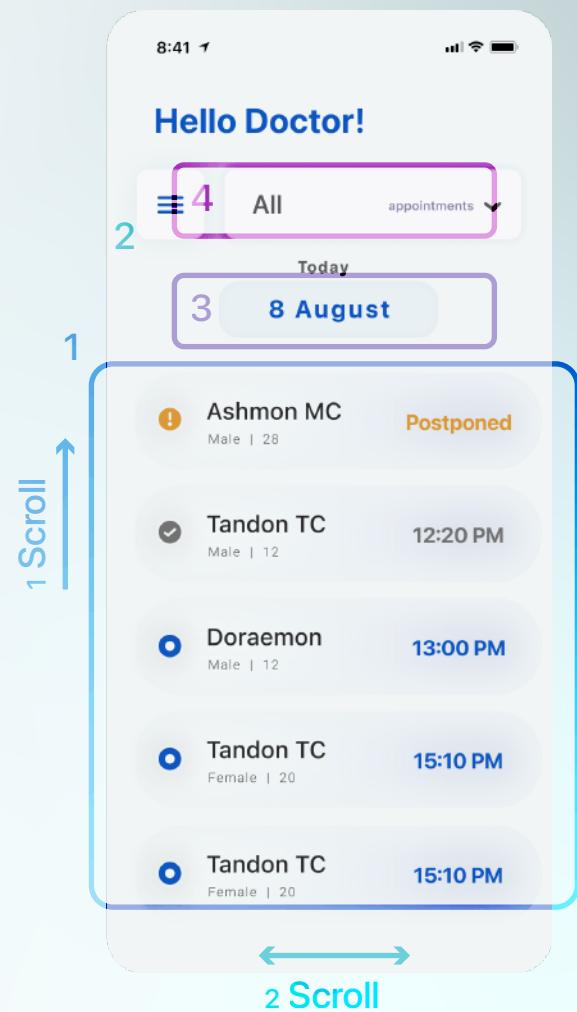


Visual Heatmap

Green areas are locations where users' eyes idle at, while red and orange requires signifiers to catch attention.

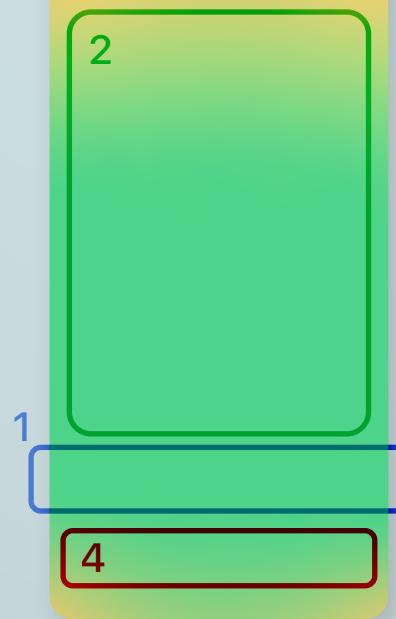
Priority

1. Today's Appointments
2. Appointments tomorrow/yesterday
3. Choose date
4. Filter Appointments



UX Design Justification

for Video Call UX



Interaction Heatmap

Green areas are easy to reach while red needs the user to change their grip.

Priority

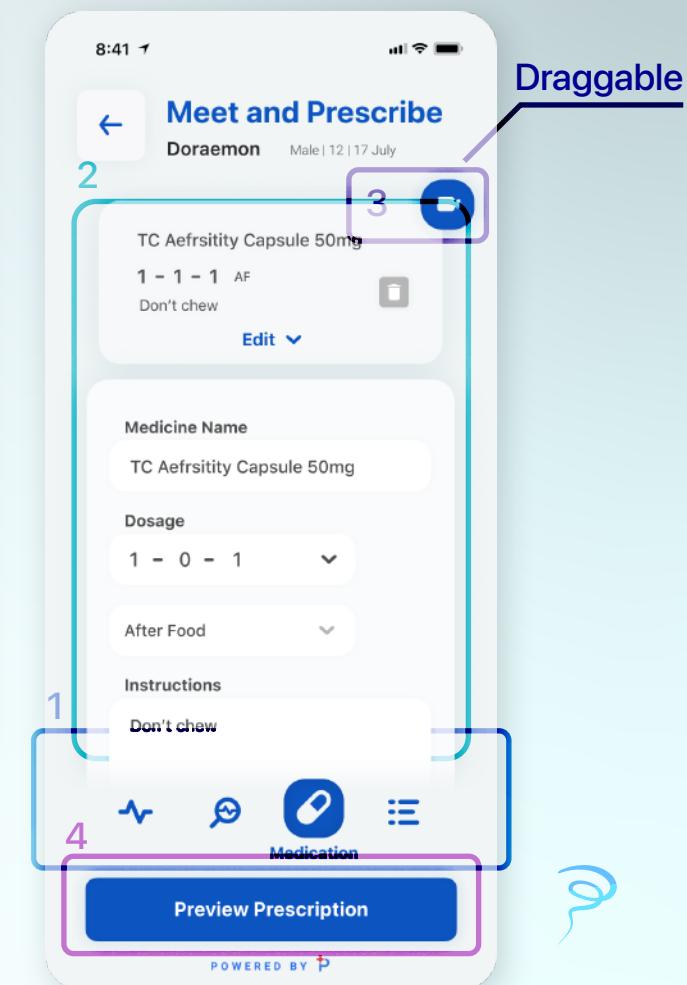
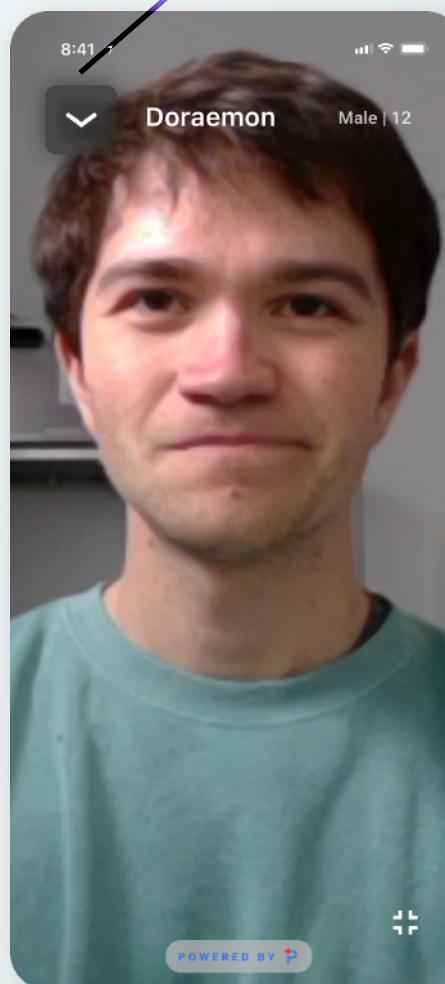
1. Input: Prescribe, Vitals etc.
2. View Input.
3. Go back to Video.
4. Preview Prescription



Visual Heatmap

Green areas are locations where users' eyes idle at, while red and orange requires signifiers to catch attention.

This positioning is not optimal, however the client did not have licensing to customize any more than this.

