# Freedom Tracker UI Design Video

## Group 2 - Spring 2025

COS20001 - User-Centred Design

# Meet the team

## Ta Quang Tung
104222196

**Presents** - Background, Prototype
**Designs** - Home Page, Location Page, Event Page

## Nguyen Quang Huy
104169507

**Presents** - Design Scenarios
**Designs** - Symptom Log Page

## Doan Trung Nghia
104221559

**Presents** - Iterations and Design Guidelines
**Designs** - Location Page, Editing

## Do Quang Minh
104175326

**Presents** - Wireframe
**Designs** - Location Page, Editing

## Pham Quang Minh
104999568

**Presents** - Limitations and Future Work
**Designs** - Resources Page

# Table of Contents

01

# Project Background

# Definition

A complex cognitive condition that interferes with memory, thinking, and daily activities.

Includes Alzheimer's disease and vascular dementia.

Symptoms:

- Loss of memory
- Poor concentration
- Self-repetition
- **Wandering**

Caring for a person with dementia can be very stressful.

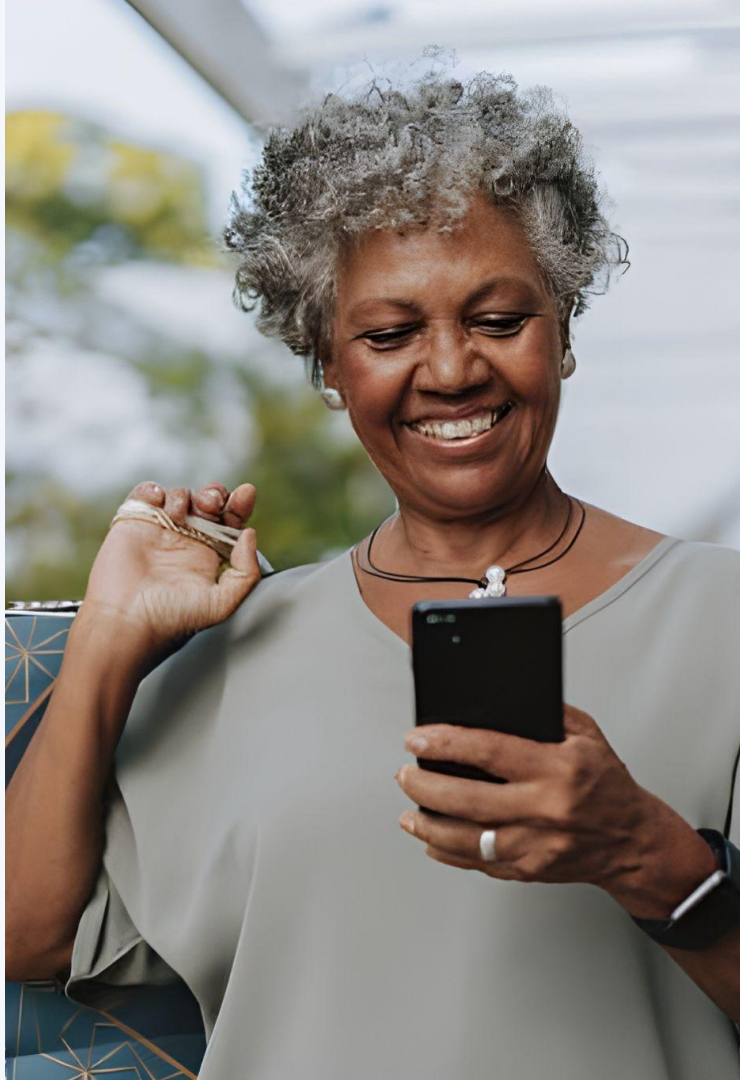
# Our goal

Provide a technological solution to support dementia caretakers, with a major focus on wandering behavior.

Care-receivers can live freely without caregivers being present.

