

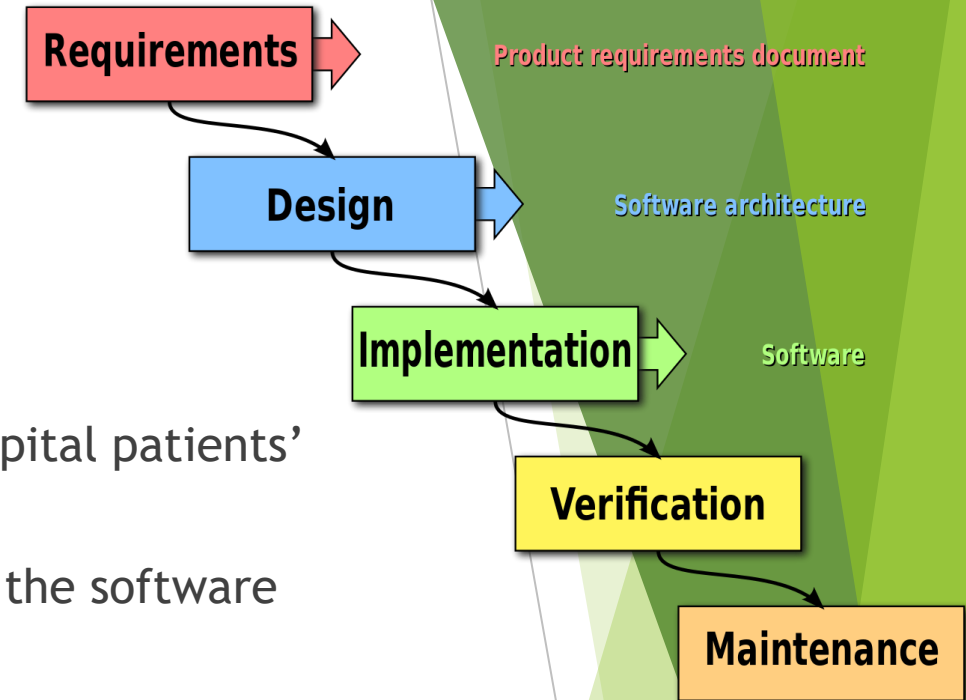
The background features abstract, overlapping green geometric shapes in various shades, creating a modern and dynamic feel. The shapes are primarily triangular and polygonal, with some areas appearing more translucent than others.

Improving Hospital Patients' Well-Being Through Technology

By: Josh Perrine

Project Introduction

- ▶ I'm in the beginning of developing an application to help hospital patients' overall well-being.
- ▶ Focusing on the requirements gathering and design stages in the software development cycle.
- ▶ Application has various aspects including:
 - ▶ Access to connections and support groups
 - ▶ Relaxation Exercises
 - ▶ Mindful Activities
 - ▶ Holistic Care
- ▶ This idea was introduced to me by my roommate, Henry.



Requirements Gathering

- ▶ To start the application, I had to go through the requirements gathering process.
- ▶ Read about requirements gathering.
 - ▶ Software Requirements, 3rd Edition
- ▶ Outlined the basics of requirements gathering, what should be expected, how to do it
- ▶ This is the framework for requirements engineering:

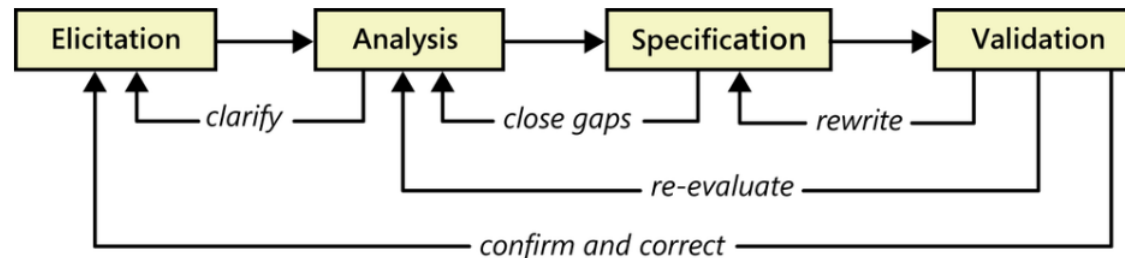
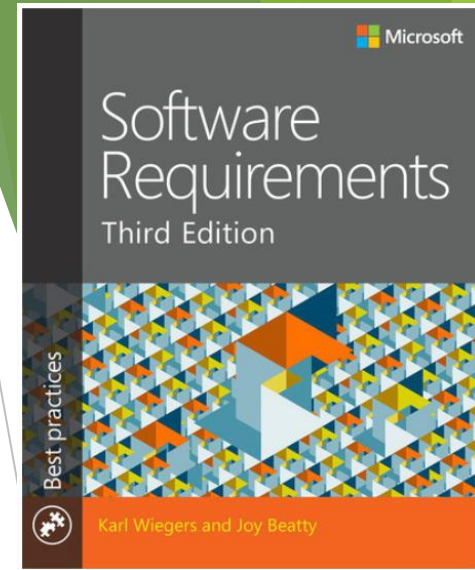
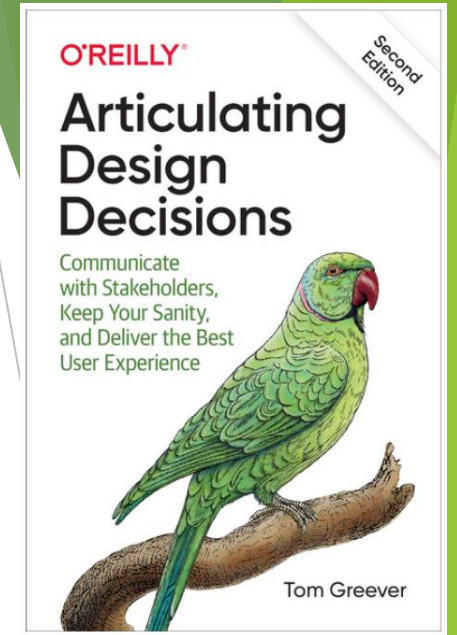