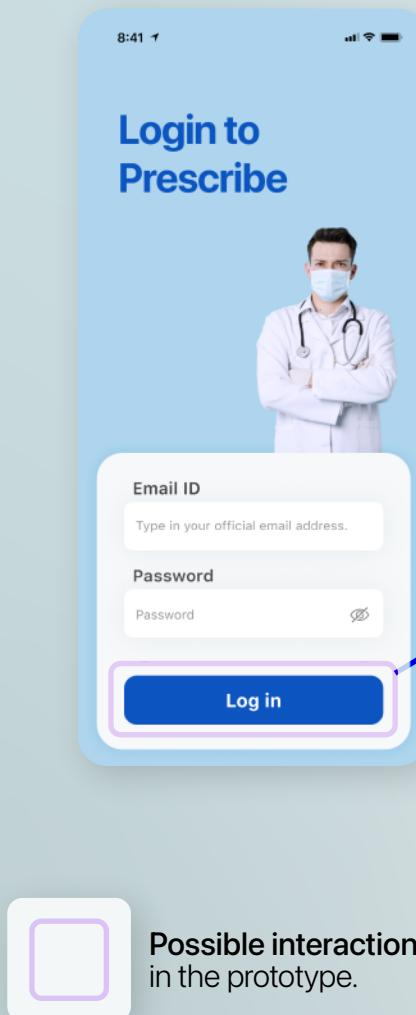


UX

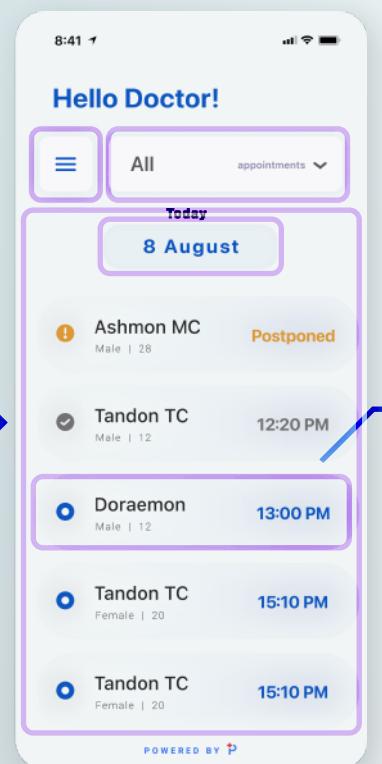
Workflow and Micro Interactions

This page will require you
to view the prototype.

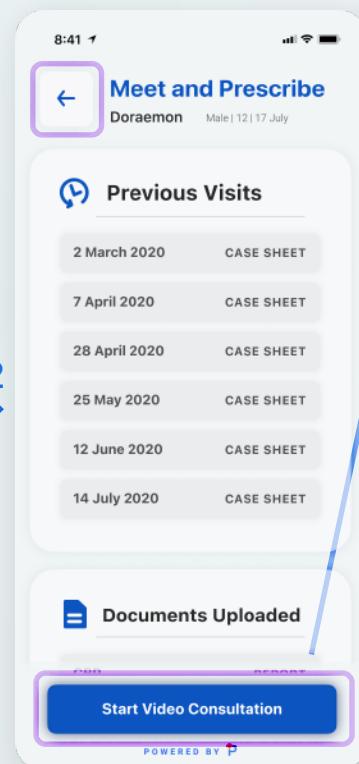
[Click here](#)



Possible interaction
in the prototype.



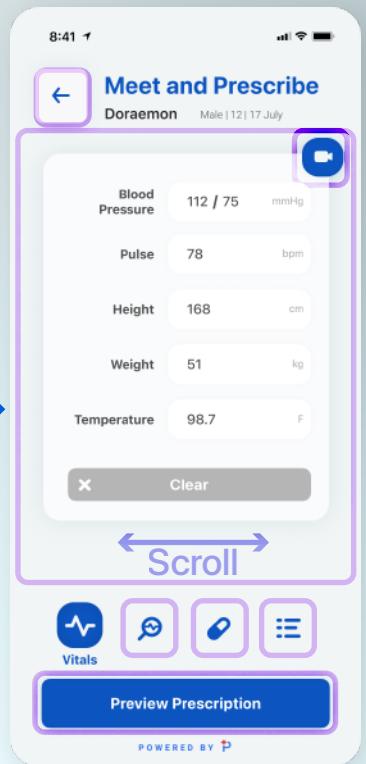
1. Doctor logs in. The app shows the list of consultation scheduled for the day, sorted chronologically. The doctor can choose to filter the appointments by their status or by date.



2. Doctor selects an upcoming tele-consultation. A preview of the patient's history is shown.



3. Doctor starts Video Consultation. The connection is established, and consultation begins.



4. Doctor minimizes the video to note vitals, prescribe medicines and do their thing!

Design Alternative

for Video Call UX



Interaction Heatmap (Only One Thumb)

Green areas are easy to reach while red needs the user to change their grip.

Visual Heatmap

Green areas are locations where users' eyes idle at, while red and orange requires signifiers to catch attention.

To view the prototype.
(new link to this alternative)

[Click here](#)

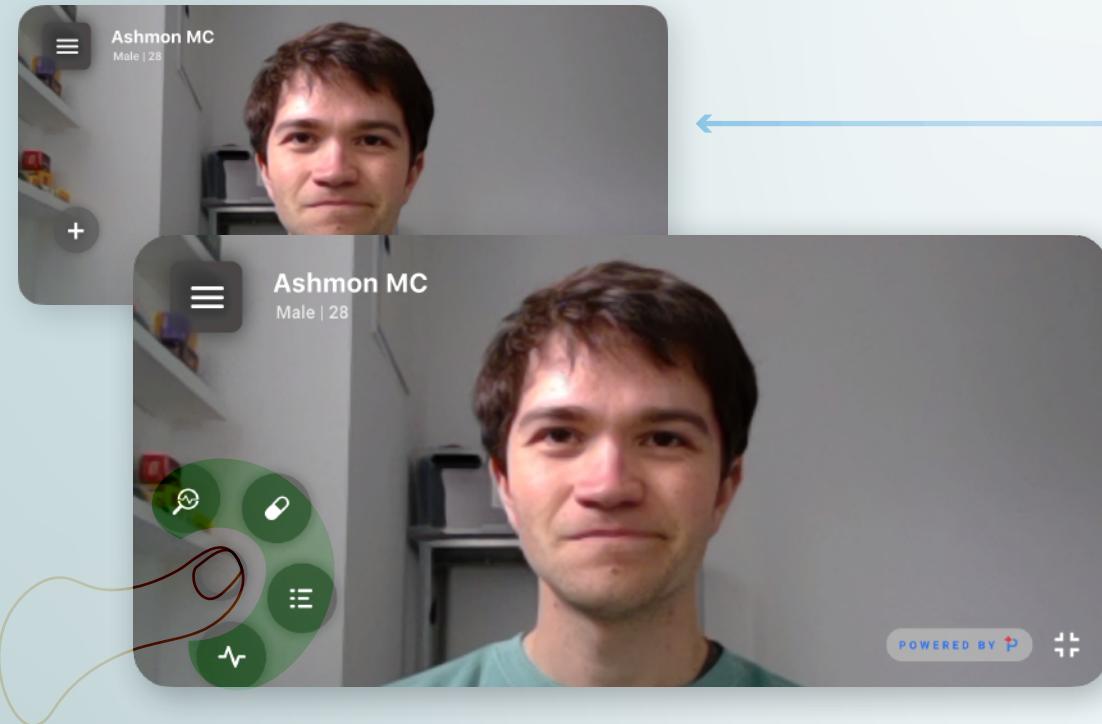


Design Brief

Having a control wheel allows the video call to be uninterrupted while the doctor is prescribing medication or noting down vitals.

