



CSE519: Human Computer Interaction Project Report 4

Guided by: Prof Anurag Lakhlani
TA Naishi Shah
TA Riya Shah

Team Details

- **Team Number:** 7
- **Team Name:** Runtime Terror
- **Team Members:**

Miracle Rindani	AU1841017
Bhumiti Gohel	AU1841051
Nirva Sangani	AU1841074
Frenzy Chauhan	AU1841105

Project Details

- **Type of interface:** Mobile Application
- **Focus of project:** Mental Health Care
- **Project Title:** You'll be fine

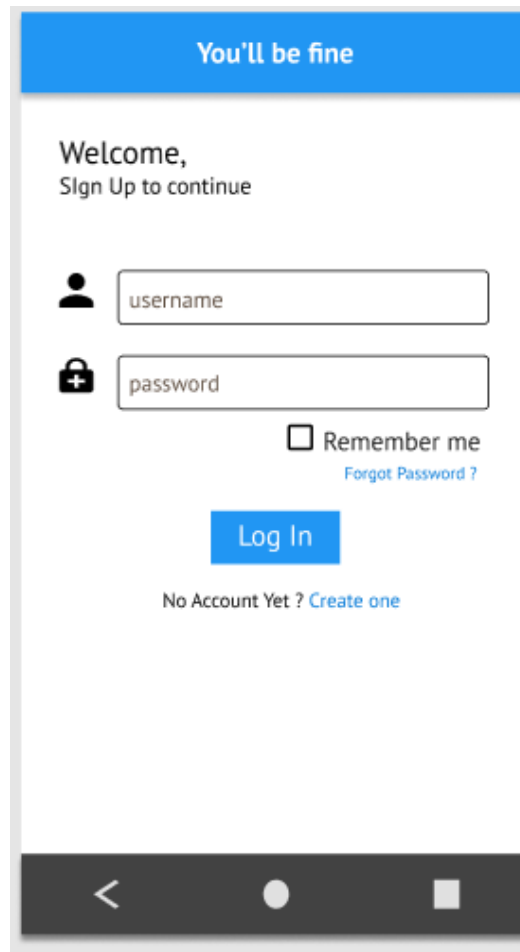
Features

Previously described features:

1. Feature 1: Login:

1.1. **Functionality:** Logging in of the existing user in the interface

1.2. Photograph of Implementation:



1.3. Design/Universal Usability principle:

1.3.1. **Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

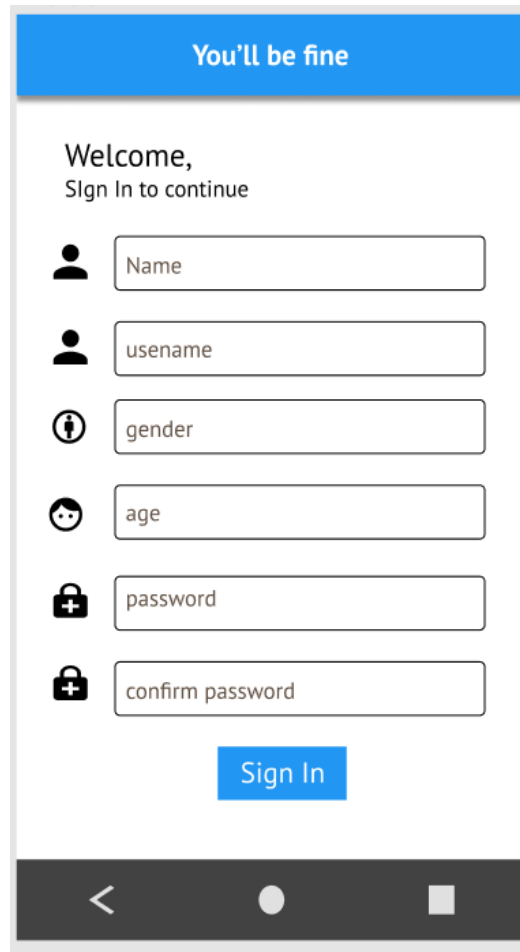
1.3.2. **Design Principle: Offer Informative Feedback:** As the user's username and password are validated, the interface redirects the user to the main screen indicating the user has entered the correct login credential.

- 1.3.3. **Design Principle: Design Dialogues to Yield Closure:** This feature involves the sequential action of the user entering username and password, validation of them and upon success, redirecting the user to the main screen.
 - 1.3.4. **Design Principle: Prevent Errors and Constraints:** If the user has entered the wrong username and/or password, the interface shows the prompt message telling the user that that information entered is incorrect and asks to re-enter it.
 - 1.3.5. **Design Principle: Permit Easy Reversal of Actions:** If the user enters incorrect Login credential data, the interface informs the user about it and encourages the user to enter the credential again and use the interface.
- 1.4. **Interaction Style: Form fill-in** (Data entry of username and password in the given text and password box by the user)

2. Feature 2: Sign Up:

2.1. **Functionality:** Registering a new user in the interface by asking their name, age, gender and selection of unique username and password.

2.2. **Photograph of Implementation:**



2.3. **Design/Universal Usability principle:**

2.3.1. **Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

2.3.2. **Design Principle: Offer Informative Feedback:** The interface checks if the entered username is unique or not and if it's not then asks the user to select another username. Upon successful registration from the user, it leads the user to the main screen.

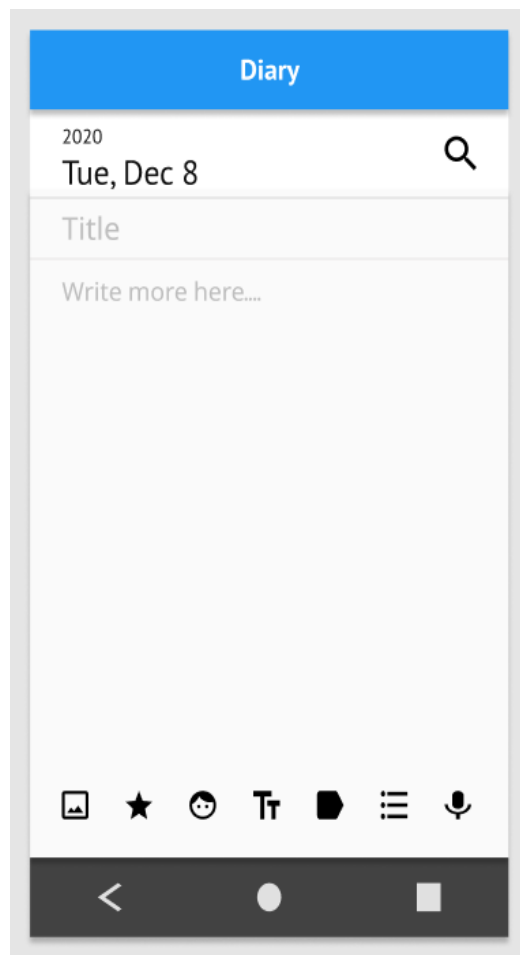
2.3.3. **Design Principle: Cater for Universal Usability:** Any user above the age of 12 can register themselves to use this interface.