Figure 3-1. Requirements development is an iterative process.



Requirements Gathering (UI/UX)

- ▶ User Interface and User Experience are essential parts of the requirements gathering process.
- ▶ Read textbooks about UI/UX.
 - ▶ Articulating Design Decisions, 2nd Edition
- ▶ Outlined the use of user stories and use cases, appropriate ways to find user interface/ experience.
- ▶ Focused on three essential things and app needs to be successful.



Requirements Gathering (UI/UX)

Three things every design needs to be successful:

- ▶ It solves a problem
 - ▶ Creating goals, externalizing thoughts and ideas.
- ▶ It's easy for users
 - ▶ User stories and use cases.
- ▶ It's supported by everyone
 - ▶ Support means you can move forward, agreement is necessary.

Requirements Gathering (Ursula Tierney)

- ▶ Had to learn more about mental health with hospital patients.
- ▶ Got into contact with Ursula Tierney and held a meeting with her.
- ▶ Insight on the application was gained from the meeting:
 - ▶ Nurses don't have much time to connect with their patients on a mental health level.
 - ▶ Helped produce a list of aspects the app could have.
 - ▶ Suggested the app could make use of an anxiety AI.
 - ▶ Patient advocates and case managers.
 - ▶ Simple descriptions and 5th/6th grade jargon.

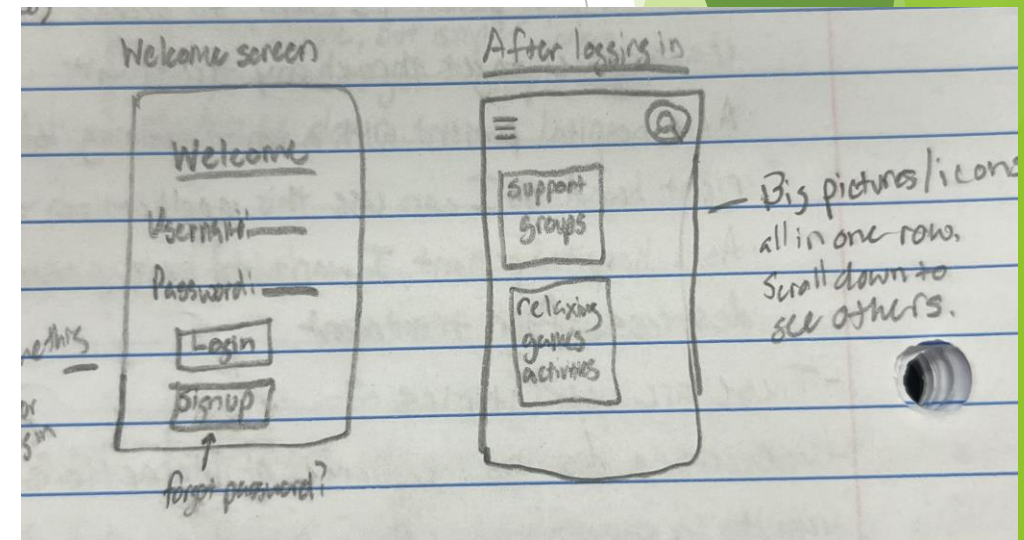
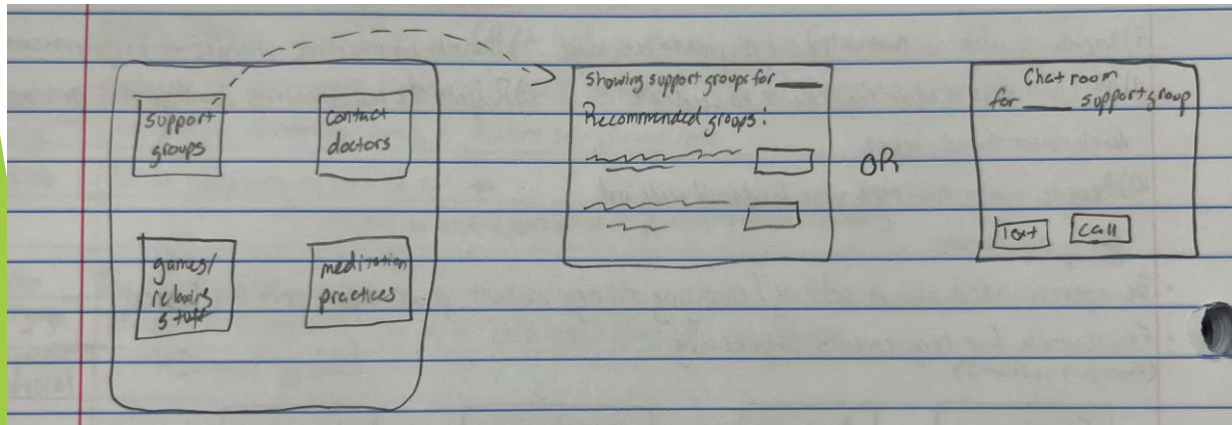
Aspects