The wheel is movable and aligns itself along the green shaded area to make control buttons accessible to the user.





Wheel Alignment!

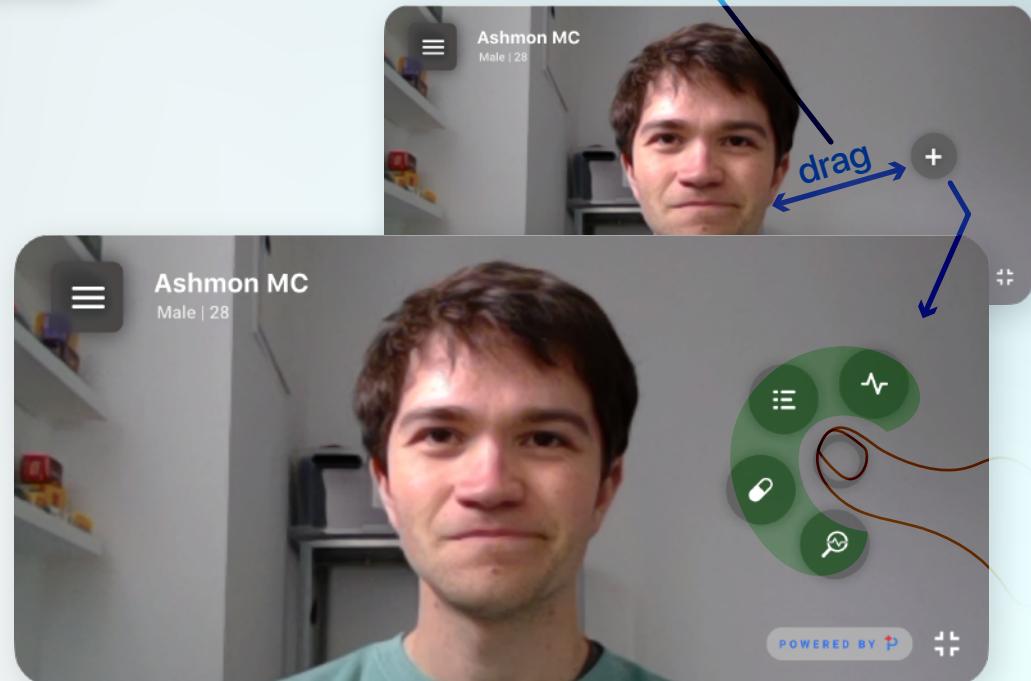
for Video Call UX

To view the prototype.
[Click here](#)

Design Brief (contd.)

The draggable control dot is can be positioned at any place on the screen.

When pressed, the dot expands into the control wheel. This wheel positions itself dynamically, depending on its own position so that the user can click all four buttons with their thumb with ease.



Design

Alternative

for Video Call UX (contd.)

Interaction Heatmap (Both Thumbs)

Green areas are easy to reach while red needs the user to change their grip.



Visual Heatmap

Green areas are locations where users' eyes idle at, while red and orange requires signifier to catch attention.

To view the prototype.

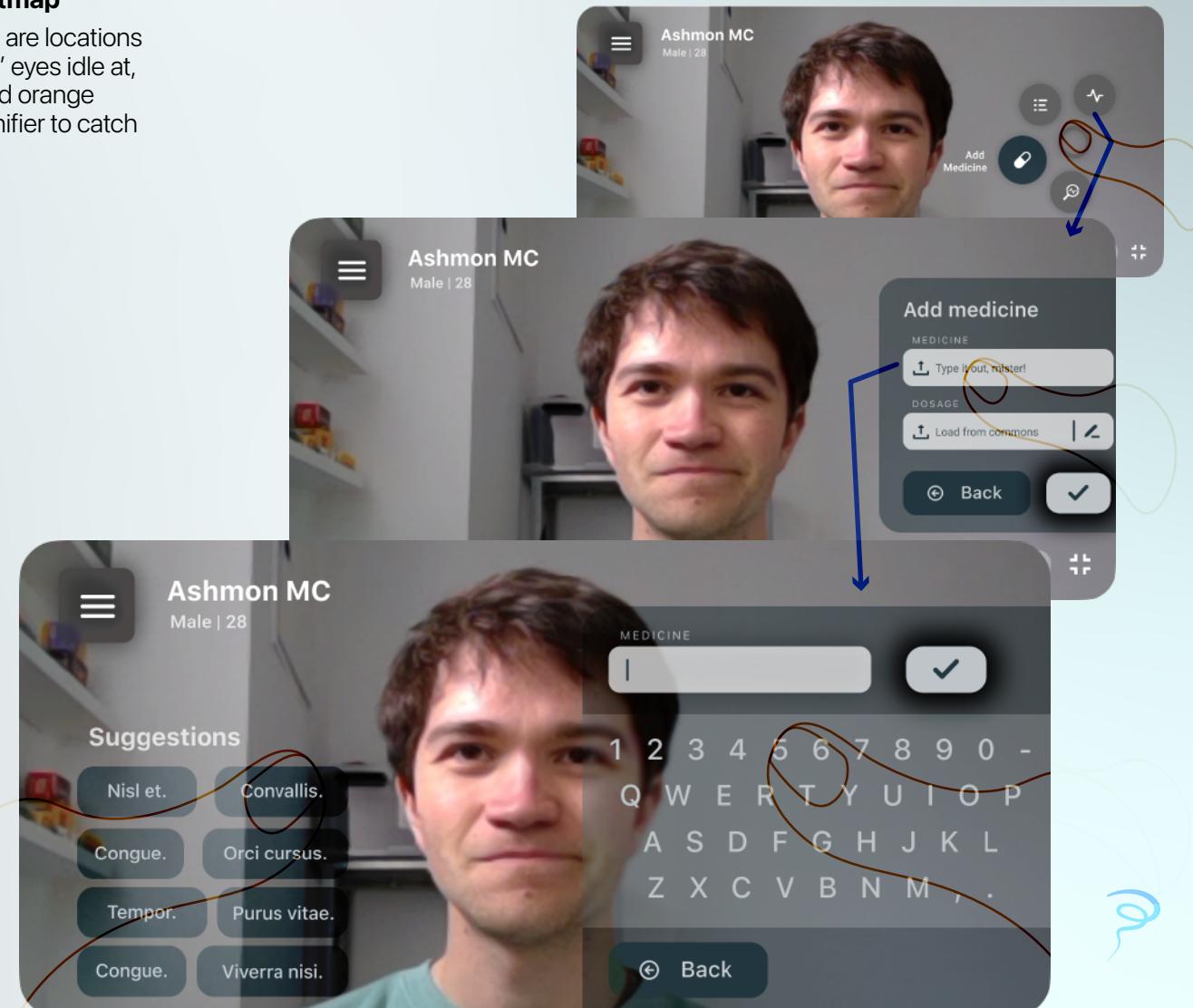
[Click here](#)

Design Brief

Prescribing a medicine option, shown as an example, includes a custom keyboard position that doesn't interrupt the call on the right hand side, allowing users to use the right thumb to type out the medicine.

As the user begins to type, suggestions on the left hand side keeps updating to match what is typed.

Doing this allows doctors to quickly use controls and helps efficiently use their time.





