

A pharmacist right in your pocket

by: Georgiy Araslanov Nicholas Pollender Zicheng He Steven Li Gneykou Kengne Yvann Monny

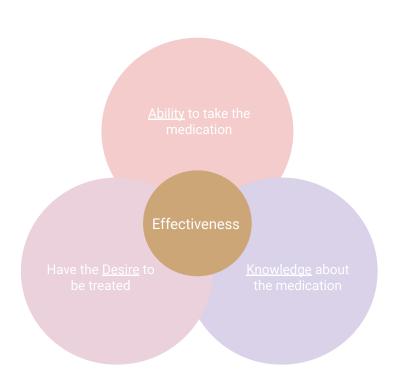
Overview

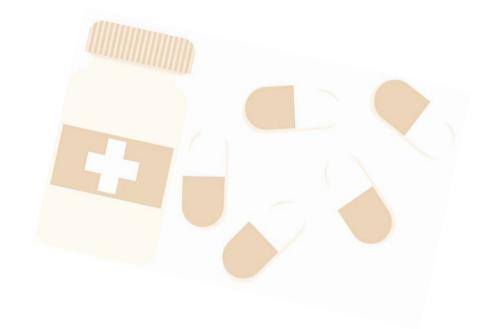
 Bring an improvement to the pharmaceutical field

 One of the problems that come out often is the poor effectiveness of pharmaceutical treatment due to different factors linked to the patient



Overview





Overview

- Mission: To make an application to remind elderly people to take their medication on time
- Users and Customers:
 - Seniors
 - Their guardians
 - Medical
- The application is designed for seniors but may be used by any person taking medication.
- Current phase: end of Sprint 3

Our Customer - Seniors

- We considered problems faced by our major customer
 - Worsening memory
 - Degrading vision
 - Difficulty hearing
 - Inexperience with mobile phones
 - Reduced mobility
 - Lack of knowledge of medication taken



Our Solutions

And we designed our product accordingly

The Problem	Our Solution
Worsening Memory	 Medication reminder
Degrading Vision	 Bigger font. Contrast tuning.
Difficulty Hearing	 Sound/Message Notification. Text Message. Wearable Device*
Reduced Mobility	 Bluetooth. Cloud-Based Service*
Inexperience with Mobile Technology	 Simple UI
Lack of Knowledge About Medication	 Educative Interface*

*To be developed

Our Product

- 1. Medication box
- 24cm x 15cm x 6cm
- Separated in 2 parts
- Three Hall Effect sensors and three magnets
- Data transfer by using bluetooth



Our Product

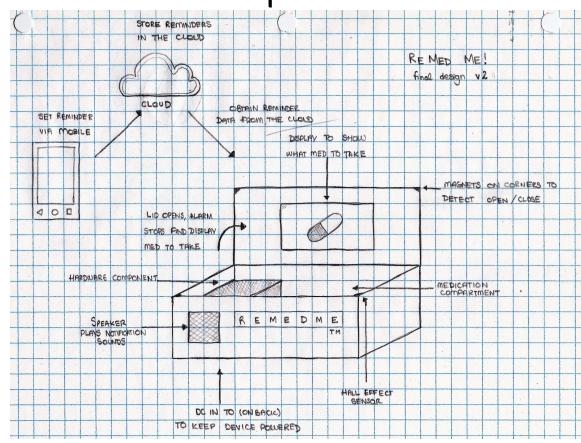
2. App

- Login page
- Main page
 - Contains three buttons to access: User profile settings, manage Reminder
- User profile Activity
- Manage My Reminders Activity
 - User Privileges
 - Admin Privileges
- Reminder setting Activity
- Reminder Trigger
 - Sound and notification





Future Version of Product and Implementation



Demonstration