Features:

- Real-time location tracking and alerts
- Emergency contacts
- Task management
- Connecting with other caregivers
- Recording symptoms and information search

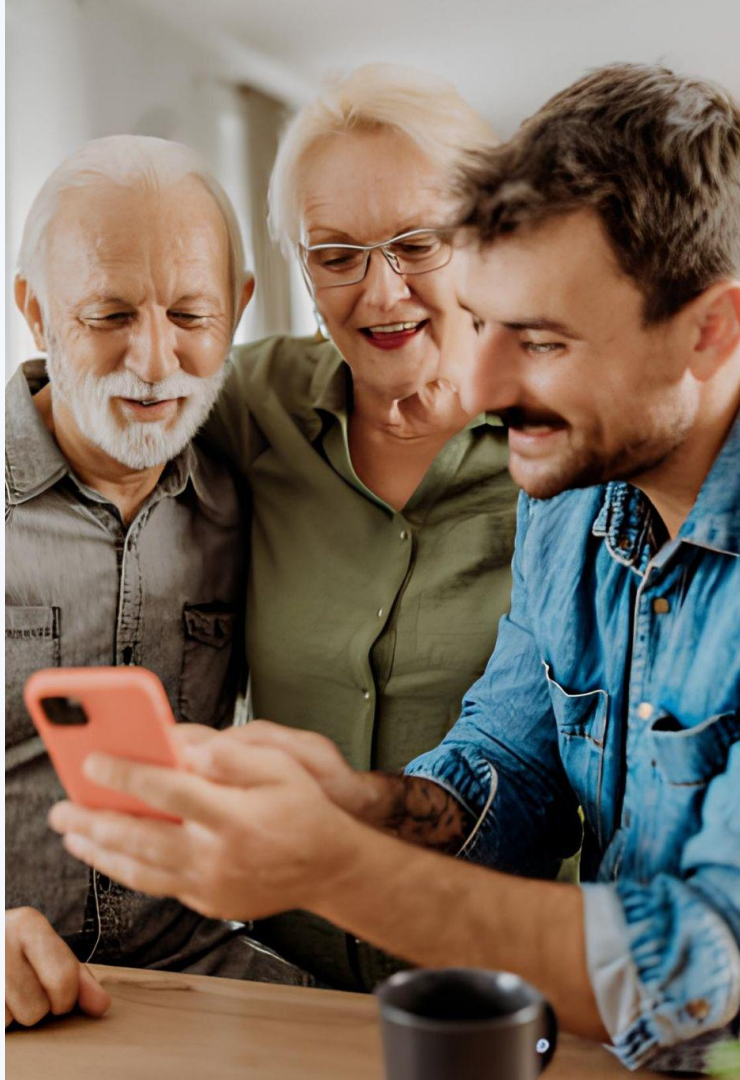


# Target users

Adult family members of people with dementia:

- Spouses
- Sons or daughters

Relatives, friends, neighbors, or social workers can also be caregivers, but they will not be the focus of this project.



02

# Design Scenarios

# Design solution

A mobile app that can be used on the fly. It would assist caregivers in both indoor and outdoor caregiving.

Our design scenario features Mary, an elderly spouse of a person with dementia.

# Design Scenario

## Location tracking and emergency contact

### Before

- Hope he didn’t wander too far.
- Rush outside, asking neighbors for help if he is in danger.

### After

- See his location update in real time.
- Receive alert if care-receiver is in danger.
- Contact nearest emergency contact quickly.
- Manage emergency contact list efficiently.
- Mark some specific outdoor and indoor location as dangerous easily.

# Design Scenario

## Task and appointment management

### Before

- Pin sticky notes on the fridge.
- Get busy and forget to check them.

### After

- Receive timely notification for each task
- Manage the upcoming tasks and schedule easily

# Design Scenario

## Symptoms logs

### Before

- Track everything manually in the notebook

### After

- Note everything on the apps

# Design Scenario

## Dementia research and networking

### Before

- Search for reliable information was frustrating.
- Find local caregiver support was nearly impossible due to outdated contacts.

### After

- Easy to look for credible dementia related articles.
- Able to connect with all of the local dementia caregivers.

