

DailyDose - Medication Alert App

Madeline Allen

Project overview



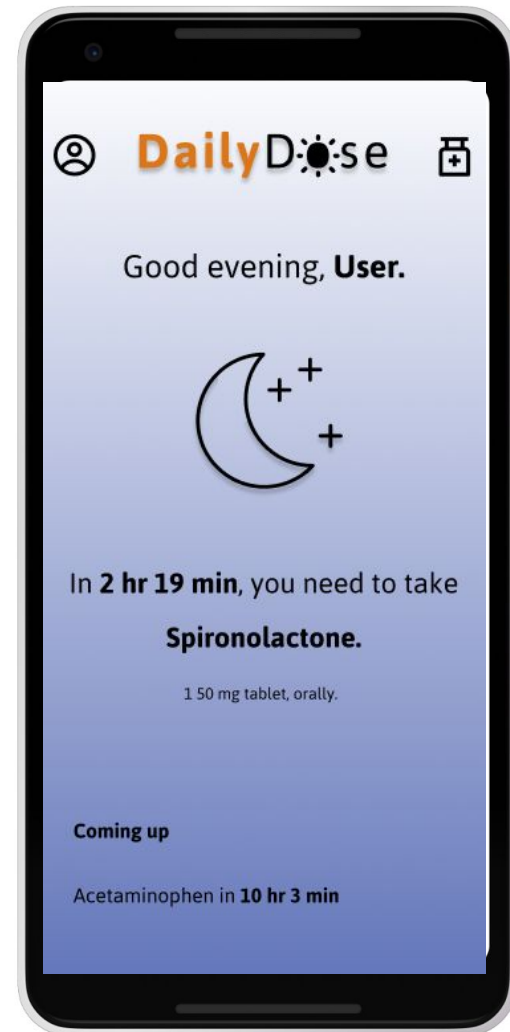
The product:

DailyDose is an app targeted to people who take one or more prescription medications and need assistance being reminded to take these medications to maintain their health.



Project duration:

July 2022



Project overview



The problem:

Helping people remember to take their prescriptions at the expected time of day



The goal:

Effectively remind people to take their medication

Project overview



My role:

UX Designer



Responsibilities:

Conducting interviews, designing paper-digital wireframing, low-fidelity prototyping, usability studies, accessibility accounting, design repetition

Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

User research: summary



I conducted interviews and created empathy maps to understand the users I'm designing for and their needs. A primary user group identified through research was users who forget to take their medicine and forget which medications require which doses.

Persona: Paul

Problem statement:

Paul is a new father of two twin boys who needs reminders to take his prescriptions because his hands are full with his newborns.



Paul

Age: 31
Education: None
Hometown: Detroit, MI
Family: Lives with family
Occupation: Plumber

"How am I staying healthy if I am forgetting to maintain my health in the first place?"

Goals

- Set reminders to take medications
- Keep a list of all current prescriptions

Frustrations

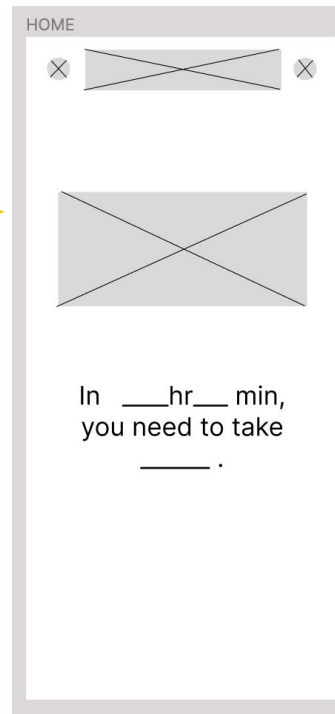
- "I know with my kids here now, taking my pills will probably be the last thing I remember."

Paul is a new father of two and still is occupied by his full time as a plumber and takes 3 medications daily, some once a day and some twice a day. Paul is so busy he forgets to do simple tasks like eat lunch or do laundry for work, so he needs all of the help he can get to remember to take his medications.

Digital wireframes

As the initial design phase continued, I made sure to base screen designs on feedback and findings from the user research.