- 2.3.4. **Design Principle: Design Dialogues to Yield Closure:** The sign up feature involves sequence of actions such as taking data like name of the new user, username, password, age and gender of the new user, and allowing them to begin the use of the interface by redirecting them to the main screen.
 - 2.3.5. **Design Principle: Prevent Errors and Constraints:** It validates that the username entered is unique from already existing usernames, matches both the passwords(original one and confirmation) entered, validates if the age of the user is below or above 12. Depending upon the combined results of these actions, the interface takes actions and guides the user accordingly and prevents them from making any errors.
 - 2.3.6. **Design Principle: Permit Easy Reversal of Actions:** If the new user enters an already existing username or both the passwords entered by the user do not match with each other, the interface shows the prompt and asks the user to correct that specific detail and reverse their action.
- 2.4. **Interaction Style: Form fill-in** (Data entry of name, username, password, confirmation of password, age, gender in the given text and password boxes by the user)

3. Feature 3: Diary:

3.1. Functionality: Diary feature of the interface lets the user to write down their emotions, thoughts, experiences, insecurities, worries etc. of the day and make them feel comfortable as they are able to express themselves in an environment where their feelings will not be judged. The user can express themselves by typing the text or recording and storing the audio and uploading images. This feature stores all the notes made by the user on various days and these notes can be accessed by selecting the desired date on the calendar. Also, a specific note can be searched by entering some keywords that the user remembers that might be present in the note.

3.2. Photograph of Implementation:



3.3. Design/Universal Usability principle:

- 3.3.1. **Universal Usability Principle: Diverse Cognitive and Perceptual Abilities:** As per the user diversity, the diversity in the memories of the users will be present and the interface would have users with short-term memory and long-term memory as well. When a user wants to search for a diary note, they may remember some key contents of the diary (mainly for short-term memory user) or some user may remember the date on which they have written the note (for long-term memory user), in both the cases, the user can search the note by going to a specific date on the calendar or searching the note by entering keywords that the user can recall of using. Also, users can make any note 'starred' and access it quickly later.
- 3.3.2. **Universal Usability Principle: Personality Differences:** The interface would have the users having varying personalities from each other. In case of an introverted user, they may choose the option of writing down their thoughts in the diary while an extroverted user may use audio or image formats to express themselves. The three forms of options for expressing - the text, the audio and the image, are present in this feature to facilitate the users from different personalities.
- 3.3.3. **Universal Usability Principle: Cultural and International Diversity:** The users from various cultural backgrounds may want to see the interface in some specific manner, so this feature provides an option to change the background colour of the note of their liking from the given colour options.
- 3.3.4. **Universal Usability Principle: Users with Disabilities:** The user with hearing or speaking disability may use the text or image format for expression of their thoughts.
- 3.3.5. **Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.
- 3.3.6. **Design Principle: Cater for Universal Usability:** The users of any age above 12, users with different personalities and cultural and international backgrounds, users with disability can easily use this feature.
- 3.3.7. **Design Principle: Permit Easy Reversal of Actions:** The user can simply edit and delete their notes as per their will and correct mistakes if they found any. The interface does not interfere with this functionality and lets the user control their own actions.
- 3.3.8. **Design Principle: Reduce Short Term Memory Load:** As mentioned earlier, the notes can be starred and searched by the user for quicker access which reduces the burden of the user to remember many things related to many notes.
- 3.3.9. **Design Principle: Support Internal Locus of Control:** The user is in charge of the contents of the diary, the background colour of the feature,

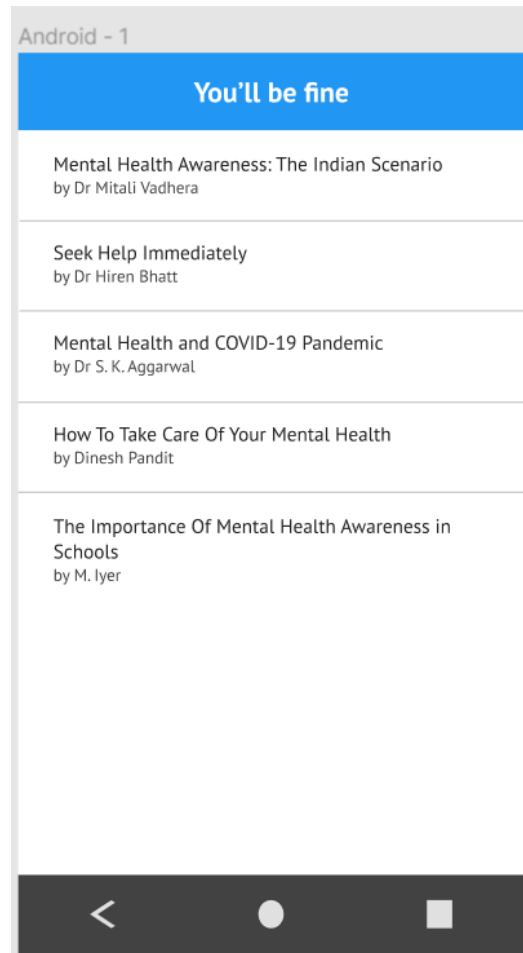
the format of expression etc. so that user feels most comfortable and has pleasant, uninterrupted experience of using the Application.

- 3.4. Interaction Style: Natural Language:** The user writes down their emotions in a simple English language or records and saves the audio note or uploads images and the interface stores the data. Here the interaction of the user with the interface is in natural language i.e. text of English, audio and visual pictures.

4. Feature 4: Blog:

4.1. Functionality: The user can access and read the selected blogs and articles related to mental health care from the expert Doctors of the Application and some of the renowned persons of the field across the globe.

4.2. Photograph of Implementation:



4.3. Design/Universal Usability principle:

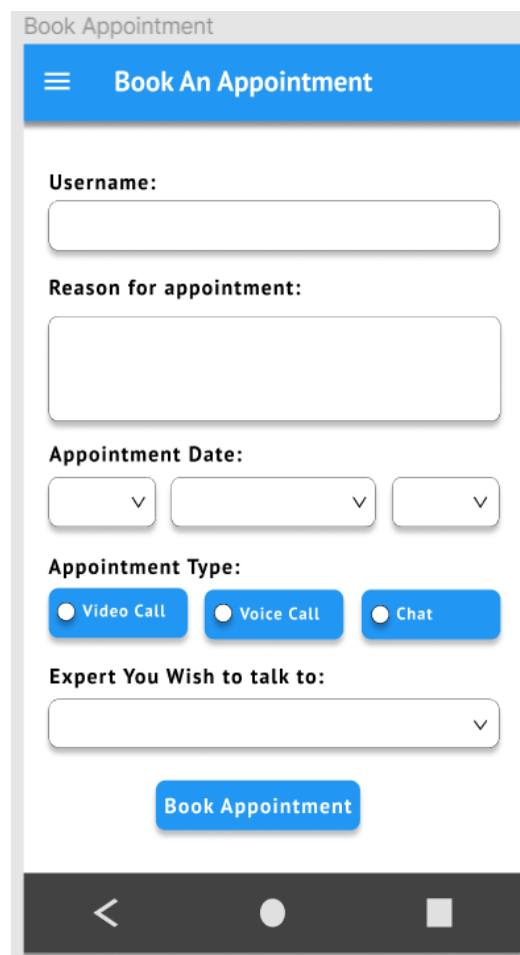
4.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

4.4. Interaction Style: Not Applicable

5. Feature 5: Appointment Booking:

5.1. Functionality: The user can book appointments with the Doctors associated with the Application to discuss their problems. The user enters their username, reason for appointment, appointment date, mode of appointment (Video call, voice call or chat) and the expert Doctor they want to have appointment with. The interface validates the information and checks if the selected Doctor is available to schedule an appointment with the user on entered date and informs the user about the same and books the appointment if Doctor is available or asks the user to enter some other convenient date.