03

# Wireframes

# Wireframe walkthrough video

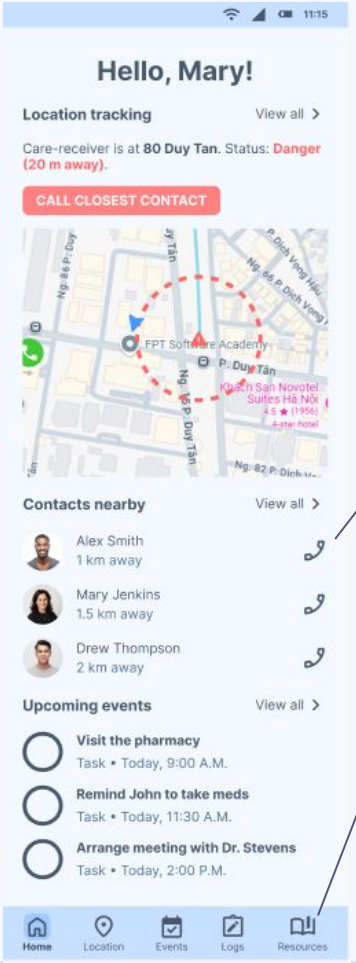
View the full video here.

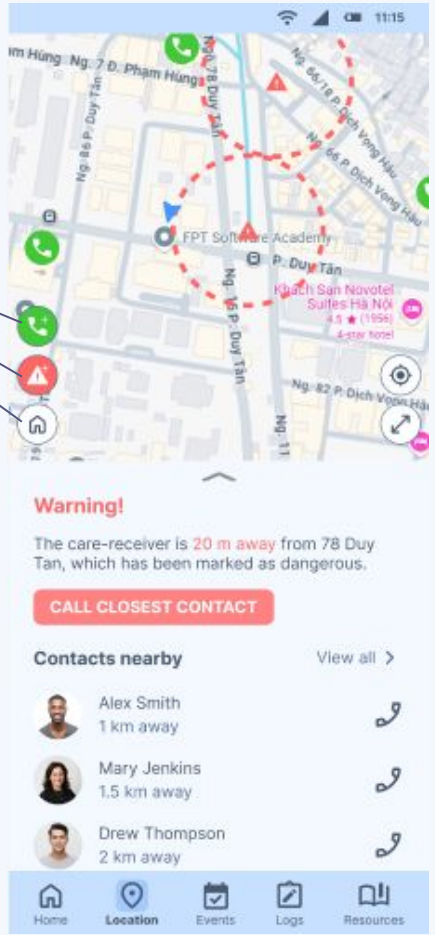
04

# Iterations & Design Guidelines

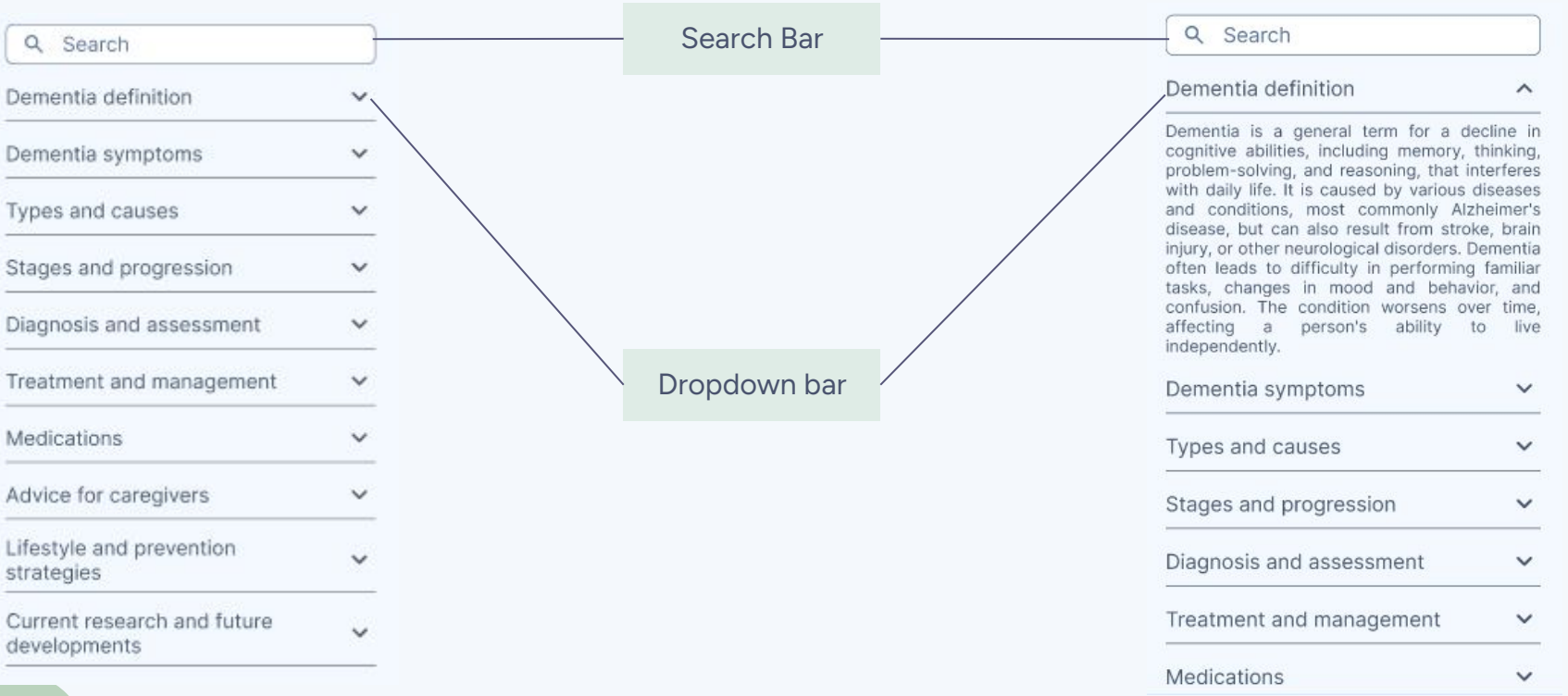
# Physical Affordance

Buttons