Insti Super App

 **Kishore
S Shenoy**

Created in collaboration with
The MadChan
www.linkedin.com/in/themadchan/



Insti Super App

An app for the centralised distribution of news, resources and socialising that conjuncts with personal dashboard for tracking academics.

Workflow Division

Split App into 4 sections



News

Feed based section displaying campus news.



Academics

Track attendance, manage assignments and share notes.



Stay

Book guesthouse, find mess exchanges, and more.



Discover

Find people, buy & sell items, arrange meetups, and find empty seats.

Insti
Super App

Insti Super App

News

- Campus Feed
- The Fifth Estate (Campus Newspaper)



Academics

- Daily Timetable
- Attendance Management
- Course Exploration
- Course Registration
- Assignments Tracking
- Course Notes Sharing



Stay

- Mess Management
- Guest Accommodation
- Hostel Events
- Mess Change Finder
- Complaint Redressals



Discover

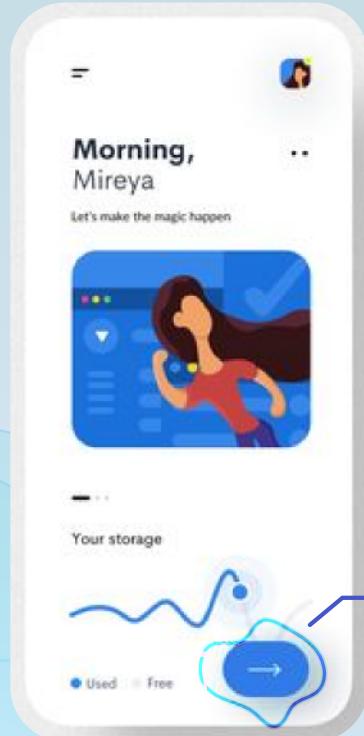
- Discover Interests
- Socialise & Meetups
- Find unoccupied seats
- Buy & Sell
- Confessions Page

Information
Architecture





Inspiration 1
From Pinterest



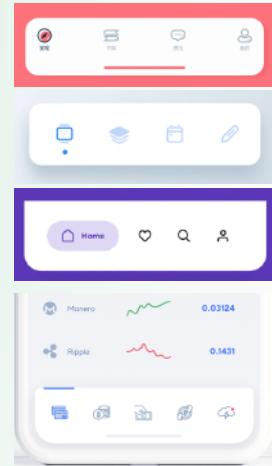
Easy access buttons

Dividing the workflow into 4 categories with an easily accessible switch button will allow a smooth workflow for every use-case.

Inspirations for navigation workflow

Bottom Tray Navigation

Placing navigations at the bottom where the thumb usually rests to prevent wastage of prime visual screen space, and allow easy navigation without needing to change grip.



UI Inspirations

Main Highlight All things you like

Insti Super App



Inspiration 2
From Pinterest



Primary Dashboard

Providing a summary of the section (where relevant) and then breaking down multiple sub-options of the section to give a "status-action" workflow.

Inspiration 3
From Pinterest

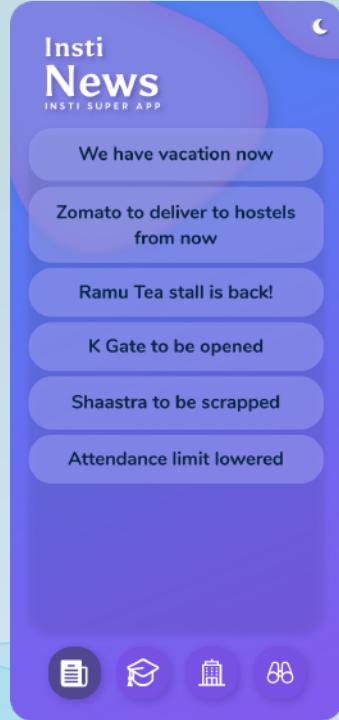


Sub-Option Cataloging

Options inside a section can be presented in a horizontal overflow box so that the dashboard will always stay in sight. This gives the section a different configuration than the feed-based information section.

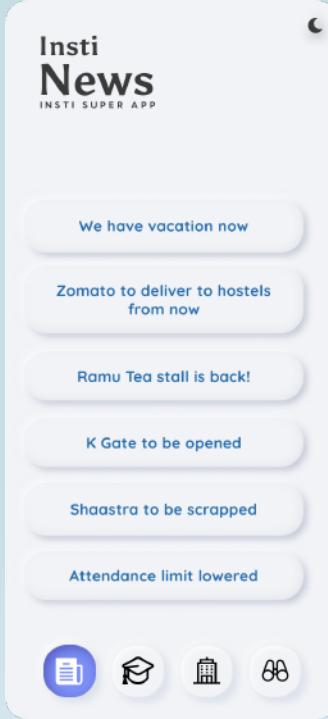
Workflow Inspiration

Insti Super App



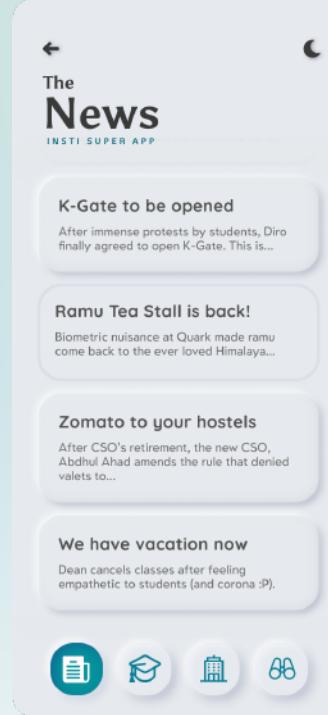
User Feedback

- Unnecessary colour,
- News headlines not visible.
- Background "tray" is not intuitive to a infinite scrolling workflow.



User Feedback

- News blocks not catching attention.
- Providing a brief preview could be indulging.
- Colour theming mismatch.



User Feedback

- Heading and previews look alike.
- App looks plain.



User Feedback

- Looks and feels alright.

Design Iterations

news section

Insti
Super App

Academics

INSTI SUPER APP

Ultricies id sed dictumst vitae sed. Elit magna bibendum consequat ipsum. Egestas.

- Notes**
What to write here?
- To do**
Schedule your assignments and set reminders

Material
Study material for CAT, GATE, blah blah, blah

Time Table
Next class D - 9:00 AM >



User Feedback

- Too confusing.
- Irregular arrangement.
- Attempting to fit "Academics" into the "News" template.
- Time Table is the prime input zone when it affords negligible input and is mostly visual.

Design Iterations

Academics section



Academics

INSTI SUPER APP

Time Table
Next class D - 9:00 AM Miss? Attendance 85.11%

Pharetra dictum.
Ultricies id sed dictumst vitae sed. Elit magna bibendum consequat ipsum. Egestas.

Aliquet scelerisque.

Ultricies id sed dictumst vitae sed. Elit magna bibendum consequat ipsum. Egestas.

Did you attend the C-Slot?
at 8:00 AM today.



User Feedback

- Time Table and "Did you attend" are far apart even though they are related.
- Buttons look odd.
- Uncategorised sub-menu.

Academics

INSTI SUPER APP

Time Table
Next class D - 9:00 AM Miss? Attendance 85.11%

Pharetra dictum.
Ultricies id sed dictumst vitae sed. Elit magna bibendum consequat ipsum. Egestas.

Aliquet scelerisque.

Consequat ullamcorper orci ac vivamus.

Mark my attendance
only if you've missed a class.



