



CSE519: Human Computer Interaction Project Report 3

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Team Details

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

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Nirva Sangani	AU1841074
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Project Details

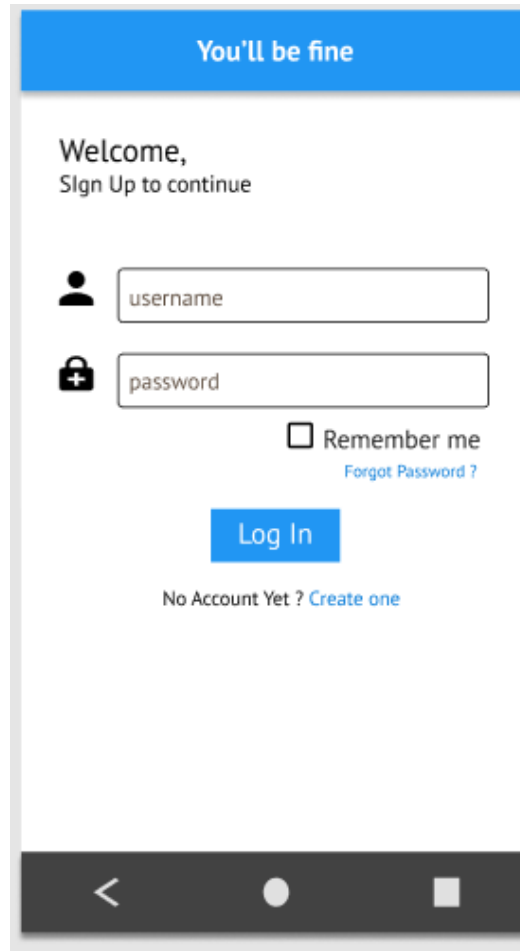
- **Type of interface:** Mobile Application
- **Focus of project:** Mental Health Care
- **Project Title:** You'll be fine

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.

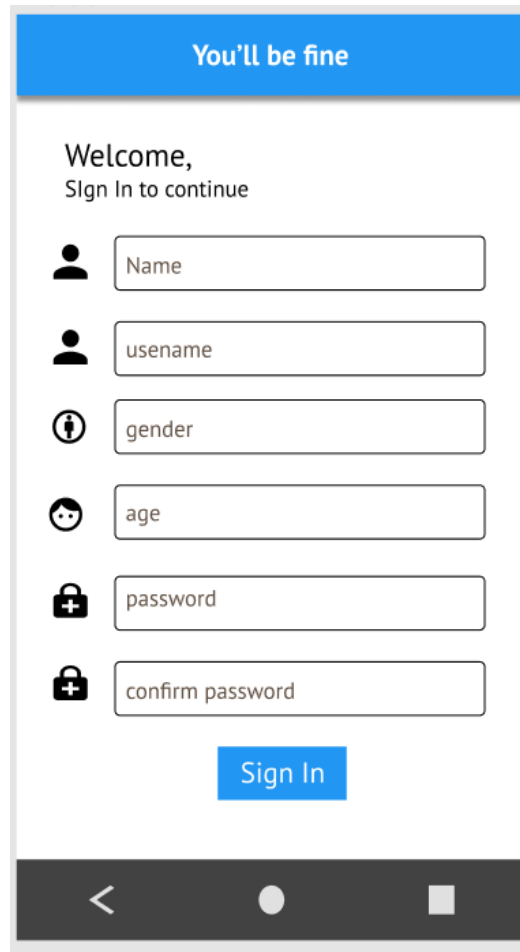
1.3.5. Design Principle: Permit Easy Reversal of Actions: If the user enters incorrect Login credential data, the interface informs the user about it and encourages the user to enter the credential again and use the interface.

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.