# Physical Affordance

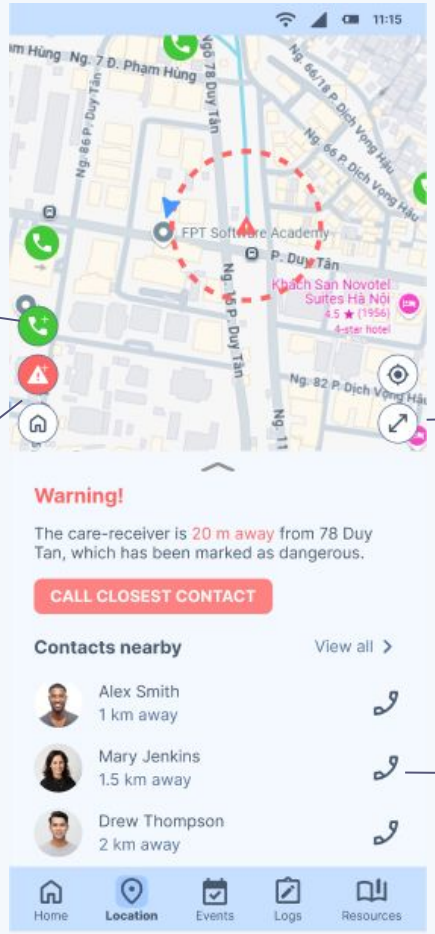


# Sensory Affordance

All the buttons clearly show their functionality

Add contact

Add Danger location



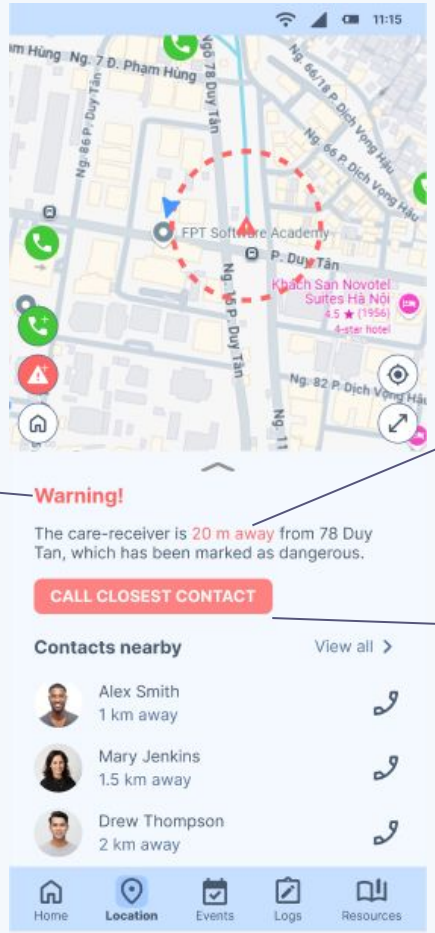

Zoom in

Calling

# Text Readability

Using appropriate text size, and color