User Feedback

- "Feed" type UX doesn't fit here. This is a dashboard type section.
- Infinite scrolling is not intuitive.
- Many sub-menus are too far away to be discovered.

Academics

INSTI SUPER APP

Next Class: D - 9:00 AM
Water Resource Engineering

40 Attended 7 Missed 1 Spare

Mark me present
for C at 8:00 AM today

Explore

beyond curriculum

To do
Schedule your assignments and set reminders.

Material
For your higher studies and exams.



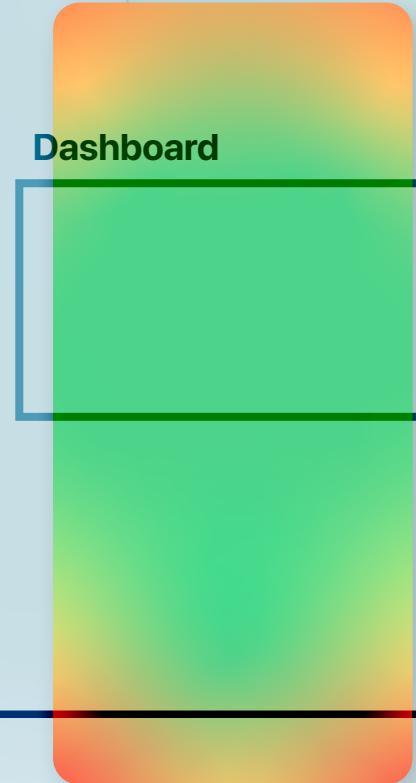
Conclusion

- Dashboard attendance that occupy prime visual space.
- Discover all option in a quick horizontal scroll, at the prime input space.

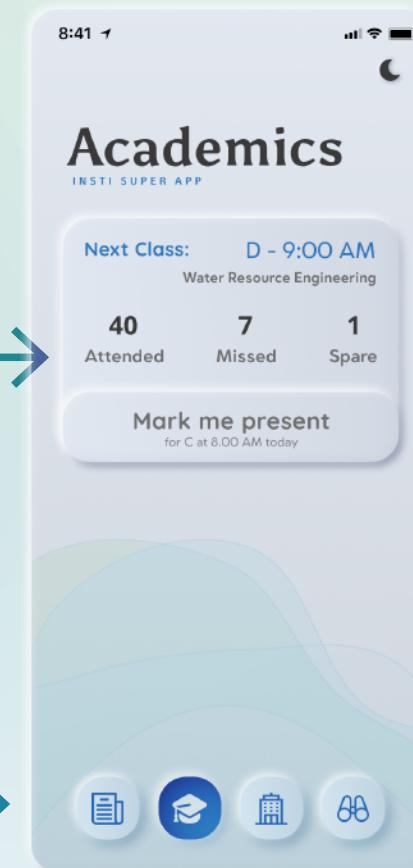


Interaction Heatmap
Green areas are easy to reach while red needs the user to change their grip.

UX & Navigation



Visual Heatmap
Green areas are locations where users' eyes idle at, while red and orange requires signifiers to catch attention.



Navigation Buttons

Each button changes the accent of the app thus signifying the current section without needing to look down at the menu itself.



Insti
Super App

* Note that the dashboard shows the next class rather than the current class as it is already more than 20 min into the class. However, the "Mark me present" marks for the ongoing class.



View the prototype
in live action
[Click here](#)



Wireframe & Micro Interactions

News section

This page will require you
to view prototype

[Click here](#)