Created 4 general groups for aspects to fall under:

- ▶ Group 1: Connections and Support
 - ▶ Connect with case managers, patient advocates, access to various support groups.
- ▶ Group 2: Relaxation Exercises
 - ▶ Breathing exercises, sleeping exercises, meditation practices, soft music player.
- ▶ Group 3: Mindfulness Activities
 - ▶ Creative expression activities, mindfulness exercises, VR experiences.
- ▶ Group 4: Holistic Care
 - ▶ Physical, mental, emotional, and spiritual care.
- ▶ Access to journaling and notetaking as well.

Externalizing Ideas

- ▶ Wrote ideas out and grouped them in appropriate places.
- ▶ Sketched out rough ideas of what screens of the app could look like before going into design.



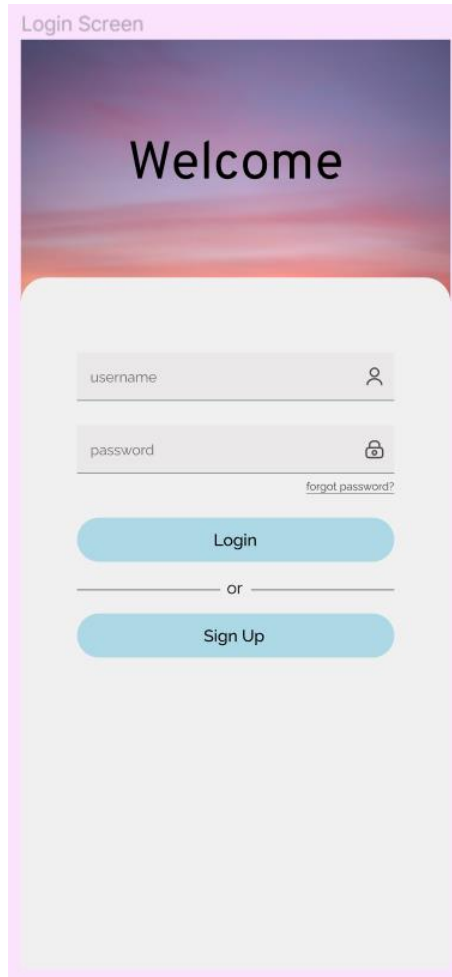
Wireframing and Figma



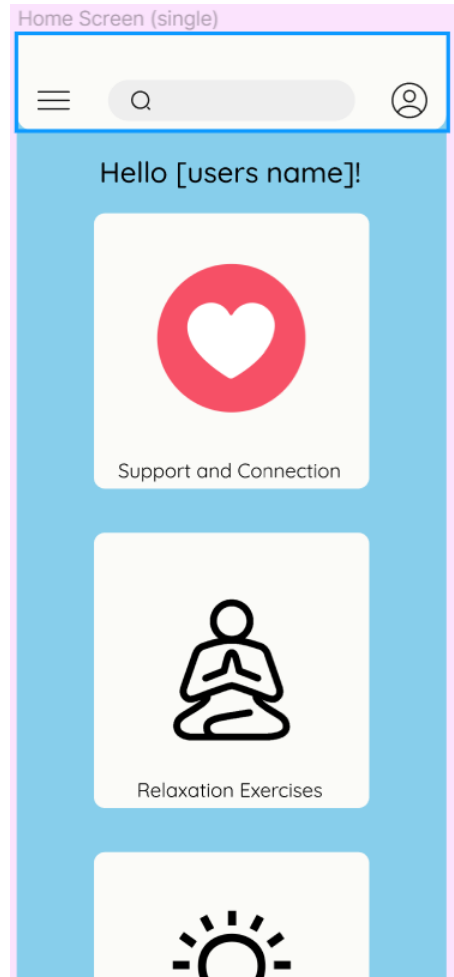
- ▶ Wireframing is an essential process in the design stage.
- ▶ Used Figma to do wireframing.
- ▶ Figma is a web-based design tool that allows users to create and test designs.
 - ▶ Websites and mobile apps.
 - ▶ Great for wireframing.
- ▶ Offered for the design on many different devices.