Color and size changes for Heading




Color changes for crucial information

Adjust big size to create highlight and get the user's attention

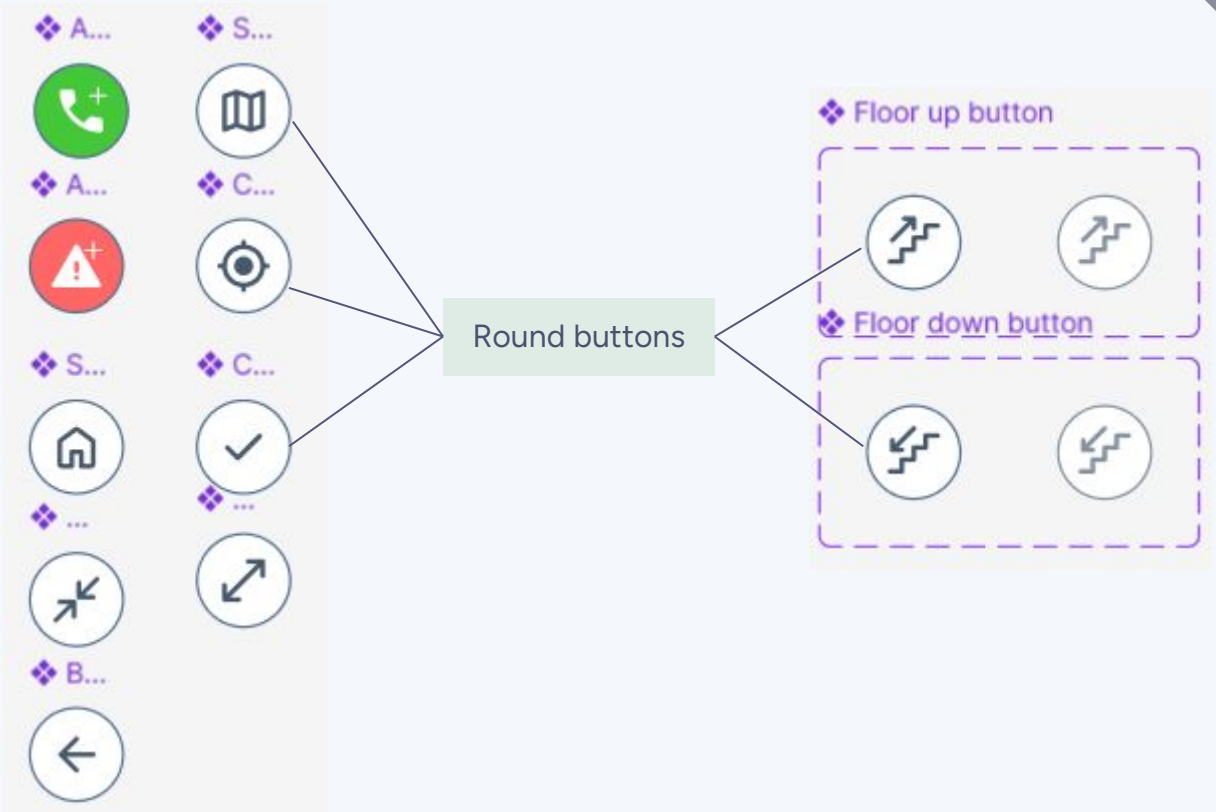
# Proximity

Objects physically close together are perceived to be more strongly related than those further apart