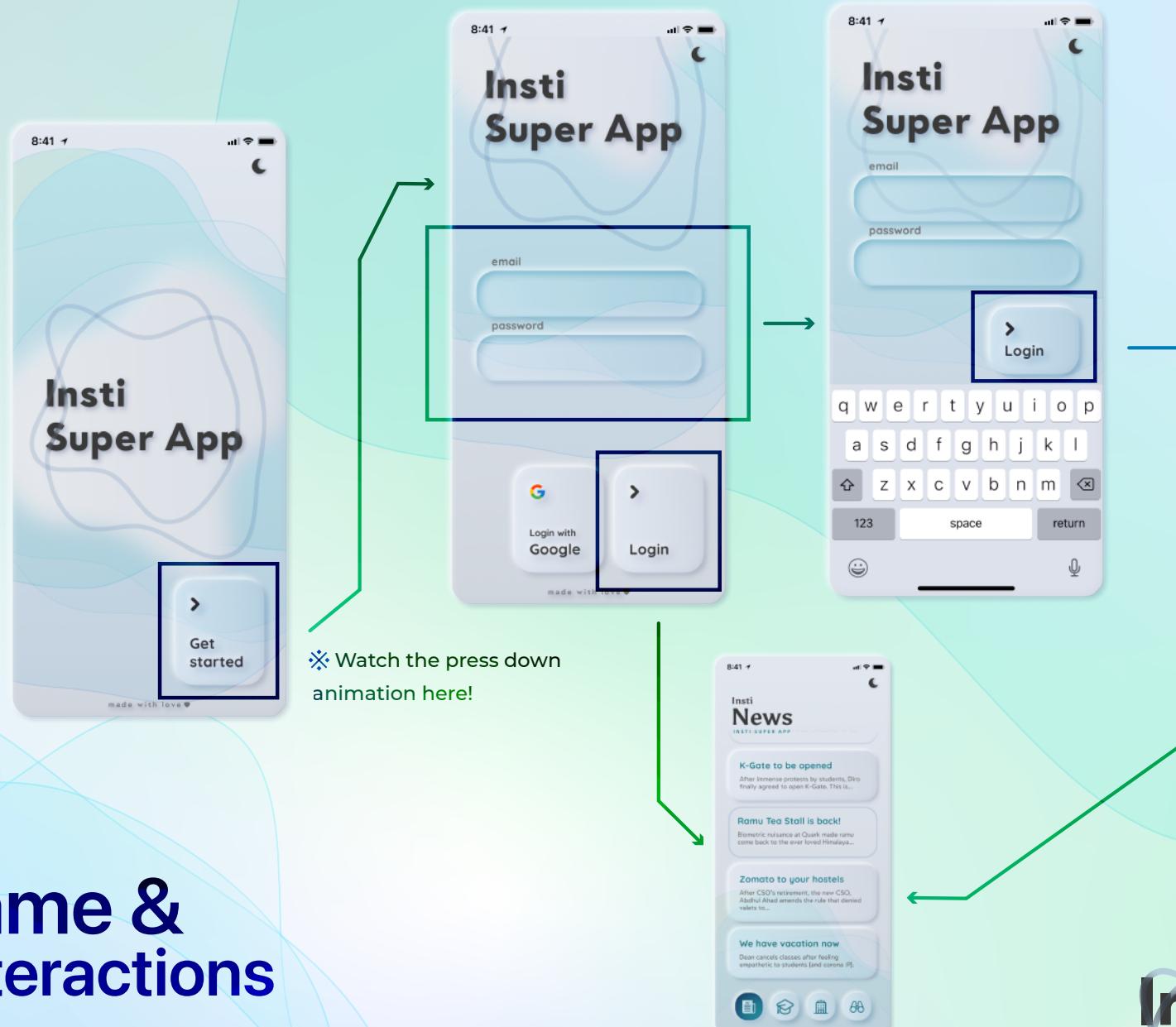
Wireframe & Micro Interactions

Academics section

Insti
Super App



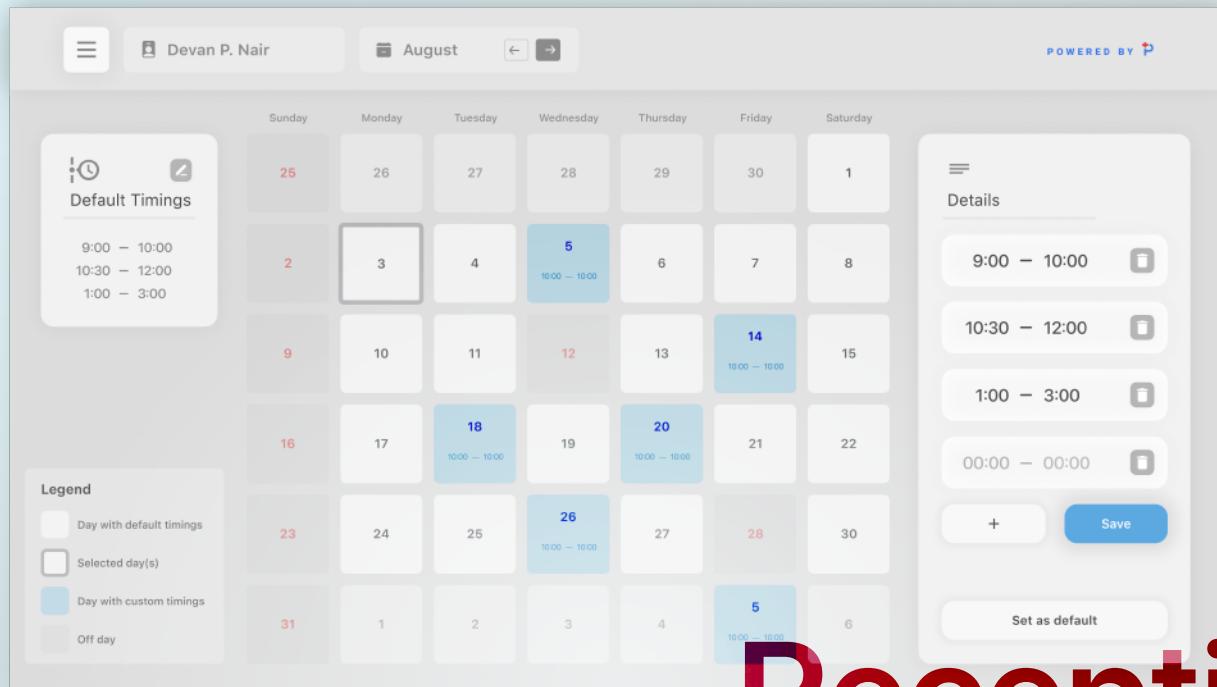
This page will require you
to view prototype
[Click here](#)



Wireframe & Micro Interactions

Login page

Insti Super App



Reception Facing Desktop UX

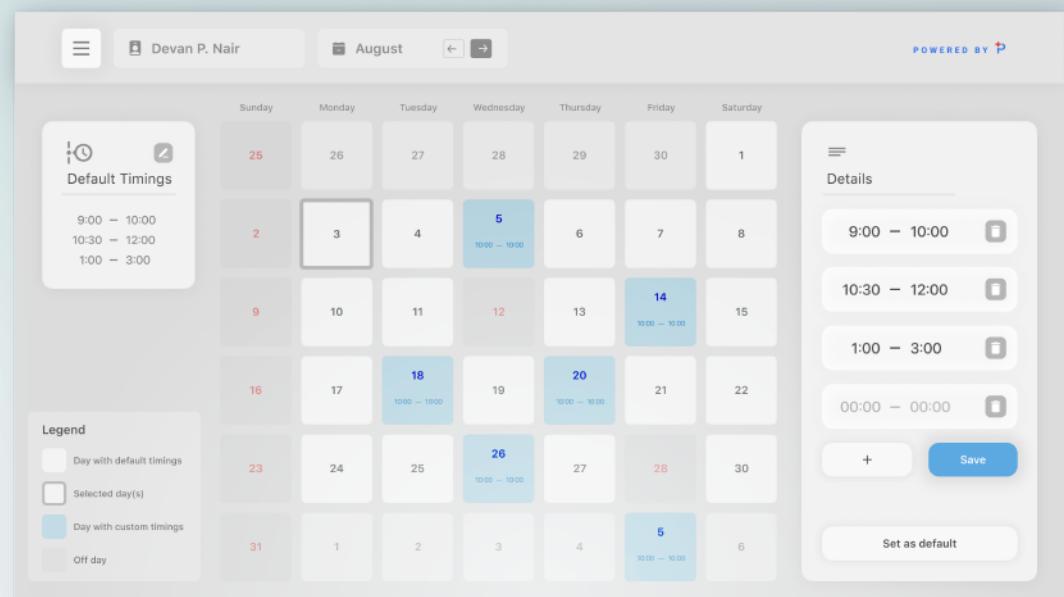
Made for  Prescribe

Scope of Design