Wireframing and Figma

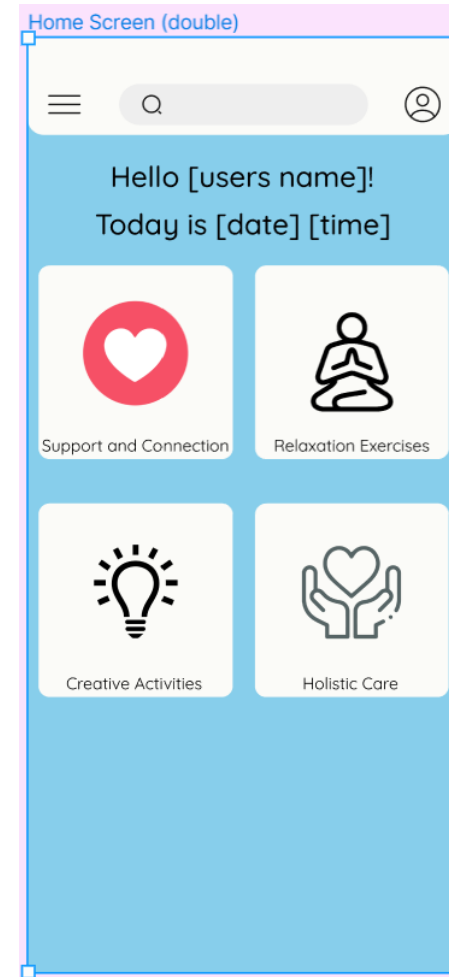
Login Screen



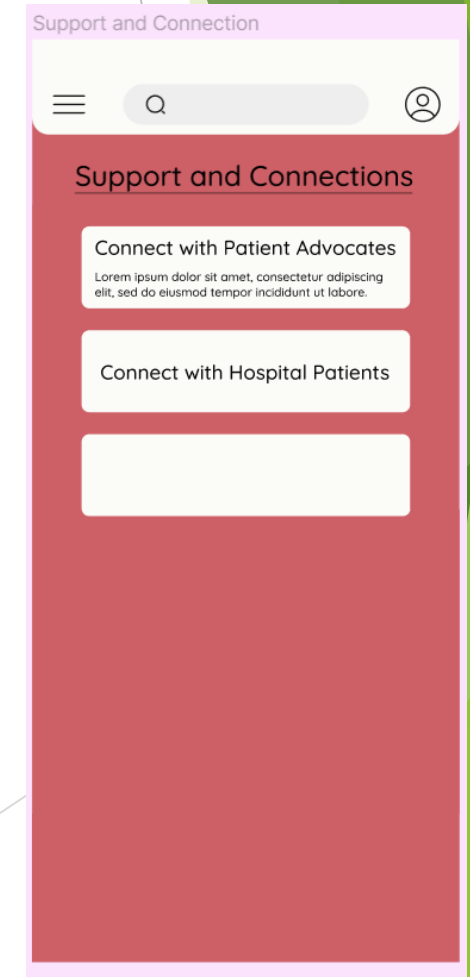
Home Screen 1



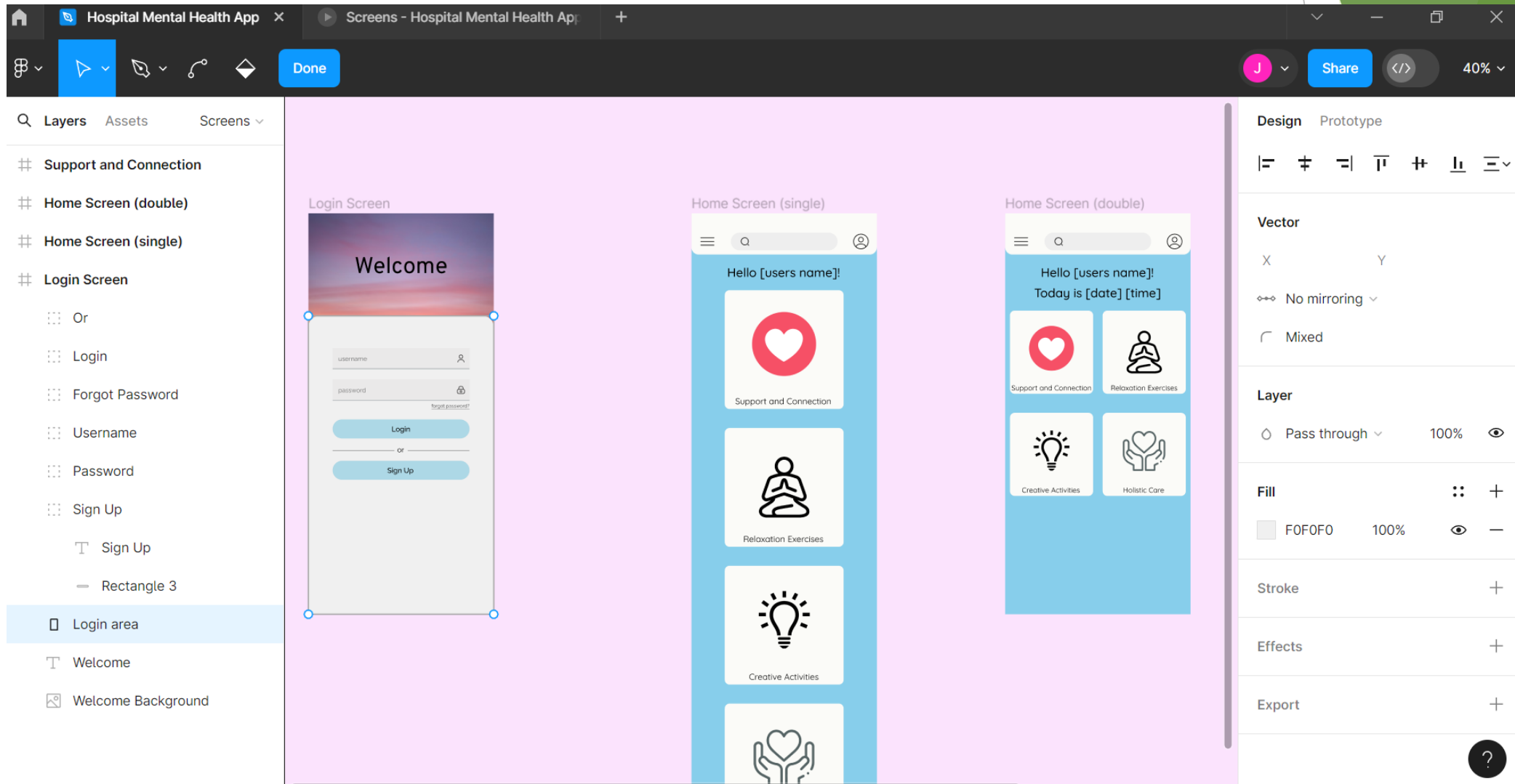
Home Screen 2