text and picture proximity are well-designed to be seperated

# Similarity

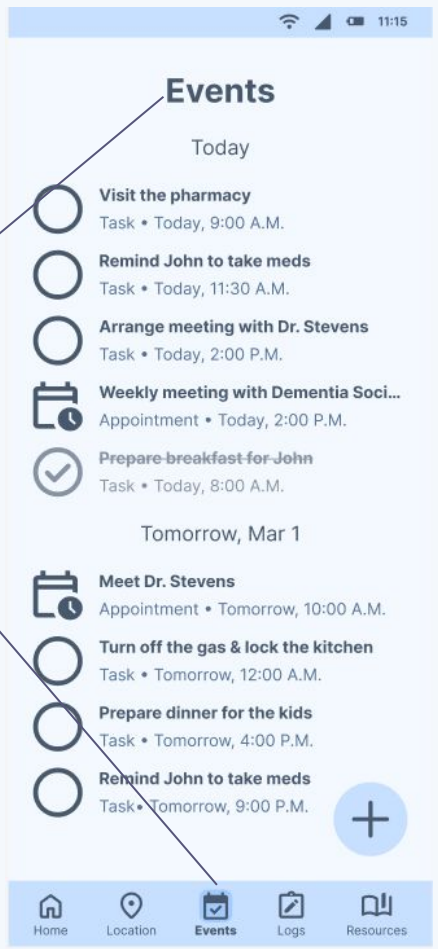
Objects that look similar are perceived to be more closely related than those that look different



# Visibility

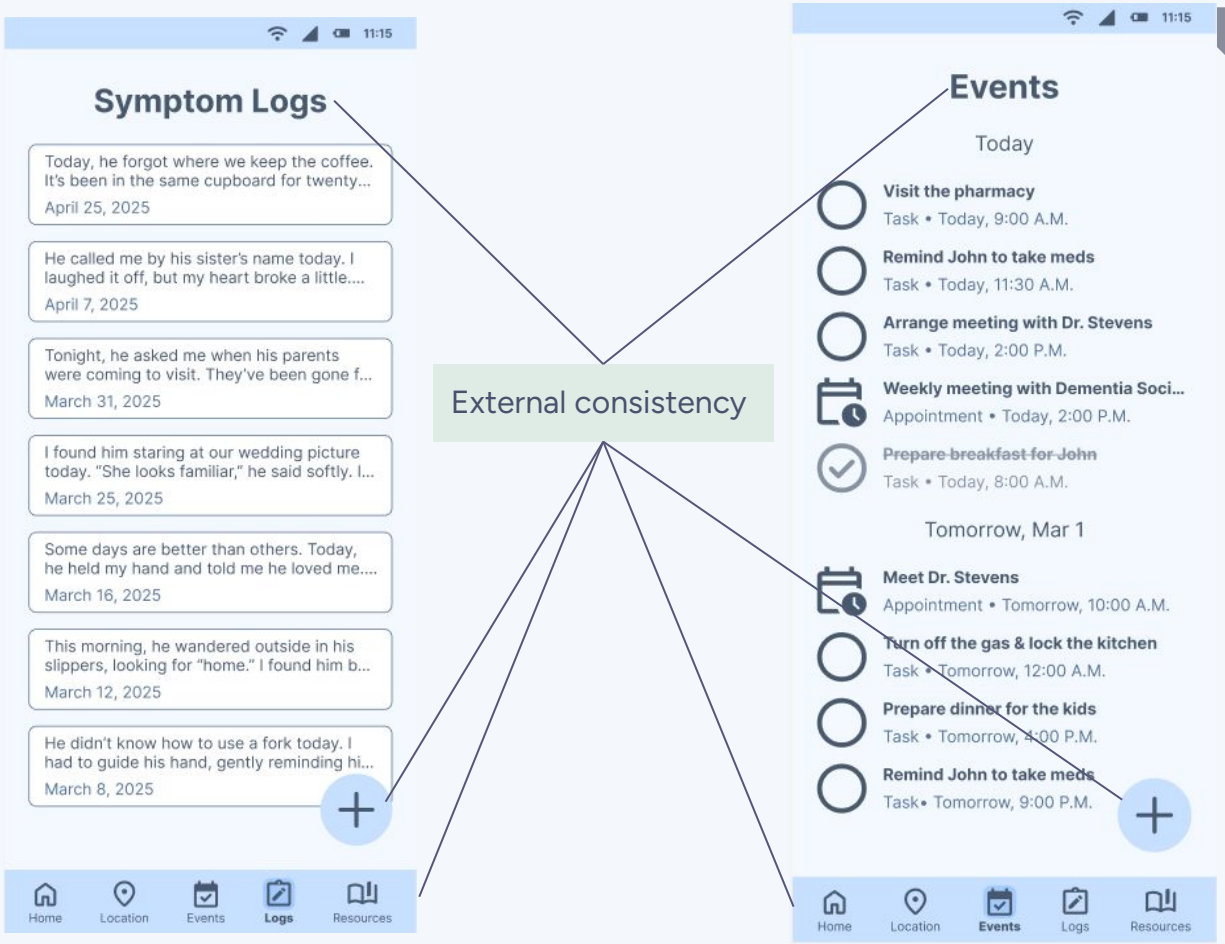
Clearly present what is the current status of the system


