



My Therapy

GROUP : 10
8 LAWS OF UX DESIGN



Hick's Law

- Too many options are presented at once (e.g., multiple subscription plans, therapy types), it may overwhelm users.
- Categorized content (e.g., anxiety, stress, depression) can help users quickly find what they need.

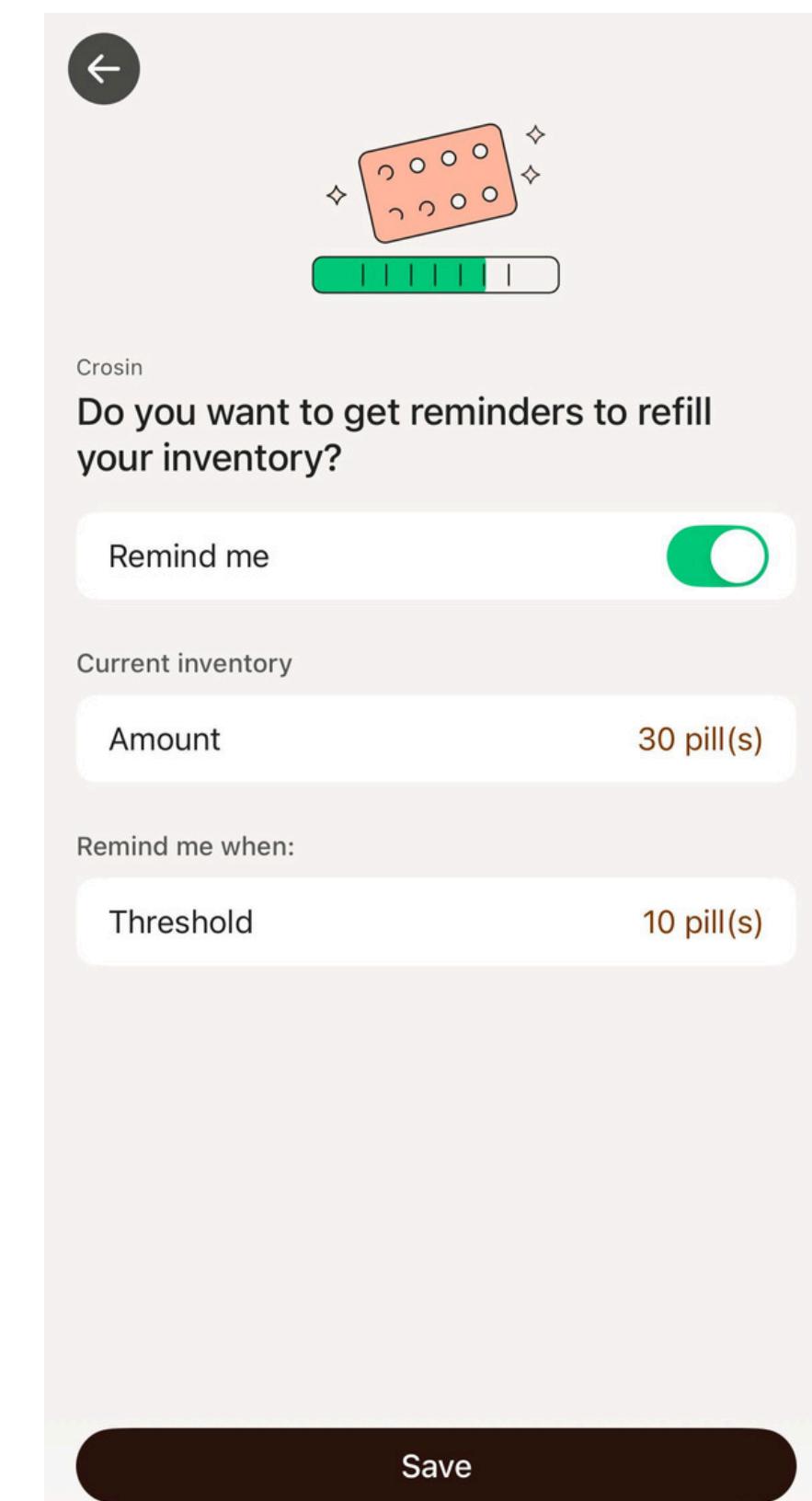


pill(s)	<input checked="" type="radio"/>
portion(s)	<input type="radio"/>
Wh the	<input type="radio"/>
puff(s)	<input type="radio"/>
N	<input type="radio"/>
sachet(s)	<input type="radio"/>
Unit	<input type="radio"/>