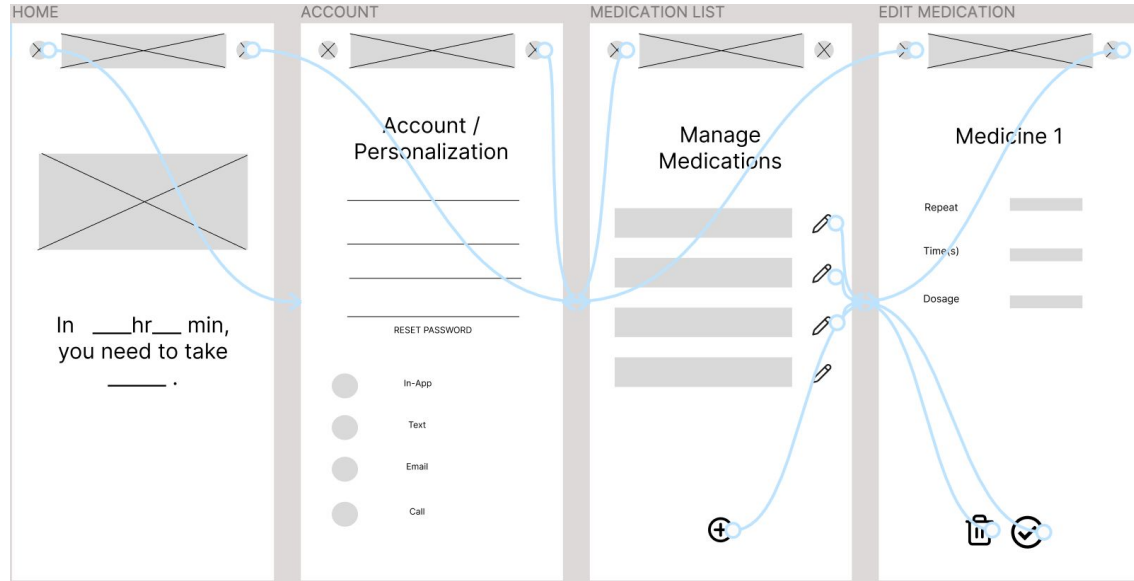
Greeting pop
up to make the
experience feel
personable



Timer on home
page to show
when next
medication is
ready to be
taken

Low-fidelity prototype

DailyDose Low-fidelity prototype



Usability study: parameters



Study type:

Unmoderated usability study



Location:

United States, remote



Participants:

5 participants



Length:

20 minutes

Usability study: findings

1

Finding

Add password reset in the case that a user forgets or is logged out.

2

Finding

Make a queue to see what medicines to take are on the horizon.

3

Finding

Add out of app notifications such as text or call.

Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

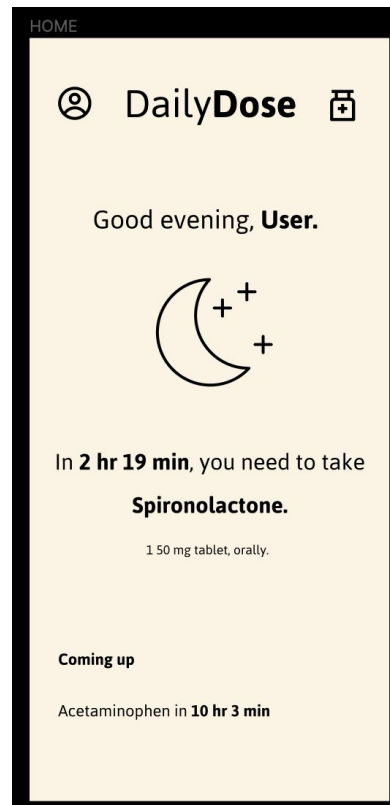
Mockups

Early designs allowed for some transportation options, but after the usability studies, I added additional options.



Before usability study



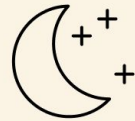
After usability study



Mockups

 DailyDose 

Good evening, **User**.





In **2 hr 19 min**, you need to take
Spironolactone.


1 50 mg tablet, orally.


Coming up


Acetaminophen in **10 hr 3 min**


 DailyDose 



Manage Medications

Spironolactone 

Acetaminophen 



Ritallin 





 DailyDose 

Spironolactone



Repeat	<u>Once, Daily</u>
Time(s)	<u>9:30 PM</u>
Dosage	<u>50 mg, 1 Tablet</u>
Method	<u>Oral</u>