5.2. Photograph of Implementation:



The screenshot displays a mobile application interface for booking an appointment. At the top, there is a blue header bar with a hamburger menu icon on the left and the text 'Book An Appointment' in white. Below the header, the form consists of several sections: 'Username:' with a text input field; 'Reason for appointment:' with a larger text input field; 'Appointment Date:' with three separate date selection fields (day, month, year), each with a dropdown arrow; 'Appointment Type:' with three radio button options labeled 'Video Call', 'Voice Call', and 'Chat'; and 'Expert You Wish to talk to:' with a dropdown menu. At the bottom of the form is a blue button labeled 'Book Appointment'. The entire interface is set against a light gray background, and a standard Android navigation bar is visible at the very bottom.

5.3. Design/Universal Usability principle:

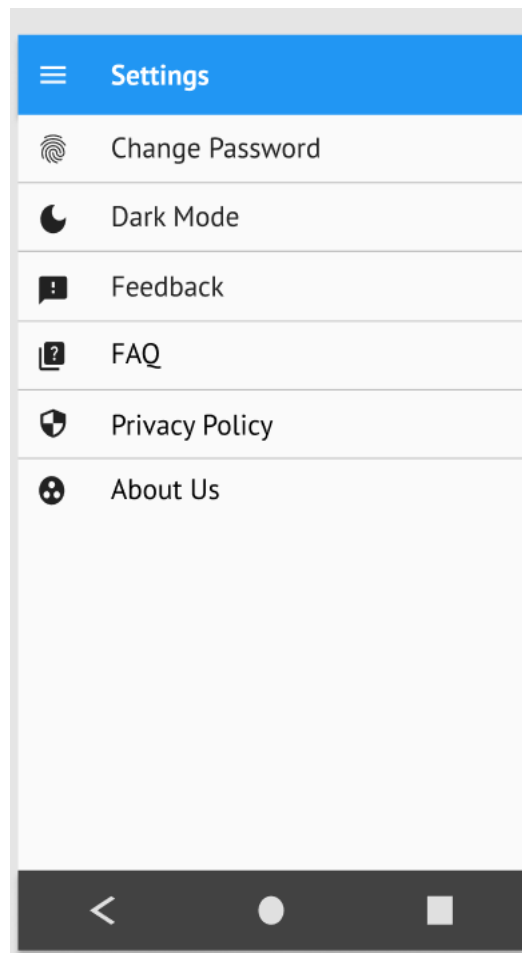
5.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

- 5.3.2. **Design Principle: Cater for Universal Usability:** The users of any age above 12, users with different personalities and cultural and international backgrounds, users with disability can easily use this feature.
 - 5.3.3. **Design Principle: Offer Informative Feedback:** The interface lets the user know whether an appointment is booked successfully or not and if any conflicts during the booking is found, the interface asks the user to book the appointment for some different day.
 - 5.3.4. **Design Principle: Design Dialogues to Yield Closure:** This feature proceeds its actions with the user entering necessary data, the interface validating the data and informing the user about the outcome of the action.
 - 5.3.5. **Design Principle: Permit Easy Reversal of Actions:** The user can cancel their appointment anytime they want.
 - 5.3.6. **Design Principle: Support Internal Locus of Control:** The user is allowed to choose with which Doctor they wish to consult and at what date they want to schedule the appointment.
- 5.4. **Interaction Style: Form fill-in** (for username and reason) and menu selection(for appointment type and Doctor's name) both

6. Feature 6: Profile Settings:

6.1. Functionality: The Settings feature of the Application allows the user to change their password, change the theme of the interface, provide feedback to the system, see frequently asked questions, privacy policies and the information regarding the system.

6.2. Photograph of Implementation:



6.3. Design/Universal Usability principle:

6.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

6.3.2. Design Principle: Offer Informative Feedback: When the user changes the theme, the interface shows the change immediately and when the user changes their password, the system confirms it and changes the password.

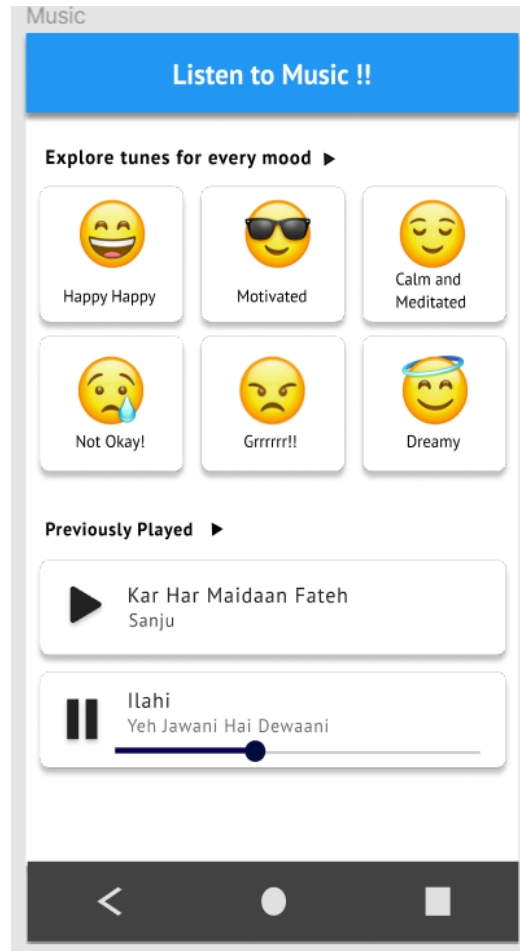
6.3.3. Design Principle: Support Internal Locus of Control: The users control the aesthetic of the interface by changing themes and privacy of themselves by changing passwords when needed and keeps themselves updated with the privacy policy of the Application to make decisions about the further use of the interface.

6.4. Interaction Style: Not Applicable

7. Feature 7: Music:

7.1. **Functionality:** The user can listen to music depending on their mood as the songs are categorised according to moods like happy, motivated, calm, stressed, angry and dreamy.

7.2. Photograph of Implementation:



7.3. Design/Universal Usability principle:

7.3.1. **Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

7.3.2. **Design Principle: Offer Informative Feedback:** The user constantly gets feedback about the remaining and played time of the current song, name of the next song etc.