spray(s)	<input type="radio"/>
suppository(ies)	<input type="radio"/>
tablespoon(s)	<input type="radio"/>
teaspoon(s)	<input type="radio"/>
unit(s)	<input type="radio"/>
vaginal capsule(s)	<input type="radio"/>
vaginal suppository(ies)	<input type="radio"/>
vaginal tablet(s)	<input type="radio"/>

Fitt's Law

Large, clickable buttons for critical actions like "Book Session" or "Start Therapy" enhance usability.

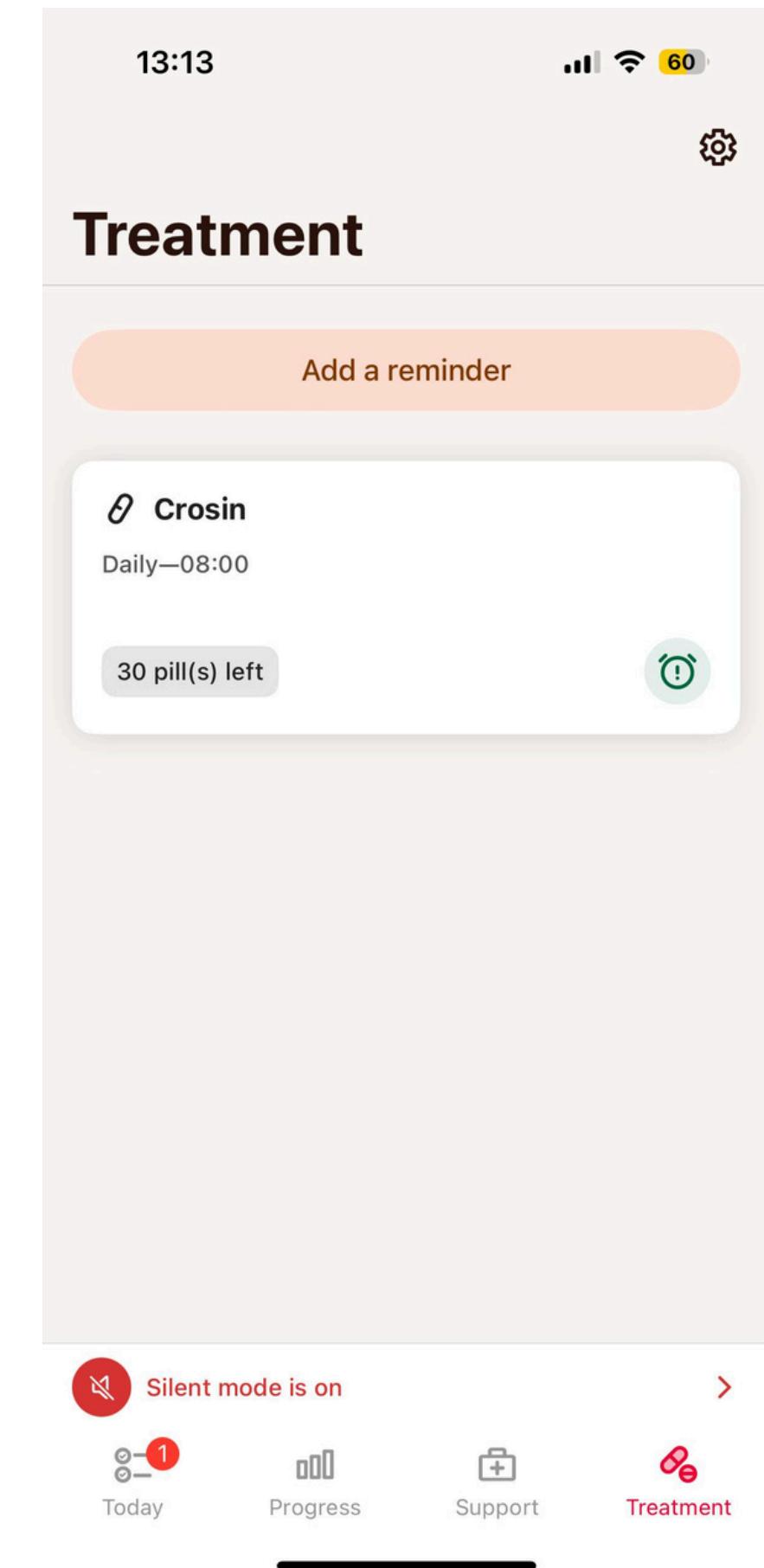
Intuitive spacing ensures users can easily tap on options without errors.