Prescribe is a hospital & healthcare start-up that delivers user friendly digital healthcare solutions for hospitals and clinics. Their flagship product is the web-based tele-consultation that provides app-less integration to doctor's schedule.

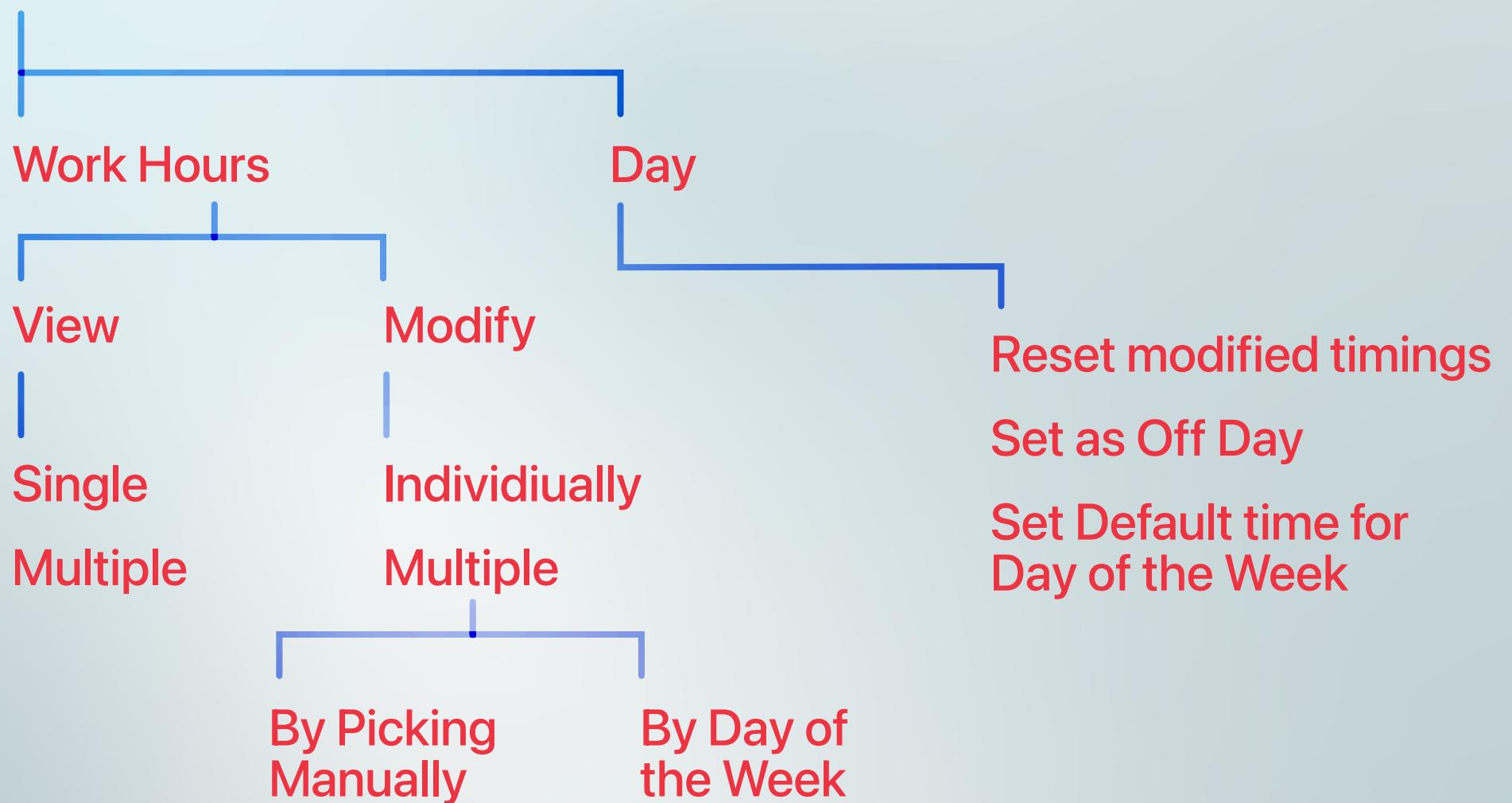
This product was designed as the reception facing side of the product. In this desktop web-app, the receptionist/assistant can manage the doctor's schedule, view their appointments/work hours, and modify it.