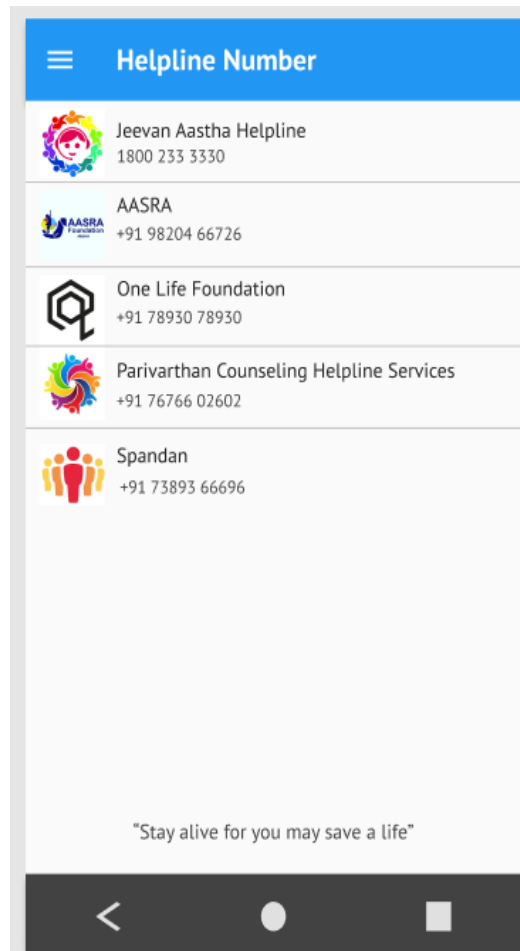
7.3.3. Design Principle: Support Internal Locus of Control: The user can listen to the songs of their liking and make playlists including their favourite songs.

7.4. Interaction Style: Not Applicable

8. Feature 8: Helpline Numbers:

8.1. Functionality: If the user feels the need to talk to someone urgently, the user can reach out for help by dialing any number provided under this functionality and get immediate support.

8.2. Photograph of Implementation:



8.3. Design/Universal Usability principle:

8.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

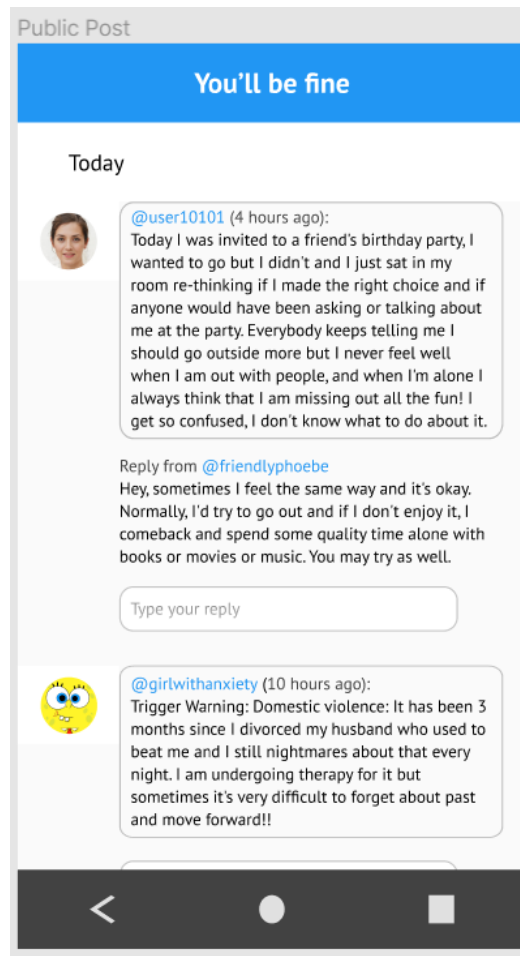
Interaction Style: Not Applicable

Newly Added Features:

9. Feature 1: Public Posts:

9.1. Functionality: This feature allows the user to share their daily experiences, thoughts, worries and feelings with other users in the form of text posts and reply to the other user's posts. It helps the user to get help from peer users who may have gone through same experience or have some advice for them and helps the user realise that they are not the only one with mental health problems, it is okay to not be okay and seek for help and builds an environment where the community of the users of the interface come together to help each other.

9.2. Photograph of Implementation:



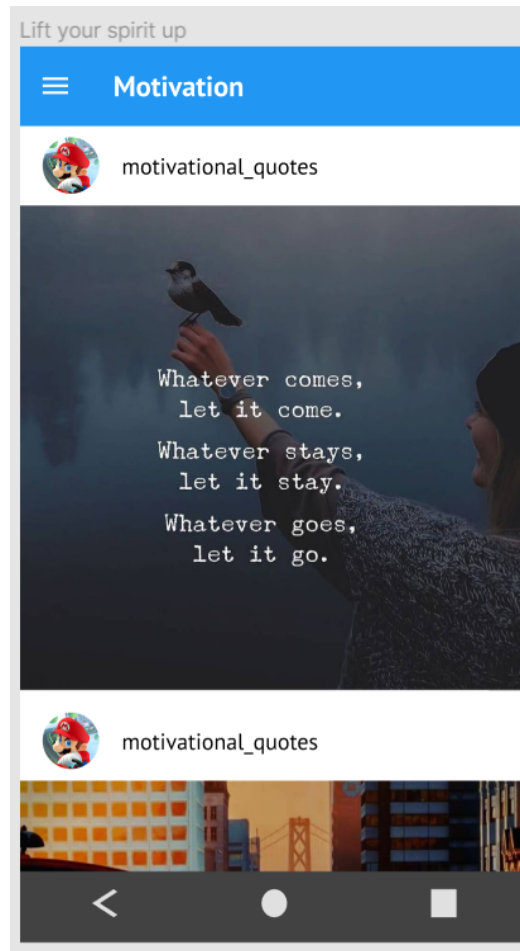
9.3. Design/Universal Usability principle:

- 9.3.1. **Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.
 - 9.3.2. **Design Principle: Cater for Universal Usability:** Any user above the age of 12 can register themselves to use this interface.
 - 9.3.3. **Design Principle: Offer Informative Feedback:** When a user types a post or a reply and then presses the 'post' button, the interface prompts a message saying 'posted successfully' to the user informing that their action is executed successfully.
 - 9.3.4. **Design Principle: Reduce Short Term Memory Load:** The user can see their own posts and replies under 'your posts' and 'your replies' tabs so they won't have to scroll the whole feed to find their own posts or replies.
 - 9.3.5. **Design Principle: Visibility:** The text box to type a post and a button 'post' lets the user know how to post and the button reply under every post other than user's shows the user to reply if they want.
- 9.4. **Interaction Style: Form fill-in** (The user will enter their posts or replies in text format)

10. Feature 2: Lift your spirit up:

10.1. Functionality: This feature displays a collection of images to the user, containing motivational quotes about life, happiness, embracing every situation with bravery and taking care of themselves.