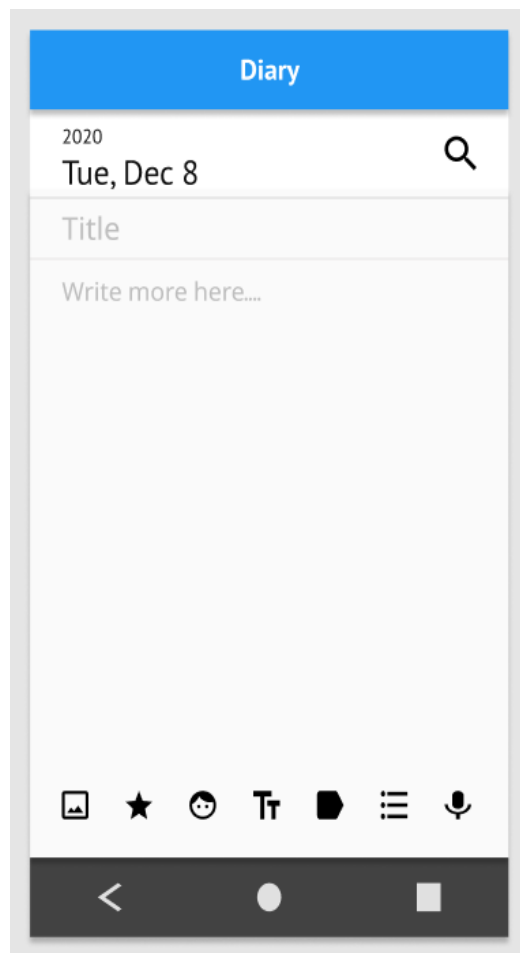
2.3.3. **Design Principle: Cater for Universal Usability:** Any user above the age of 12 can register themselves to use this interface.

- 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,

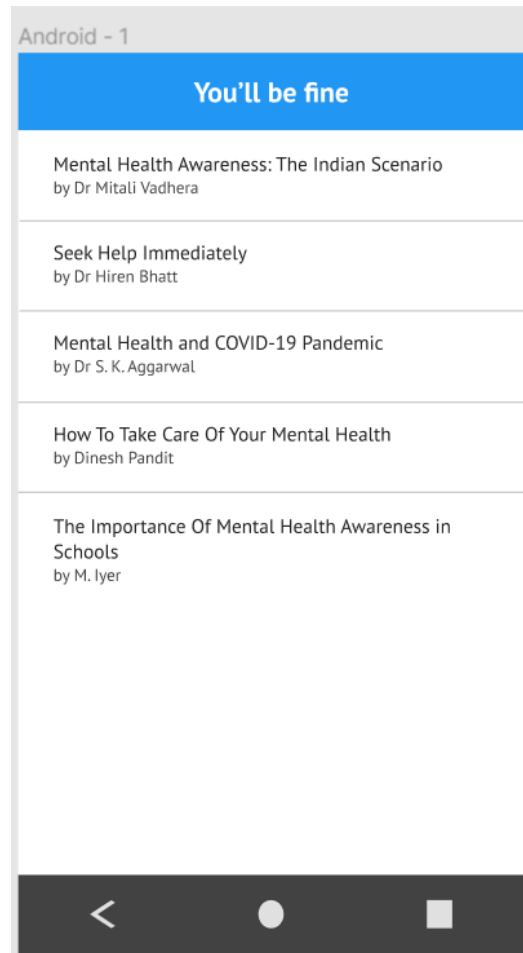
the format of expression etc. so that user feels most comfortable and has pleasant, uninterrupted experience of using the Application.

- 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:

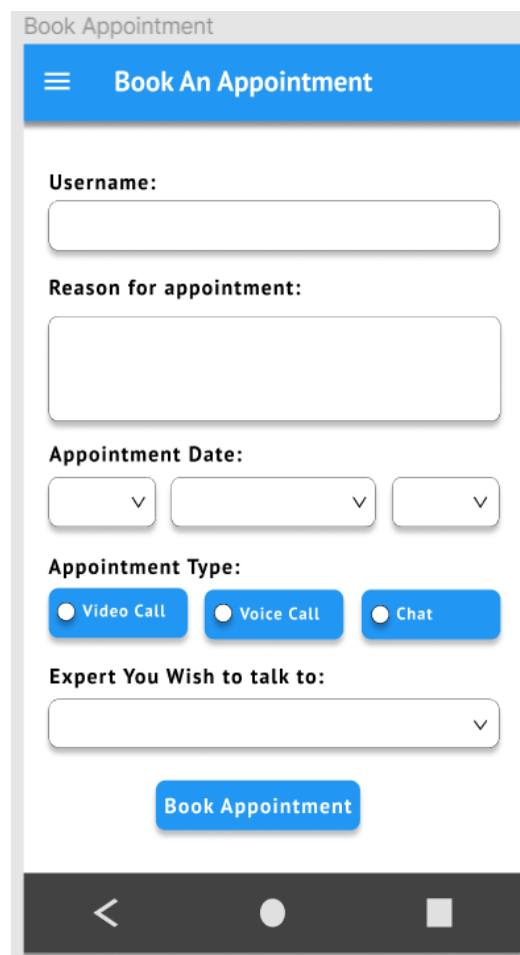
4.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

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 form is set against a light gray background, and the bottom of the screen shows a standard Android navigation bar with back, home, and recent apps icons.