Aspect Screen



Wireframing and Figma

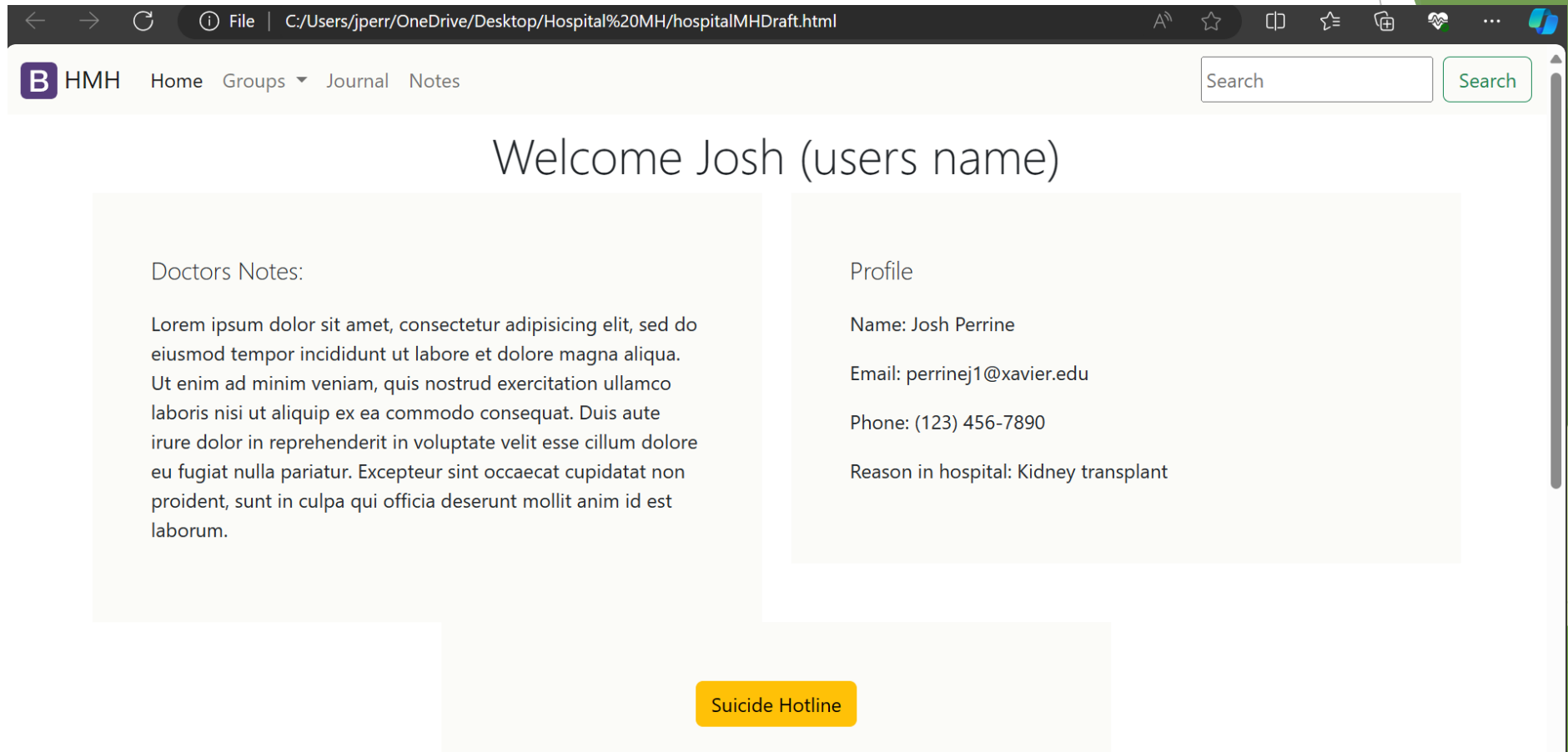


Creating the Website

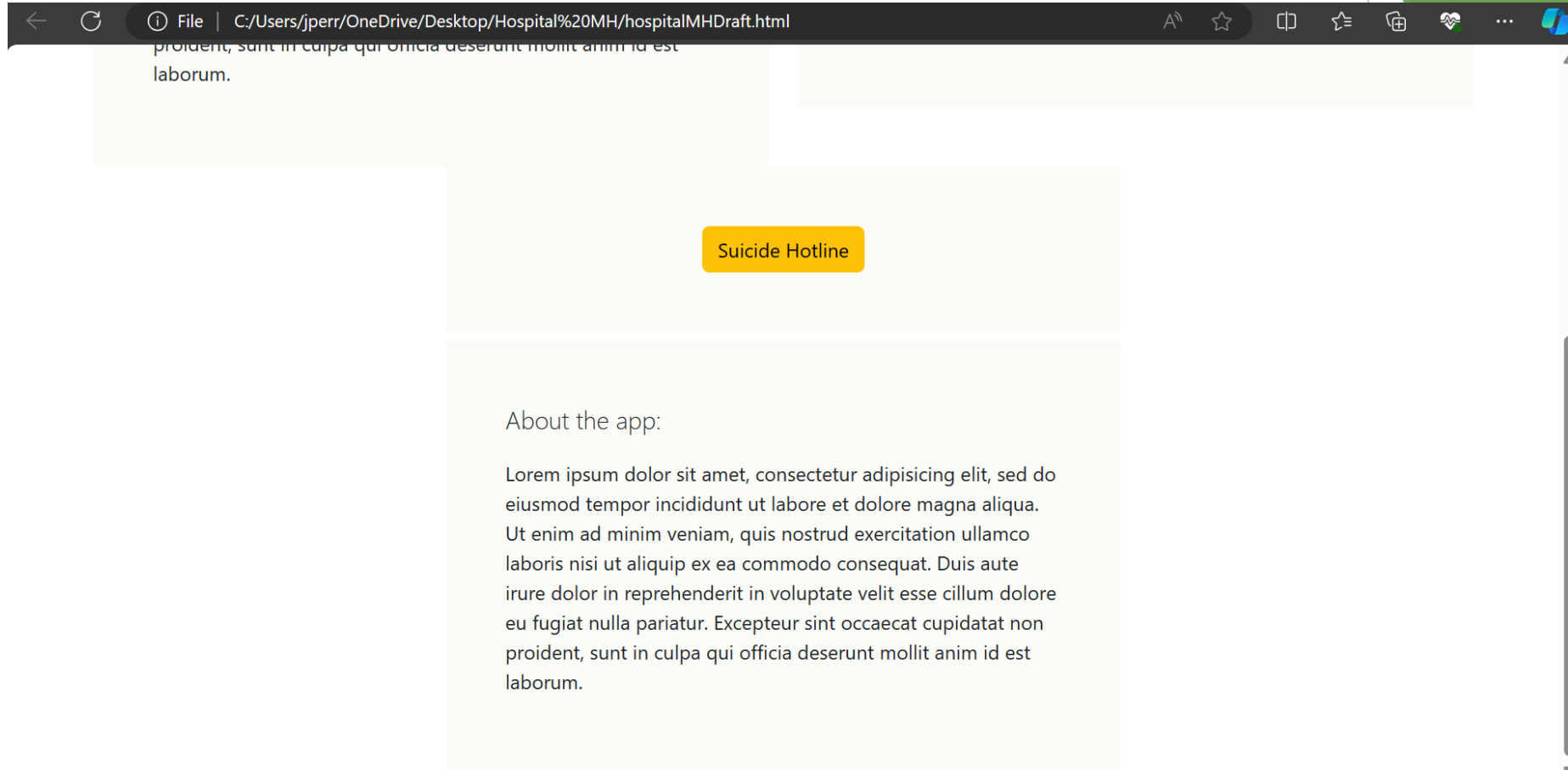


- ▶ Used bootstrap in creating the website skeleton.
 - ▶ Navbar
 - ▶ Grid system and containers
- ▶ With bootstrap, the layout changes in correlation to the user's resolution.
 - ▶ A phone layout appears more condensed than a pc layout.