10.2. Photograph of Implementation:



10.3. Design/Universal Usability principle:

10.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

10.4. Interaction Style: Not Applicable

11. Feature 3: Curated Therapy:

11.1. Functionality: This feature helps the user enroll themselves in more organised therapies in order to either develop or come out of some habit, like managing their anger, or boosting their confidence levels, or coming out of some addiction. This feature pre-books a user's appointments with a therapist for a given duration, and also provides a list of some activities that may help them achieve their goals faster.

11.2. Photograph of Implementation:



11.3. Design/Universal Usability principle:

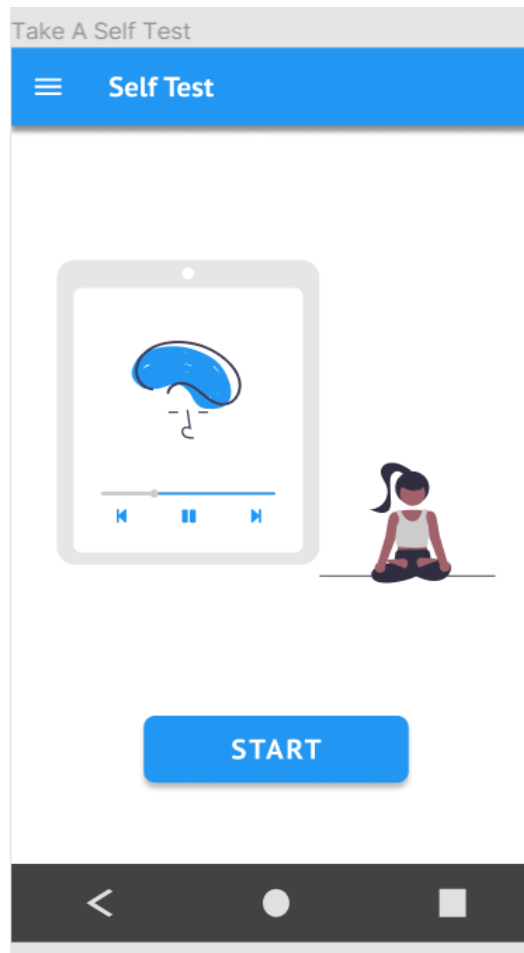
11.3.1. Universal Usability Principle: Personality Differences: Different users may need a different approach to overcome or develop certain habits or addictions. This feature provides a different set of activities and different levels of therapy that different persons may need.

- 11.3.2. Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.
 - 11.3.3. Design Principle: Support Internal Locus of Control:** The user can decide whether they want to enroll in such programmes or just visit the application at some time when they are feeling sad. Users can also choose which therapy to enroll into.
- 11.4. Interaction Style: Menu Selection** (The user can select from a given list of therapy programmes whichever they wish to choose)

12. Feature 4: Self Test:

12.1. Functionality: This feature conducts a personality test for the user. It asks the user multiple choice questions about various scenarios and decision making situations and evaluates and displays the personality of the user and brief information about that personality so that it becomes easier for the user to relate with the resultant personality.

12.2. Photograph of Implementation:



12.3. Design/Universal Usability principle:

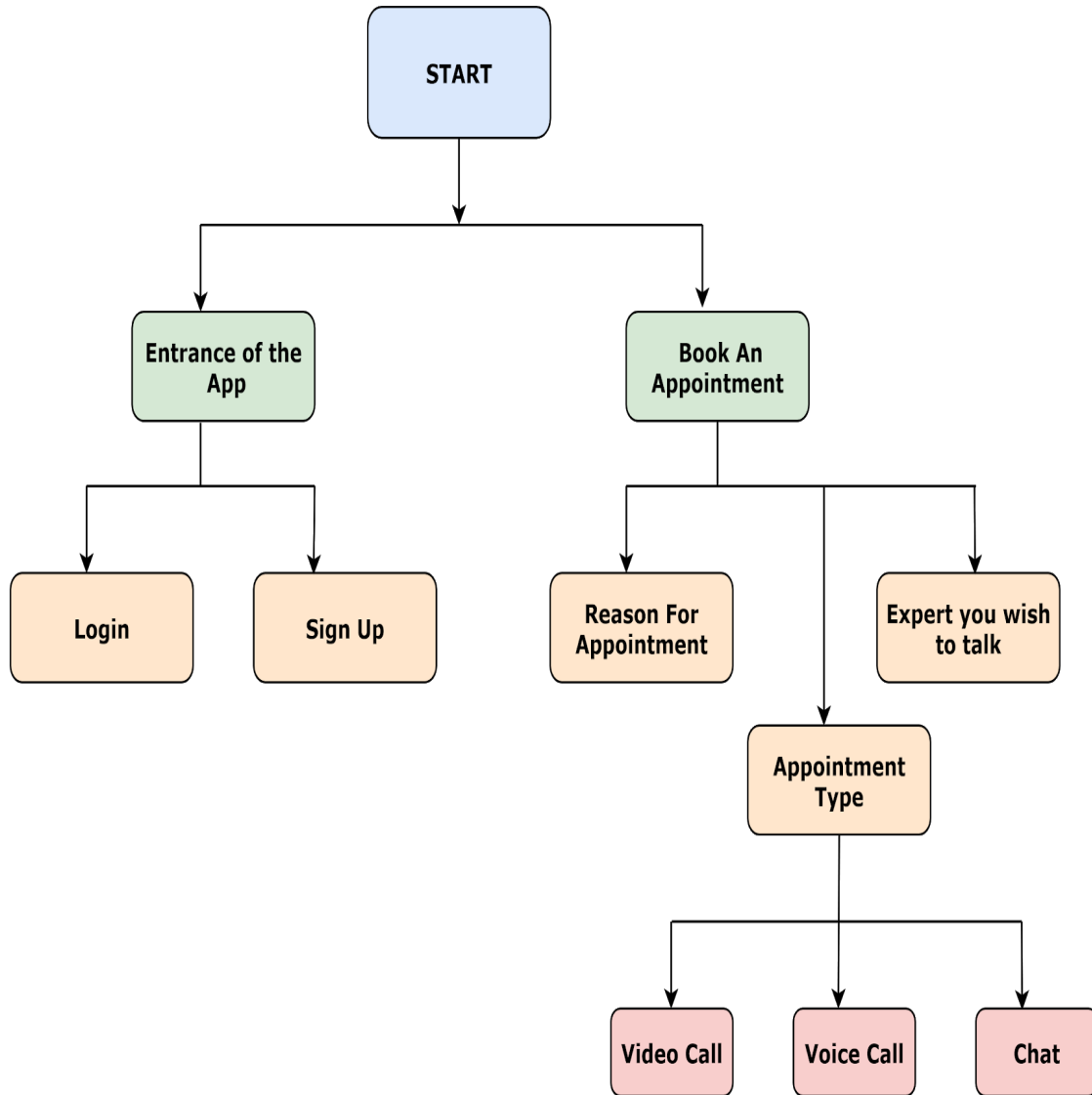
- 12.3.1. Design Principle: Consistency:** Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.
- 12.3.2. Design Principle: Offer Informative Feedback:** The interface changes the color of the option chosen by the user and lets the user know that the option has been chosen by them.