The modification can be batchwise, individual, or can be to change the default timings. They can also set off-days.



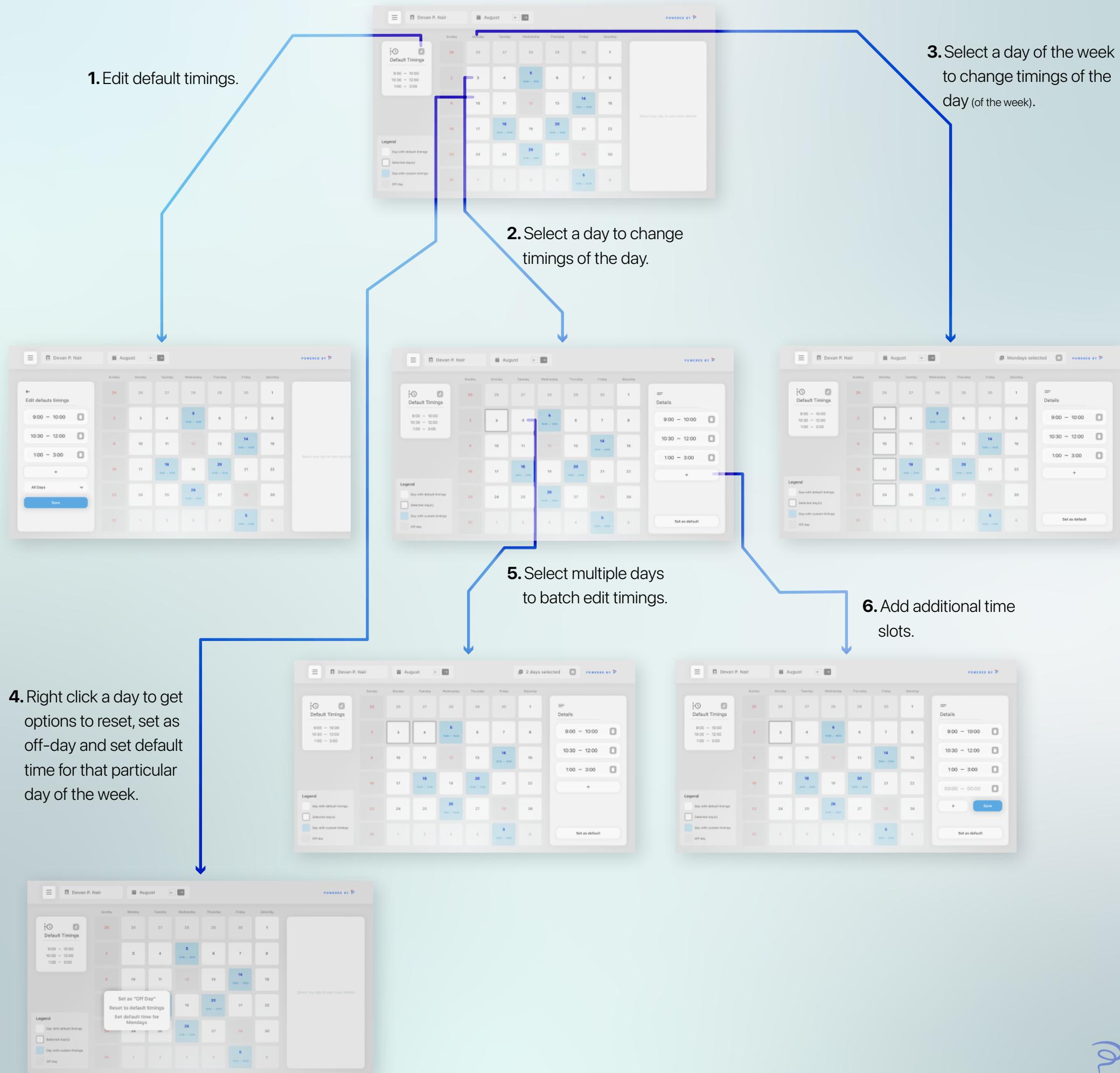
Information Architecture

Calendar



WireFrame

Start



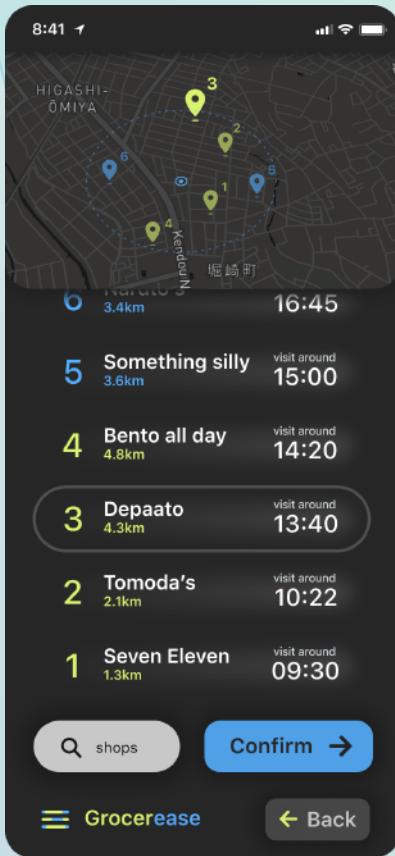
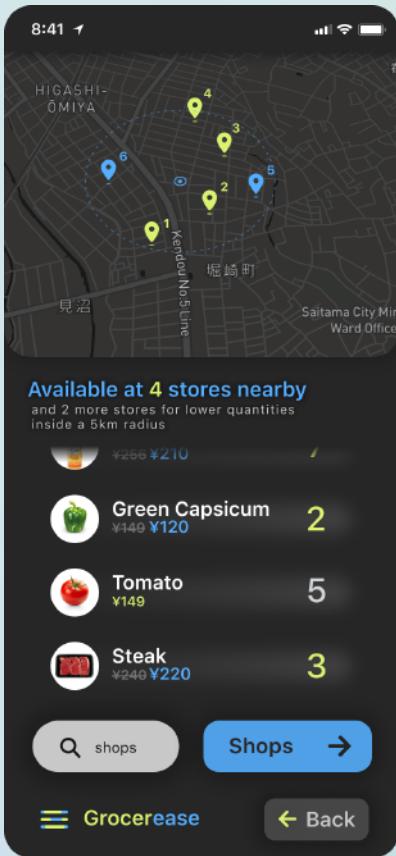
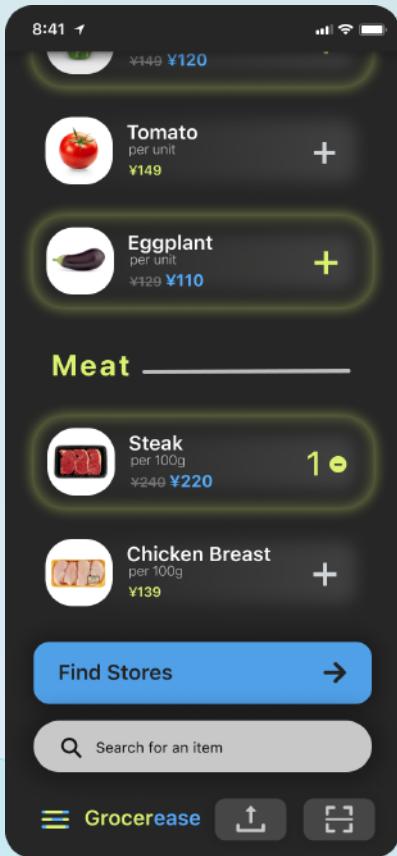
Other UX Works

Grocerease

Designed for a project in an
Interaction Design course.

- Grocerease is an app that **assists** you with buying or **finding** groceries.
- Grocerease was designed for the **Japanese society**, integrating scripts and provisions relevant there.
- Grocerease helps you make your grocery list by sorting it in the order of the store by distance from your location. It also shows the **availability of the products** at these locations and **filters the stores based on availability**.
- You can search for the product in *romaji* even if the product name is in *hiragana/katakana/kanji*.
- A picture of the product is shown so that wrong items are not being bought/shown out of translation errors.

Grocerease



1. User adds items to their groceries' list. This can be input by scanning a handwritten list or by searching one by one.

2. App outputs a list of stores within a 5km radius that have the required groceries in stock. The user is also suggested with more stores that however have lower quantities than they require.

3. App sorts the list of stores based on the suggested visit time. The app uses this information to update suggestions to other users.

To view the prototype.
[Click here](#)

Prescribe Patient App

This web app was designed as the patient facing side of the product. In this app, the patient can search for doctors, see available slots and book at their preferred timings.

Information Workflow

Introduction and
Choose department



Pick date, Choose
doctor and select a
preferred time slot.



Fill in patient's
details and contact
information.



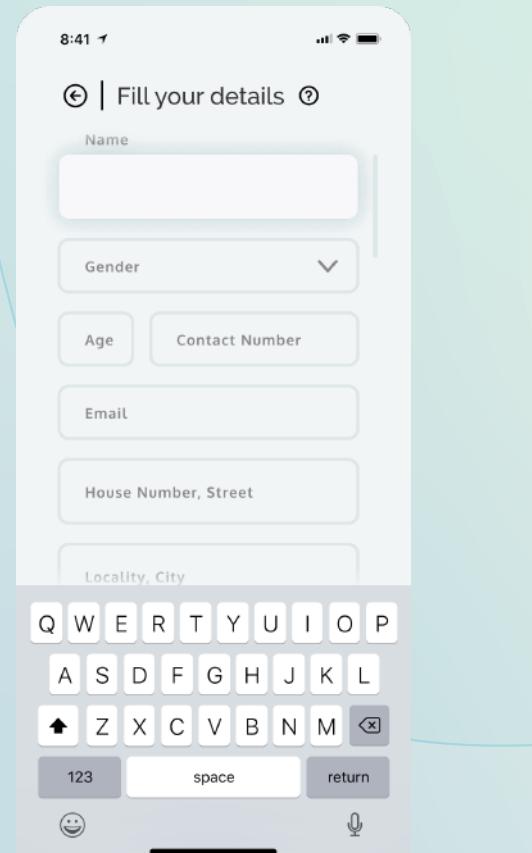
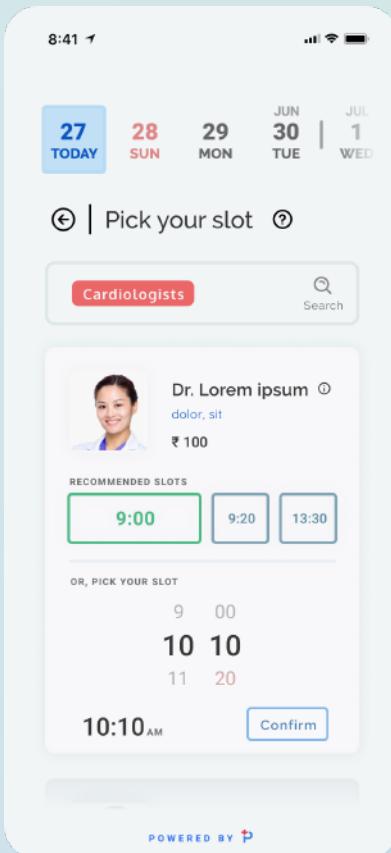
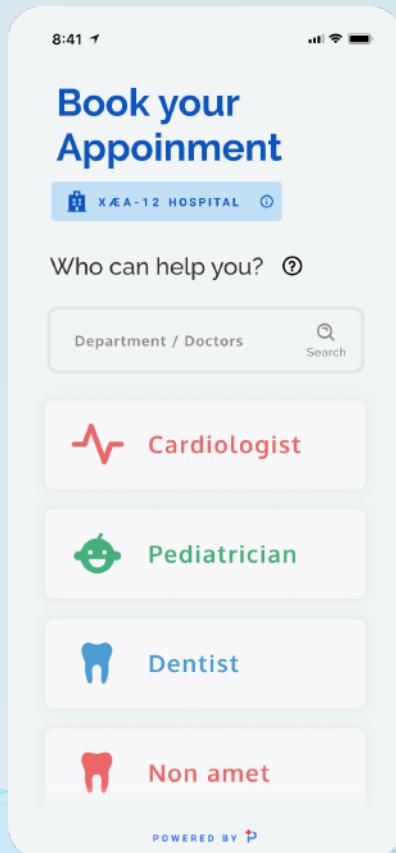
Confirmation off
booking.



Proceed to payment.

Prescribe Patient App

To view the prototype.
[Click here](#)



1. Search based workflow allowing the user to search for a particular doctor or doctors from a particular department from their hospital of choice. By design, the user is redirected here from the hospital's website.

2. User picks a doctor and chooses a time slot on their day of choice. They are recommended a slot by the system in an effort to aggregate the booked slots for the doctor. The user can also pick their own custom slot.

3. App asks for personal information of the patient along with their contact information.

4. A confirmation screen is shown after payment, and the video consultation link is shared. This link is also sent to the user via SMS, WhatsApp and email (if provided).