Intelligent Patient Record

 $\begin{array}{c} {\rm ITU} \\ {\rm Mathias~Schmidt,~Thomas~Snaidero} \end{array}$

Supervisors: Steven Houben, Mads Frost 21 May 2014

Contents

Ĺ	Introduction	3
2	Design requirements	3
3	Use case scenarios	3
1	Design analysis and concept diagrams	3
	4.1 Materials	3
	4.2 Iterations	3
	4.2.1 fisrt	3
	4.2.2 secound	4
	4.2.3 thried	4
	4.2.4 fourth	4
	4.2.5 fith	4
	4.2.6 sixth	4
5	Prototyping analysis	4
3	Design specifications	4
7	Conclusions	4

1 Introduction

We have had the task of build a new revision, of Steven Houben Hyper Record. One of the big reasons is it was to unwieldy and heavy for the medical staff.

2 Design requirements

Numbered list of product requirements with most important first, least important last.

3 Use case scenarios

Detailed description of 3 use case scenarios which illustrate: - The user experience - Insight about a specific product feature, or user requirement

4 Design analysis and concept diagrams

Description of issues related to the design of the product: - Description of concepts, requirements and features of the product - Review of motivations for making the design decisions - Indicate the primary features of the design that are the most creative and original

4.1 Materials

We got a bunch of different plast materials from RIAS, in order to find some material that might be cheaper, and better that acrylic, since acrylic have tendency to be brittle, this becomes worse when it has been laser cut. PEHD RIALEN PP PETG PP-H ACRYL POM-C

PEEK PPSU

4.2 Iterations

we have used prototyping in order to get a viable device, through the different designs we have been able to see different problems, which have ment that we had to iterate to a new version, we have been limited by time, so we have had to make some compromises

4.2.1 fisrt

The first iteration that we build did have some problems. The first is that it is expensive to build, since we are using a lot of acrylic, the secound point is that it still is heavy, and unwieldy. But i did give some ideas for the next iteration.

- **4.2.2** secound
- **4.2.3** thried
- 4.2.4 fourth
- 4.2.5 fith
- 4.2.6 sixth

5 Prototyping analysis

Discussion of experience in building prototypes during the design process: - Illustration of all the prototyping activities - Discussion of specific areas where the experience of building prototypes affected the design requirements and specifications

6 Design specifications

Explanations of how to build the product, including information such as: - System architecture - Drawings and sketches - Parts and supply ordering information

Design specifications marked for: - Quality - Accuracy - Originality

7 Conclusions