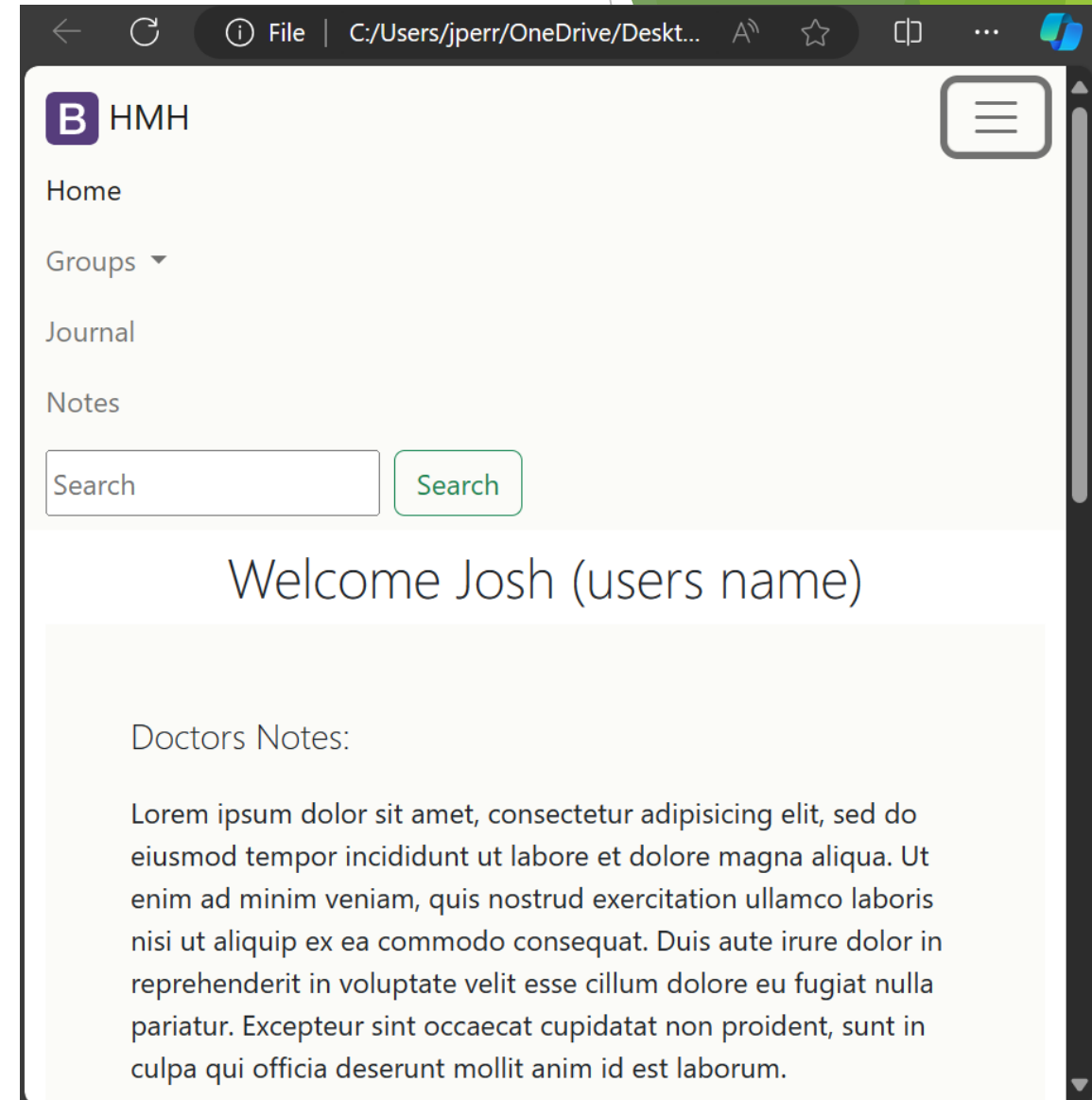
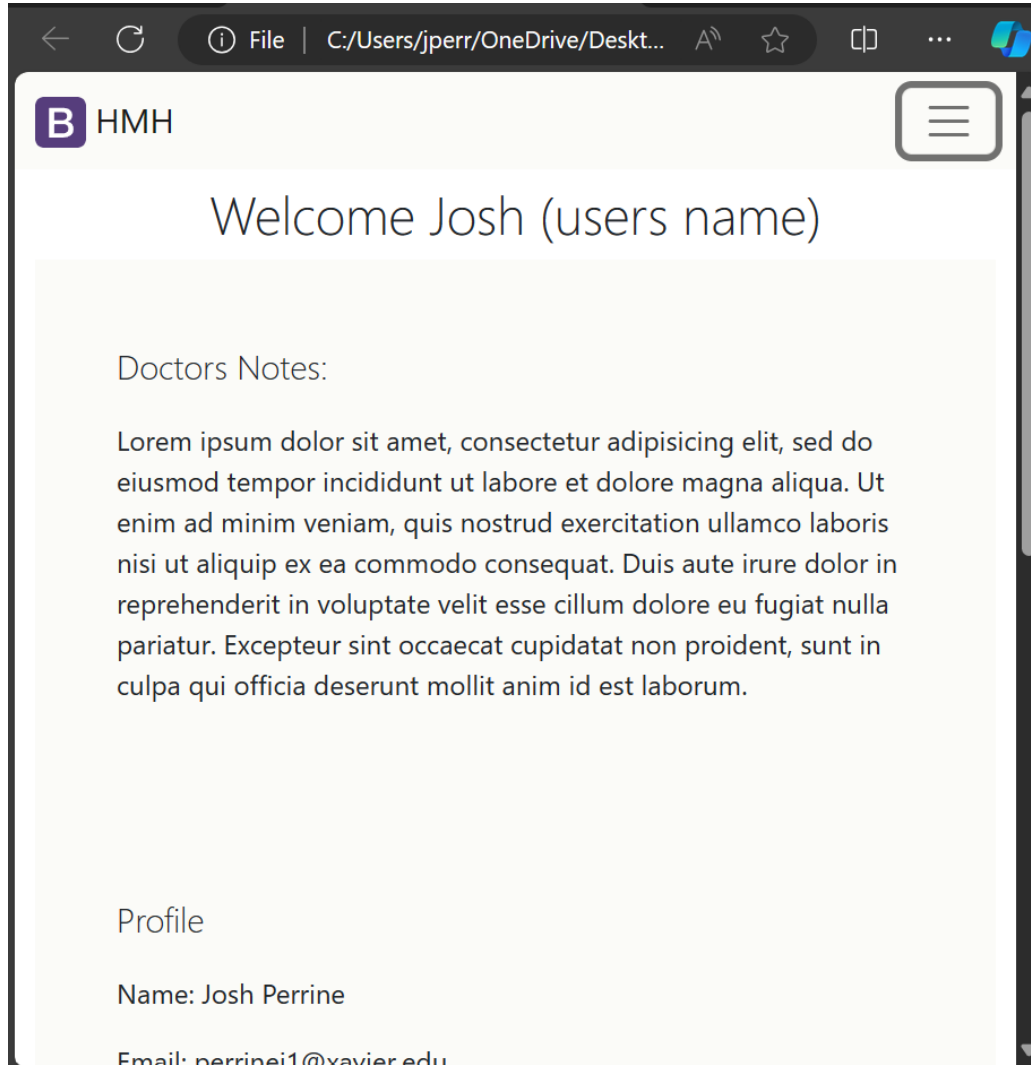
The Website



The Website



The Website



Project Conclusion

- ▶ After graduation, I plan on continuing the development of the application.
- ▶ In a perfect world, I would hope that this app would help hospitals and hospital patients around the globe.
- ▶ I have learned/ gained:
 - ▶ An understanding in the requirements gathering stage of the software development process.
 - ▶ UI/UX modeling and how it impacts the creation of an application.
 - ▶ An idea of what goes into the first two stages of the software development process.
 - ▶ Figma and Bootstrap.
 - ▶ An understanding that web design could be a potential career path.

The background features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, ranging from light lime to dark forest green. These shapes are concentrated on the right side of the image, with some extending towards the center. The overall effect is a modern, layered, and dynamic composition.

Questions?