 DailyDose 

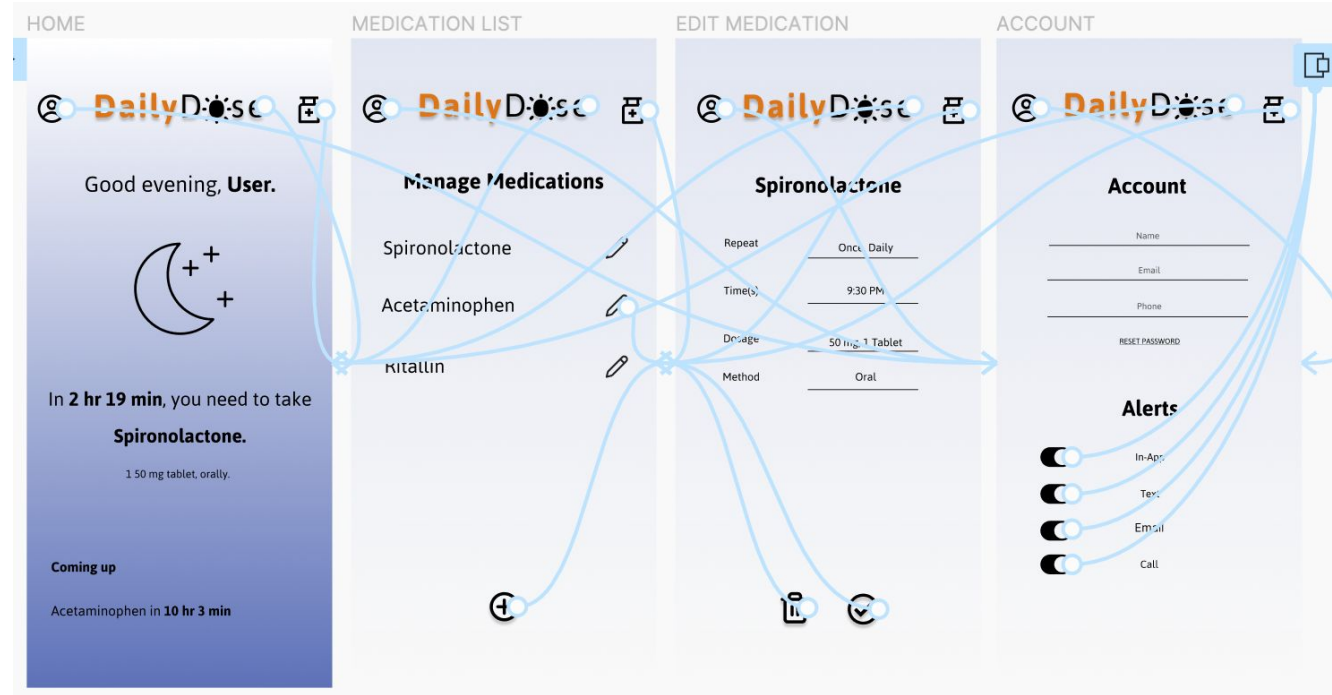
Spironolactone

Repeat	<u>Once, Daily</u>
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High-fidelity prototype

High-Fidelity Prototype



Accessibility considerations

1

Used icons to help make navigation easier.

2

Used relevant imagery for events to help all users get a better understanding of the artistic style and mood of the event.

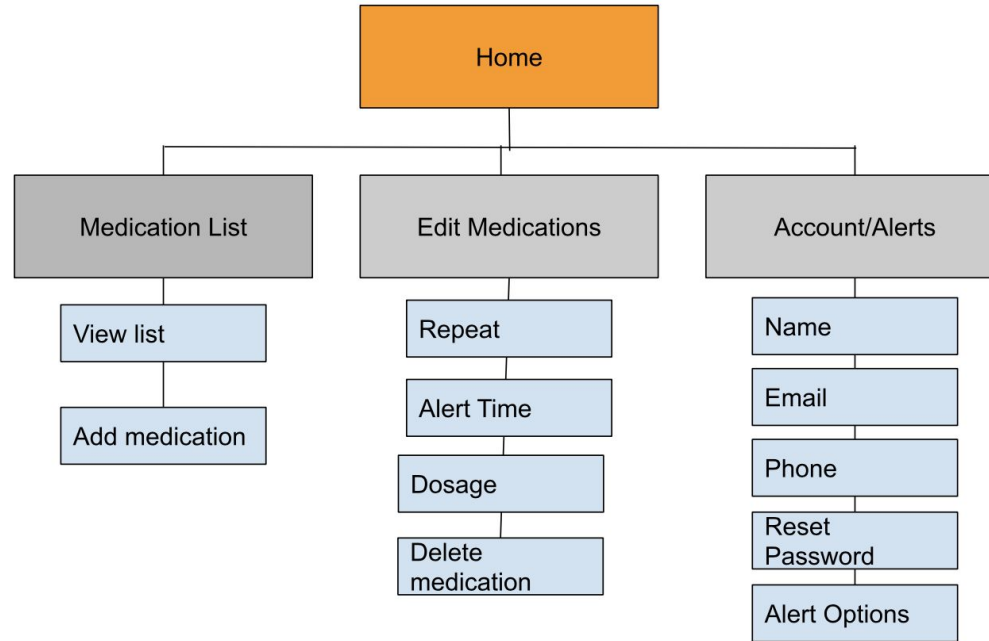
3

Provided access to users who are visually impaired through adding alt text to images for screen readers.

Responsive Design

- Information architecture
- Responsive design

Sitemap



Responsive designs



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

This application can improve the health and well-being of people who improve the habit of taking their medication.



What I learned:

I learned that the initial ideas are only the first steps, and that the usability studies and feedback is the key influence to the success and quality of the app.

Next steps

1

Conduct another round of usability studies to validate whether the pain points users experienced have been effectively addressed.

2

Conduct more user research to determine any new areas of need.

Let's connect!



Thank you for your time reviewing my work on the DailyDose app! If you'd like to see more or get in touch, my contact information is provided below.

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