5.3. Design/Universal Usability principle:

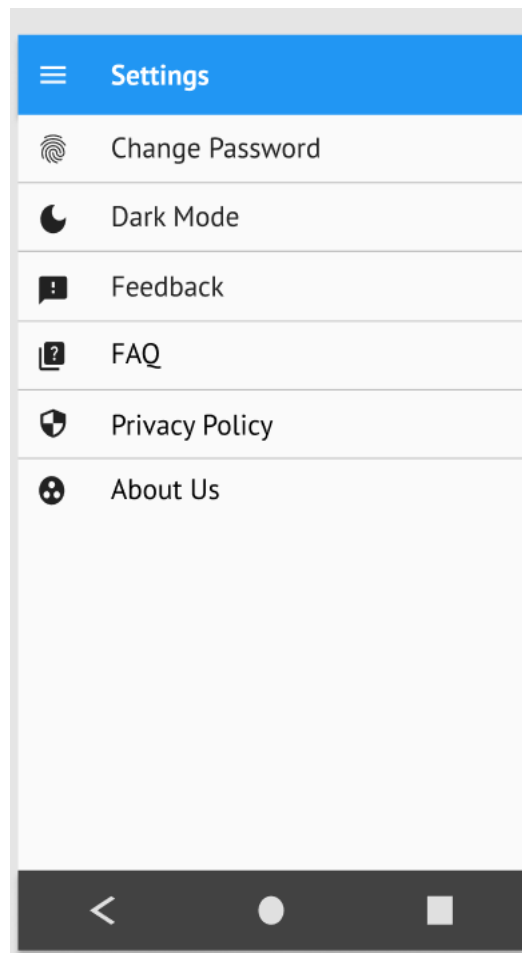
5.3.1. Design Principle: Consistency: Consistency with other screens in terms of fonts, colours, header, footer and layout of the screen.

- 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.

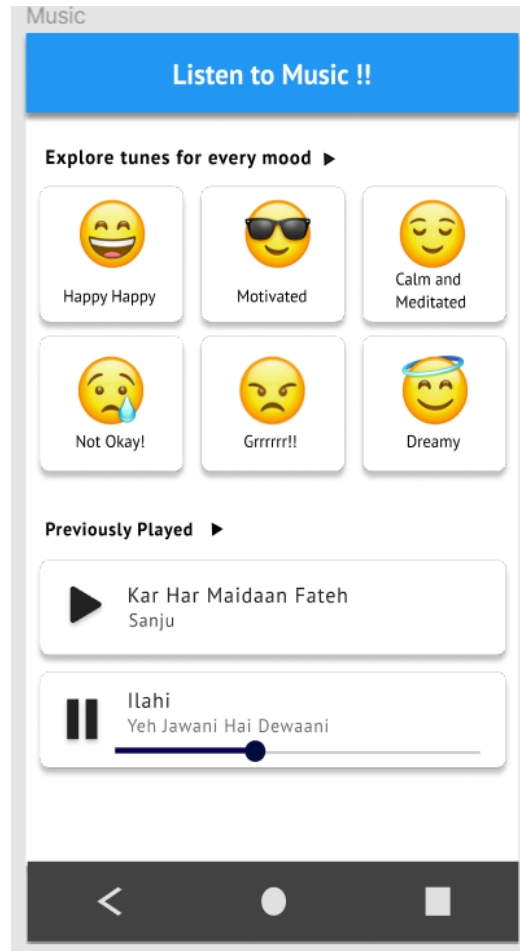
6.3.3. Design Principle: Support Internal Locus of Control: The users control the aesthetic of the interface by changing themes and privacy of themselves by changing passwords when needed and keeps themselves updated with the privacy policy of the Application to make decisions about the further use of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