- 12.3.3. **Design Principle: Design Dialogues to Yield Course:** This feature contains the sequence of collecting user's answers, evaluating the results based upon it and displaying the final result to the user.
 - 12.3.4. **Design Principle: Prevent Errors and Constraints:** The interface does not let the user select more than one option per question and each question is compulsory to answer.
 - 12.3.5. **Design Principle: Permit Easy Reversal of Actions:** The user can change the selected choice of any question before submitting the test.
- 12.4. **Interaction Style: Menu Selection** (The user selects one option per question from given options)

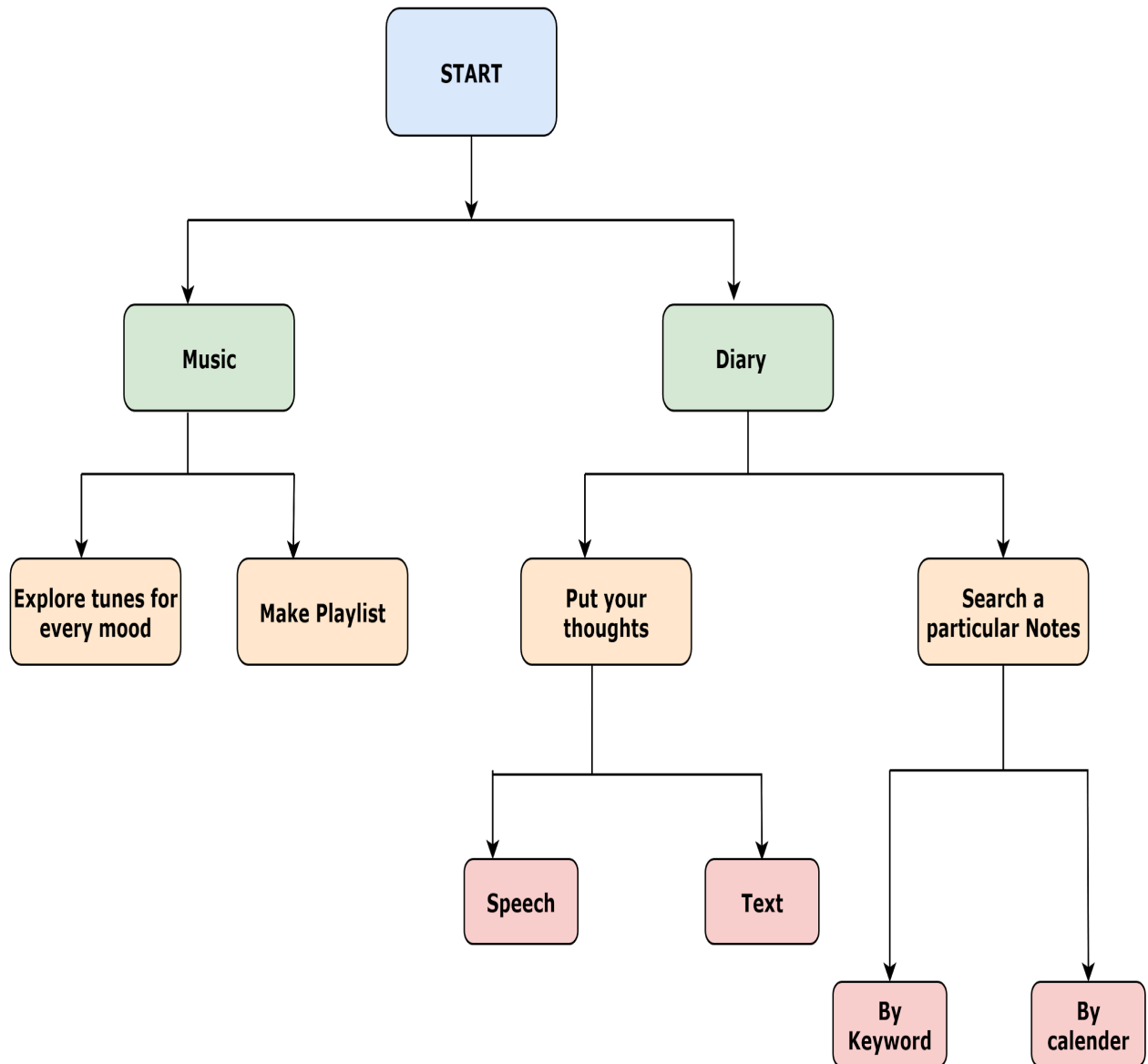
Integration of Features

Hierarchical Task Analysis of previous features:

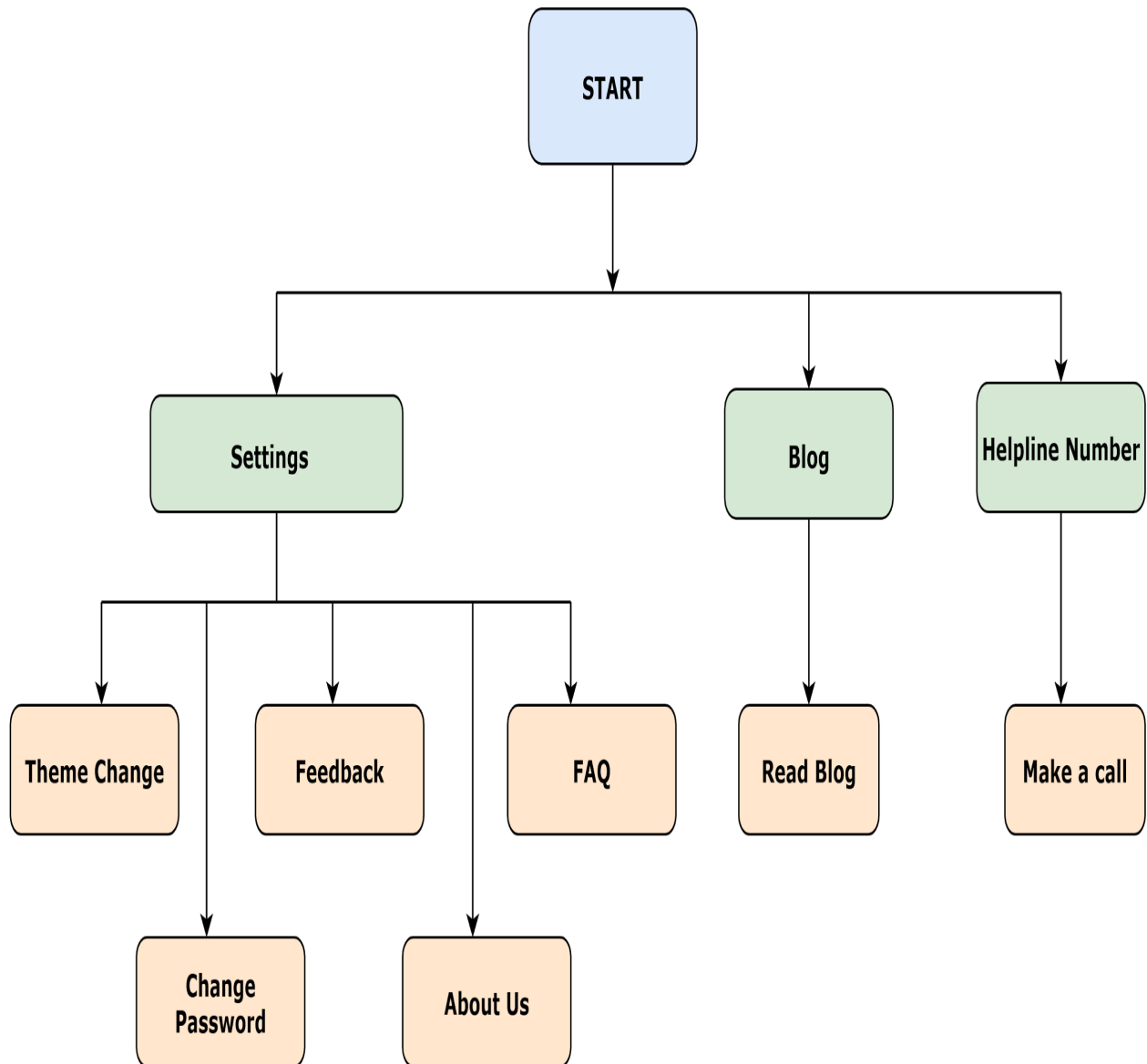
1. Login, Signup and Book an Appointment:



2. Music and Diary:

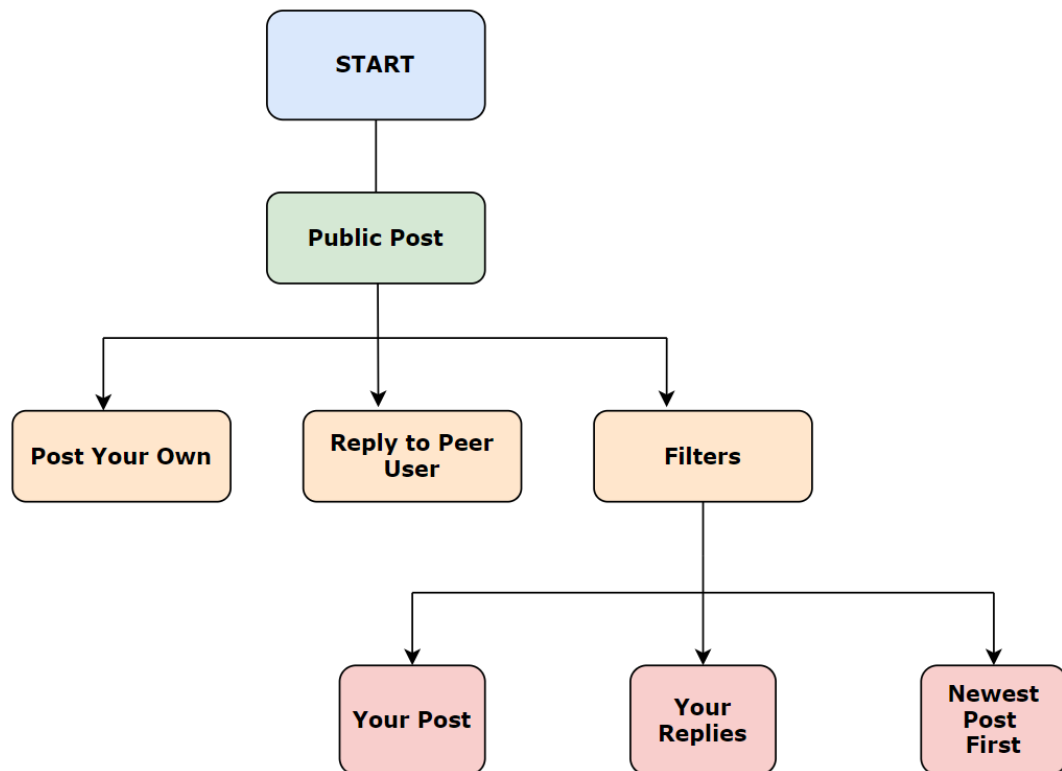


3. Blog, Settings and Helpline Numbers:

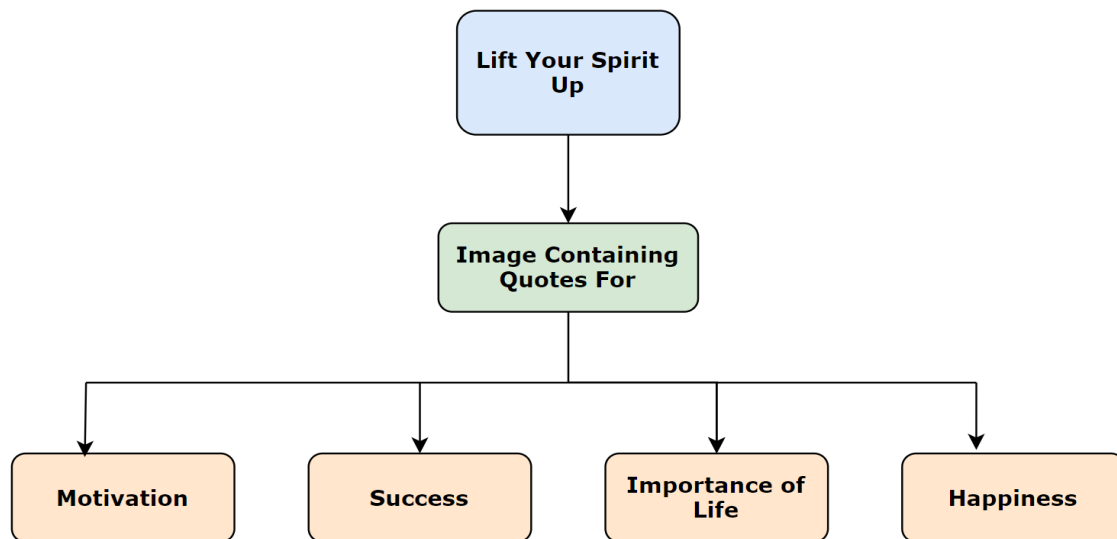


Hierarchical Task Analysis of new features:

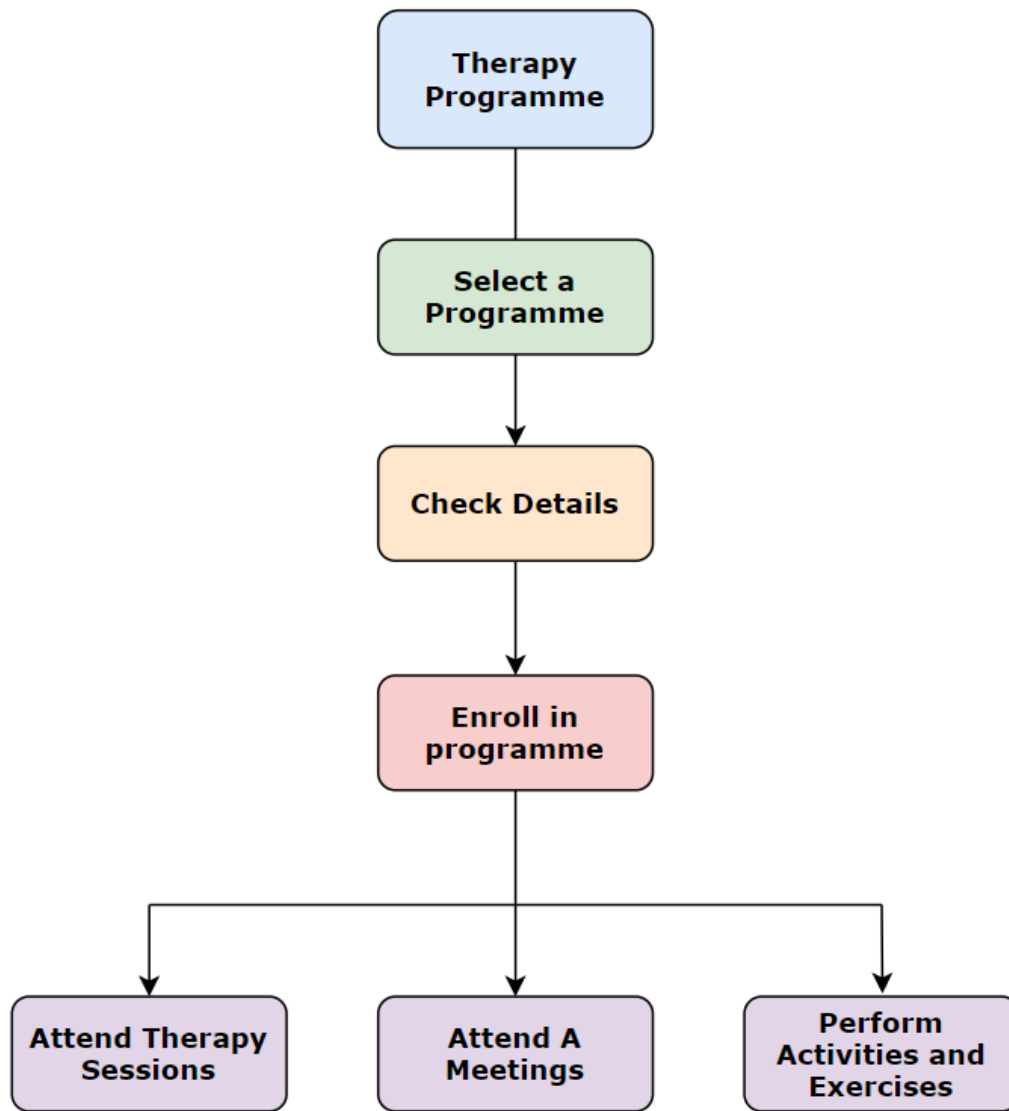
4. Public Post:



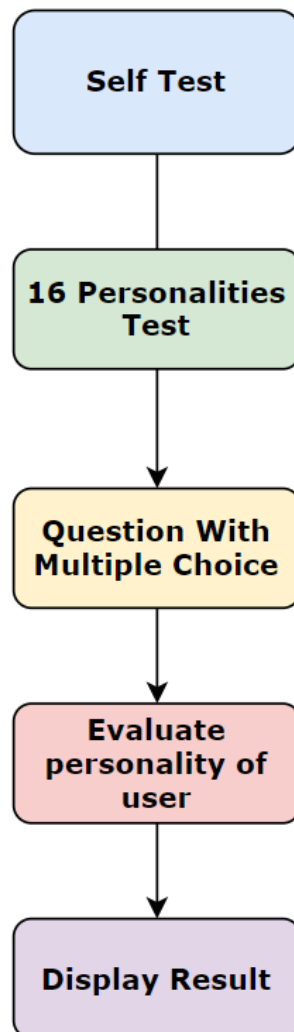
5. Lift Your Spirit Up:



6. Therapy Programme:



7. Take A Self Test:



Comparison of our Tool with other similar tools

Feature/Tool	Figma	Adobe XD	Framer
Collaborative work	It allows users to collaborate for a specific project and edit in real time since it works directly on the browser.	Does not allow real time editing, since it is a desktop installed software.	Allows real time editing.
Document sharing	One can share the link to a project without the receiver having a Figma account.	To view a shared prototype, one must have a Creative Cloud account.	Document sharing can be done, however it is a paid tool and the user must have it's subscription to view or edit the document.
Previewing	One can preview their design by clicking on the Present icon, however it takes time to load preview on browser.	Generates a link to view previews. Users can also add voice narrations and it takes less time to load the preview.	It allows one to preview the prototype by clicking the Present icon.
Frames	Figma has predefined frame sizes for different Android and iOS phones, tablets, desktops etc.	It has a limited number of frame sizes and is not very efficient when designing mobile apps.	It also provides predefined frame sizes for mobile phones, tablets, desktops, etc.

Features of Figma

1. Accessibility and OS Support:

Figma is easy to use, and highly accessible. Users can share the links to their projects with their teams in order to start collaborating. The basic package of Figma is free which includes most of the features that allow users to create amazing prototypes. This is a browser based prototyping tool, and hence it supports all the OSes and functions smoothly on all of them.

2. Auto Saving and Syncing:

One need not keep pressing Ctrl + S to save their current work. It has an auto save feature like Google Docs which makes it easier for users to keep track of their latest changes. Furthermore, since it is collaborative in nature, figma will easily sync all the team members' work in a particular project and reflect changes done by everyone in the final prototype.

3. Previewing:

To preview any prototype, one has to first choose the dimensions of the preview screen in terms of mobile phone models (in case of mobile app prototype), tablet models, or smartwatch models. And then they can preview their design by clicking on the **Present** icon, however it takes time to load the preview on the browser.

4. Plugins Support:

Figma provides extensive plugin support to the users. Plugins are third party tools that help the designers simplify the prototyping process. Users can install a plugin from a set of available plugins or can create their own plugins. These help users to create icons, identify colour palettes, create avatars etc.

Contribution

Member Name	Features Designed (Old + New)
Miracle Rindani	Login, Book an Appointment, Curated Therapy
Bhumiti Gohel	Diary, Blog, Public Post
Nirva Sangani	Profile Settings, Helpline Numbers, Lift your Spirit up
Frenzy Chauhan	Signup, Music, Self Test

References

1. YourDost: <https://yourdost.com/dashboard>
2. Wysa: <https://play.google.com/store/apps/details?id=bot.touchkin>
3. WhatsUp?:
https://play.google.com/store/apps/details?id=com.jacksontempra.apps.whatsup&hl=en_IN&gl=US
4. Figma Tutorial:
 - a. <https://www.youtube.com/user/brightwebdesign>
 - b. <https://www.youtube.com/channel/UCvM5YYWwflWpcQgbRr68JLQ>
 - c. <https://www.youtube.com/c/SachinGawas>
5. Framer: <https://framer.com/projects/folder/templates?team=4d10f5b1-28fe-32c9-aa84-3c17fd6b3ad8>
6. Adobe XD: <https://www.adobe.com/in/products/xd/features.html>