Jakob's Law

Familiar layouts for therapy session scheduling or journaling makes the app more intuitive.

Our app uses standard navigation patterns (e.g., hamburger menus, bottom tabs), users can quickly understand and navigate it.



Miller's Law

Clear section headers and progress indicators improved focus.

Chunked information into bite-sized pieces (e.g., therapy steps, exercises) and graphical representation make it easier to digest.



Cancel Add pharmacy

A small icon of a green leaf and a red cross inside a white bowl.

Name

Pharmacy

Street

Postcode

City

Phone number

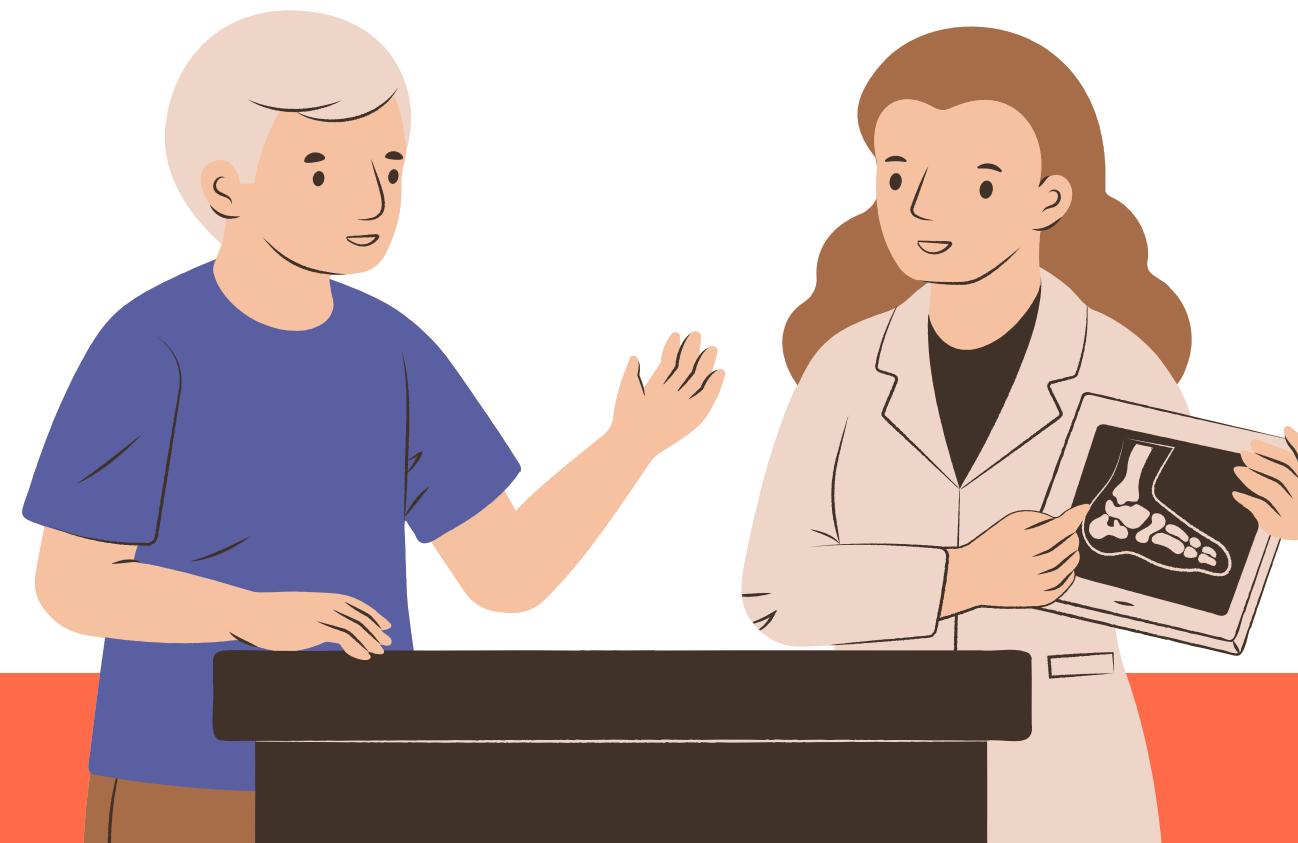
Email

Website

Save

Tesler's Law

Automated features (e.g., scheduling reminders, session summaries) reduce user effort.