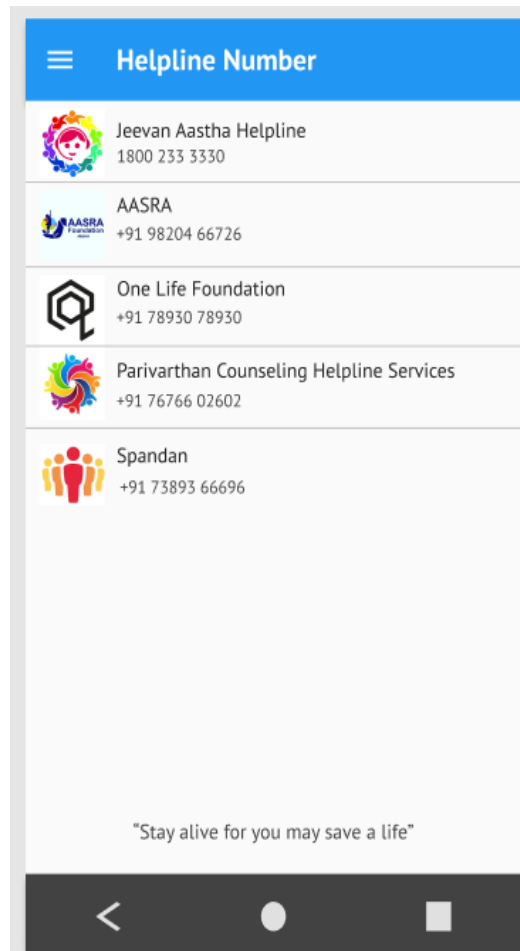
7.3.3. Design Principle: Support Internal Locus of Control: The user can listen to the songs of their liking and make playlists including their favourite songs.

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:



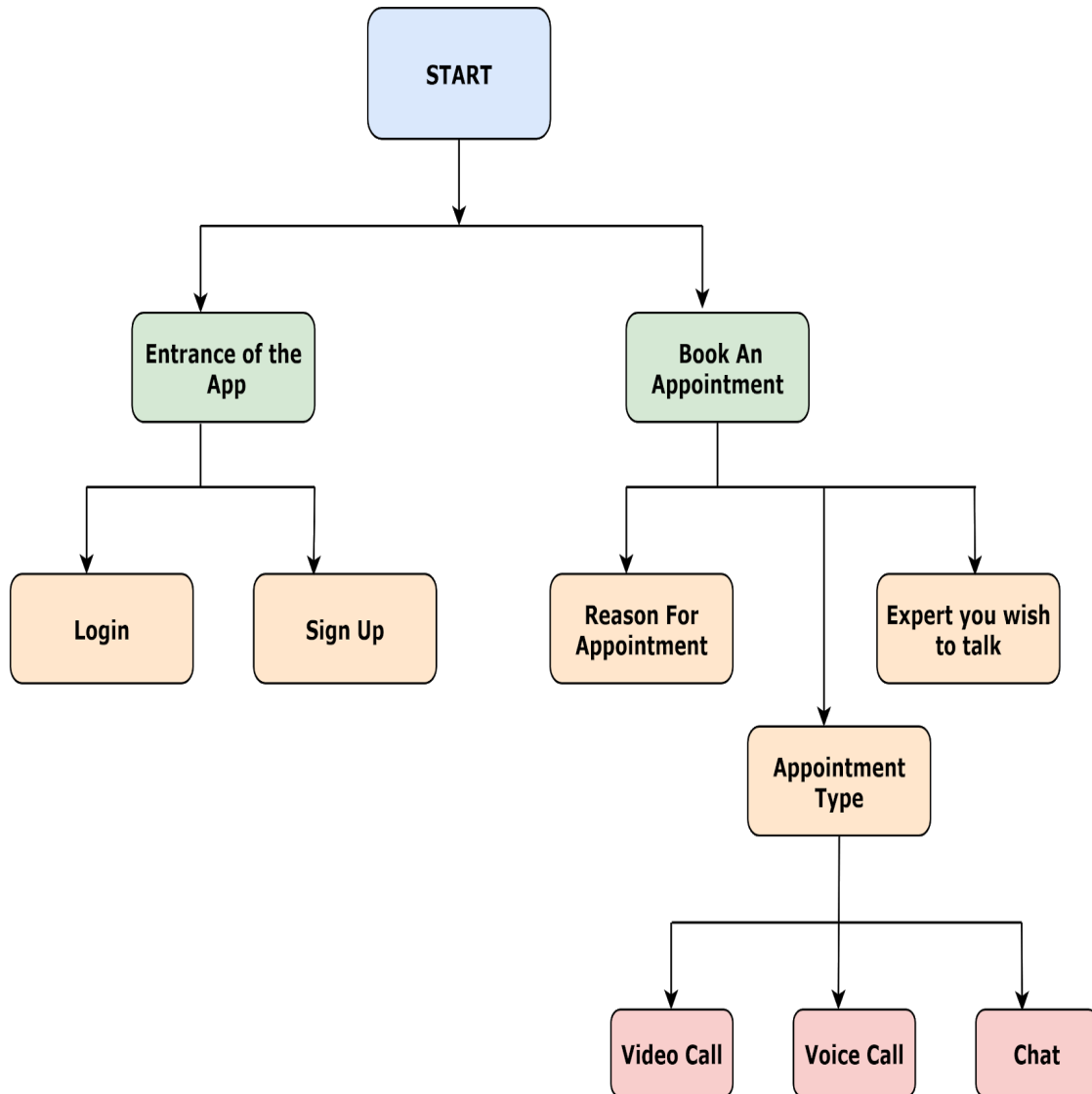
8.3. Design/Universal Usability principle:

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

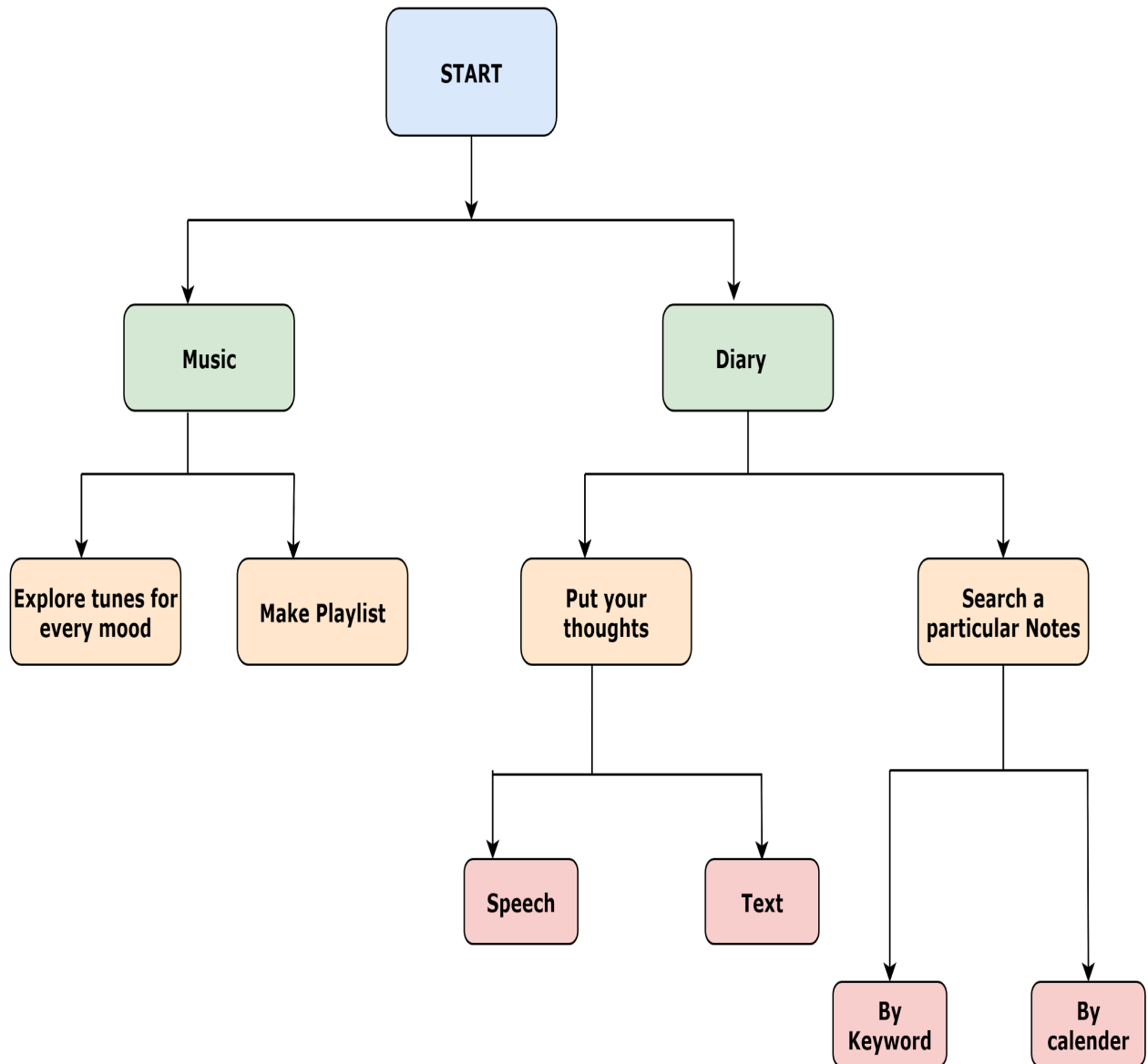
8.4. Interaction Style: Not Applicable

Integration of Features

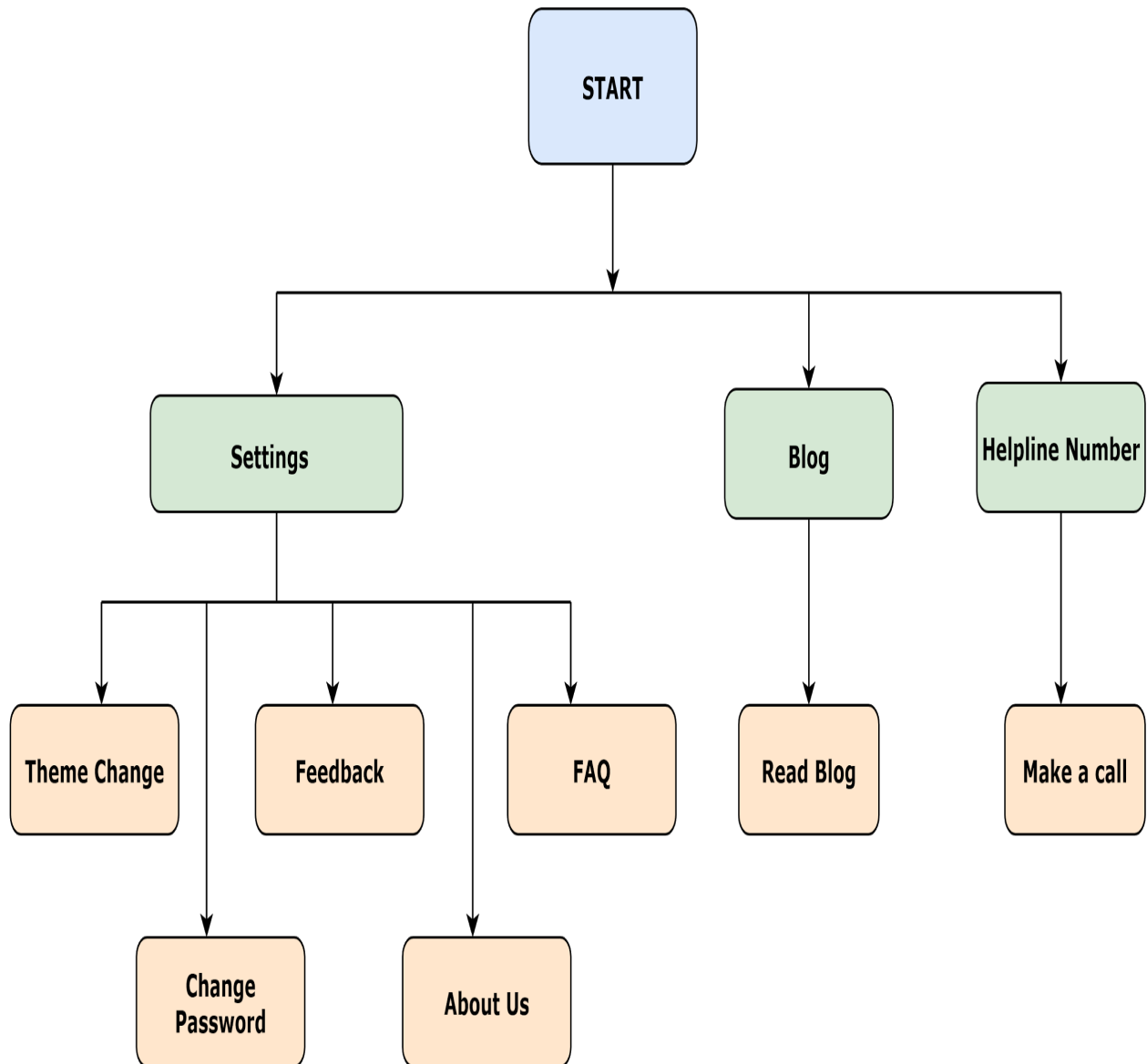
1. Login, Signup and Book an Appointment:



2. Music and Diary:



3. Blog, Settings and Helpline Numbers:



Contribution

Member Name	Features Designed
Miracle Rindani	Login, Book an Appointment
Bhumiti Gohel	Diary, Blog
Nirva Sangani	Profile Settings, Helpline Numbers
Frenzy Chauhan	Signup, Music

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>