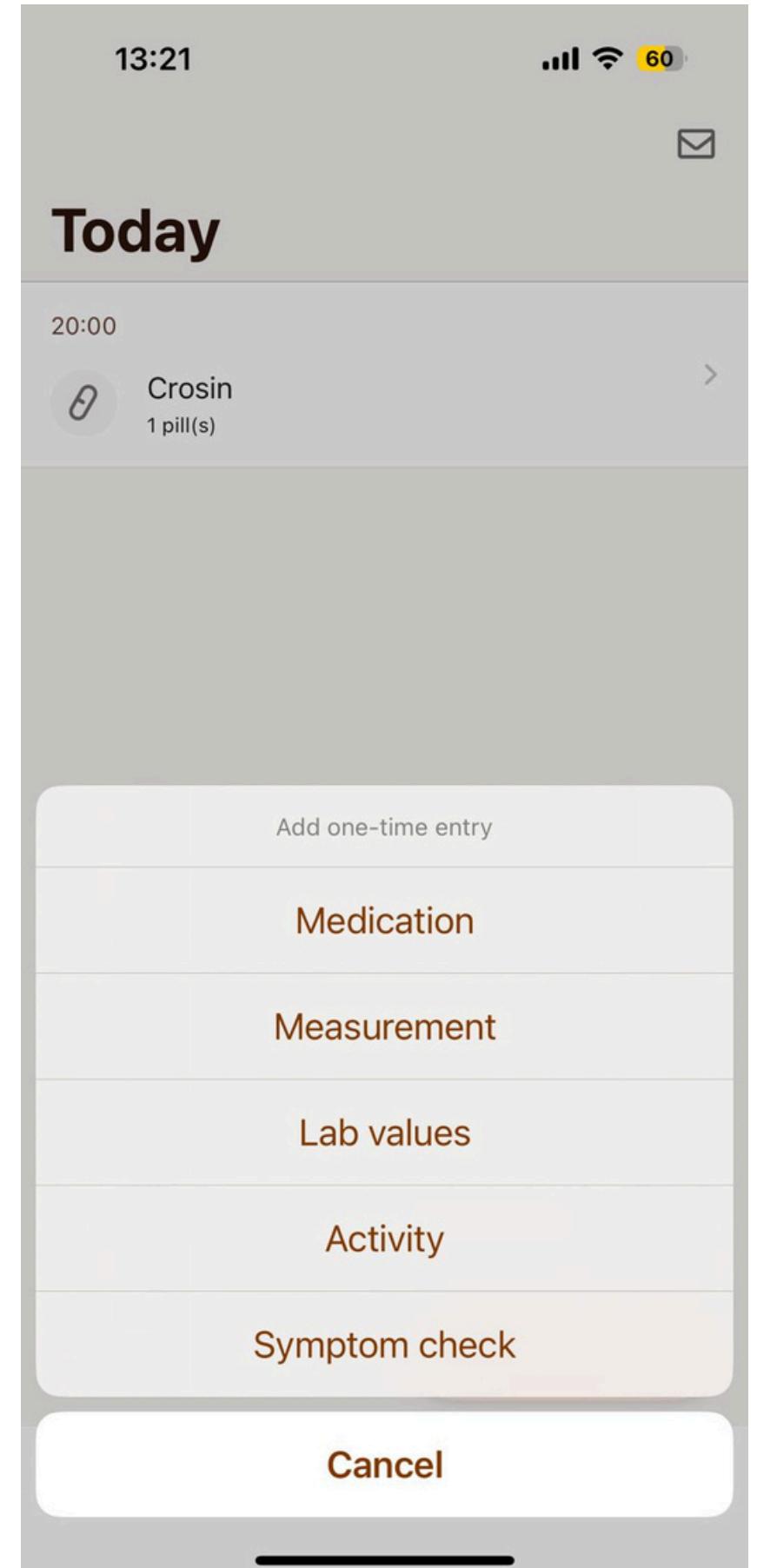
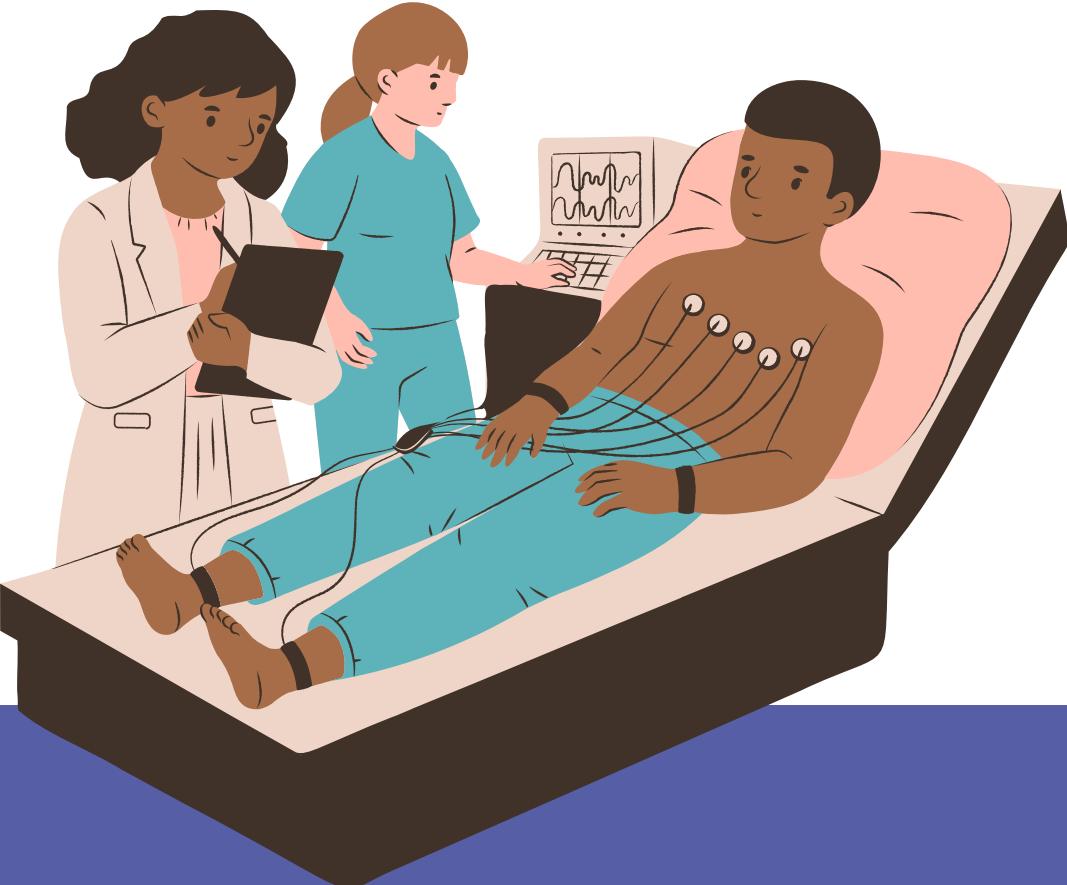


Overcomplicating tasks, like requiring multiple steps to book a session, can frustrate users.

The three screenshots show a mobile application for managing medication. The first screen shows a pill icon and a progress bar for 'Crosin'. It asks if the user wants reminders to refill their inventory, with a toggle switch for 'Remind me' set to on. It displays the current inventory as 30 pill(s). The second screen shows a smartphone icon with a checkmark, asking which medication to set a reminder for, with 'Crosin' selected. It also shows the unit as 'pill(s)'. The third screen shows a list of treatments: 'Crosin' (Daily—08:00), with 30 pill(s) left, and a note that silent mode is on. Navigation icons for Today, Progress, Support, and Treatment are at the bottom.

Law of Proximity

Grouping related elements, such as therapy session details, action buttons, or progress indicators, makes the interface intuitive and easy to scan. For instance, placing "Book Session" and "View Details" buttons near session titles reinforces their connection.



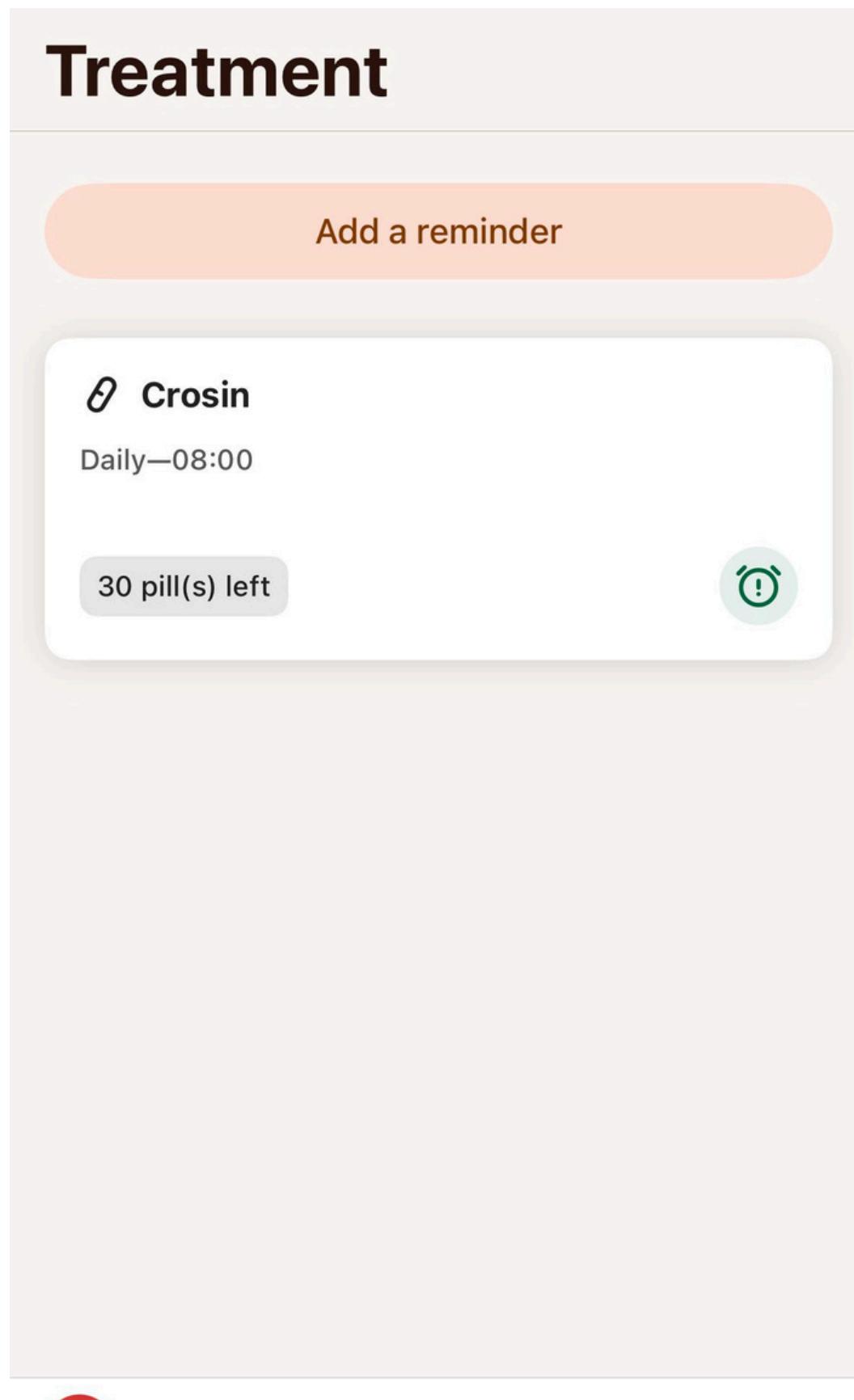
Peak End Rule

Lack of a strong emotional "peak" moment during therapy sessions might make the app feel impersonal.



The app couldn't add celebratory messages or progress summaries.

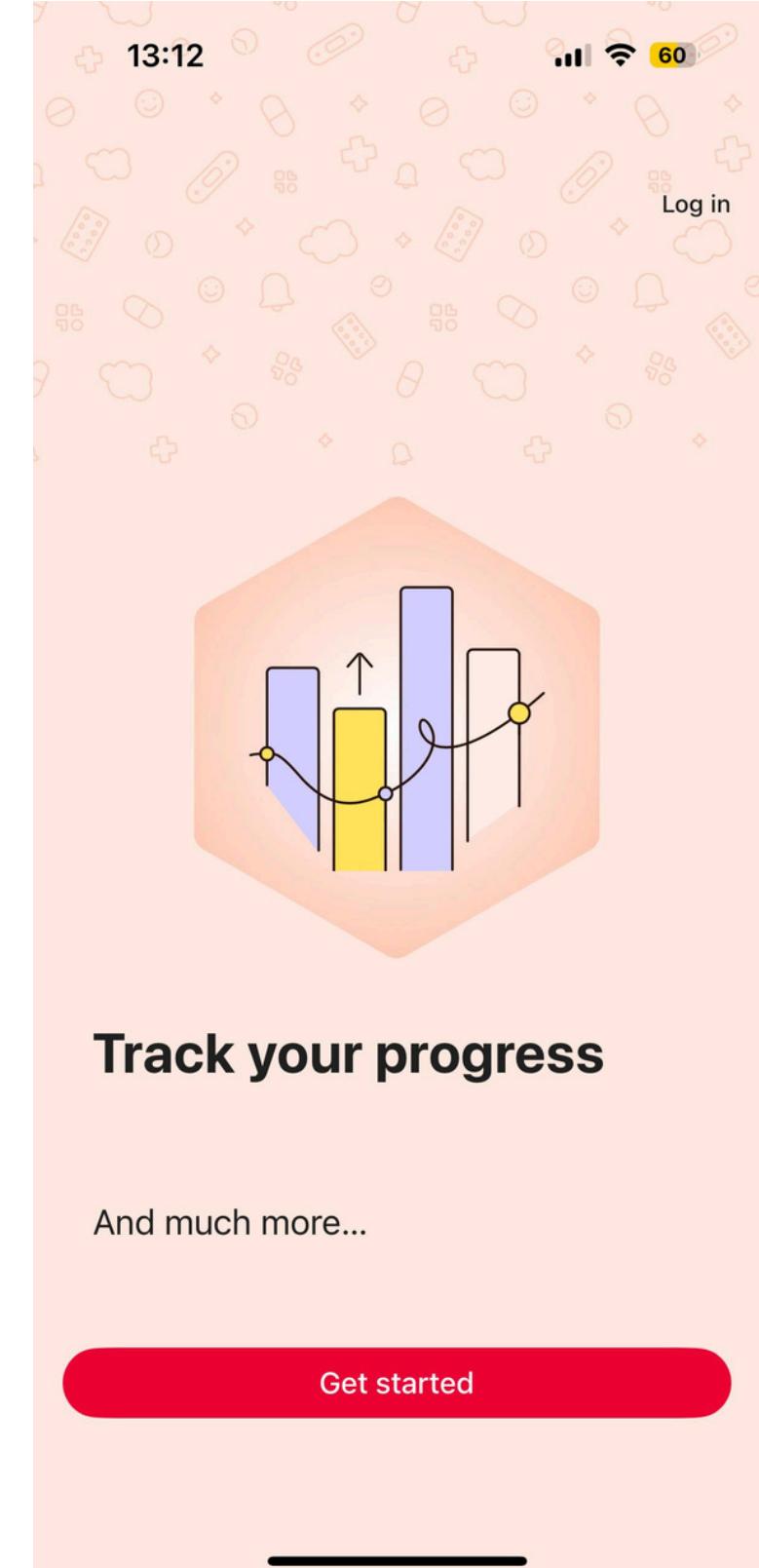
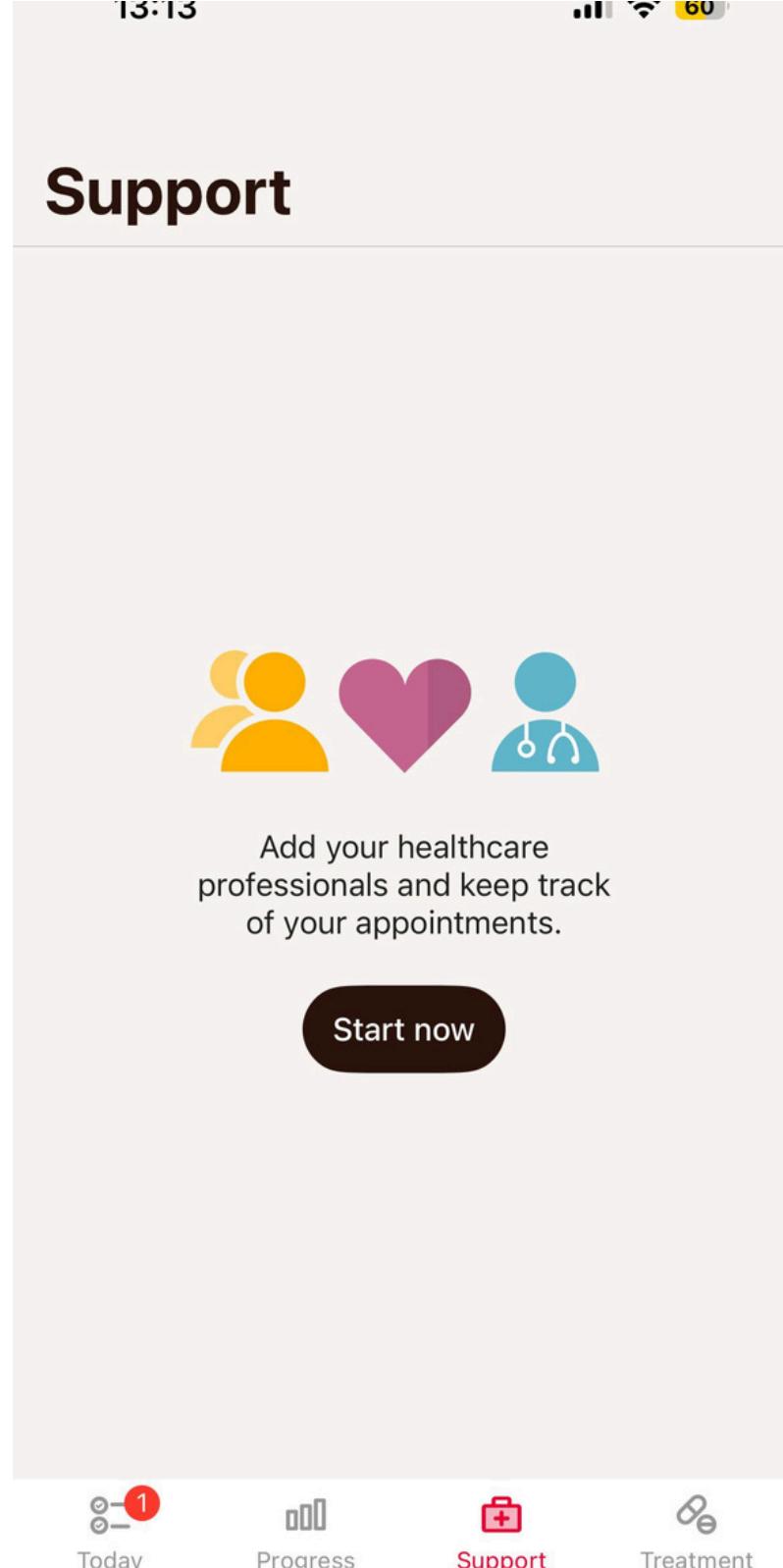
Treatment



AESTHETIC USABILITY EFFECT

Consistent typography and iconography improve the app's visual appeal.

A clean, calming color scheme (e.g., soft blues or greens) enhances the therapeutic experience.



Thank you!