Current State



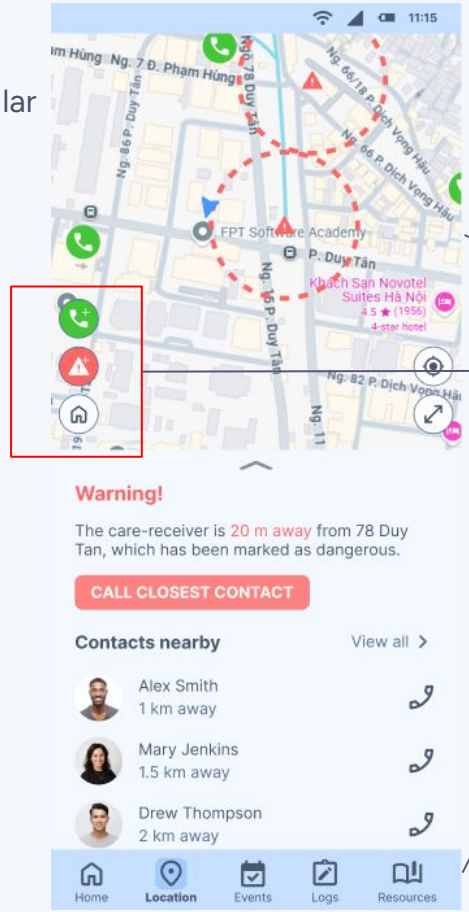
# Consistency

The system follow a slightly similar pattern

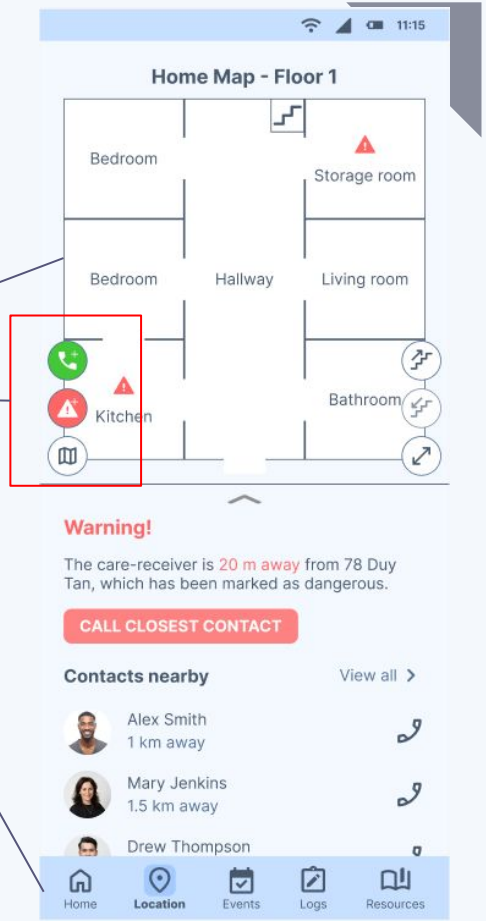


# Consistency

The system follow a slightly similar pattern

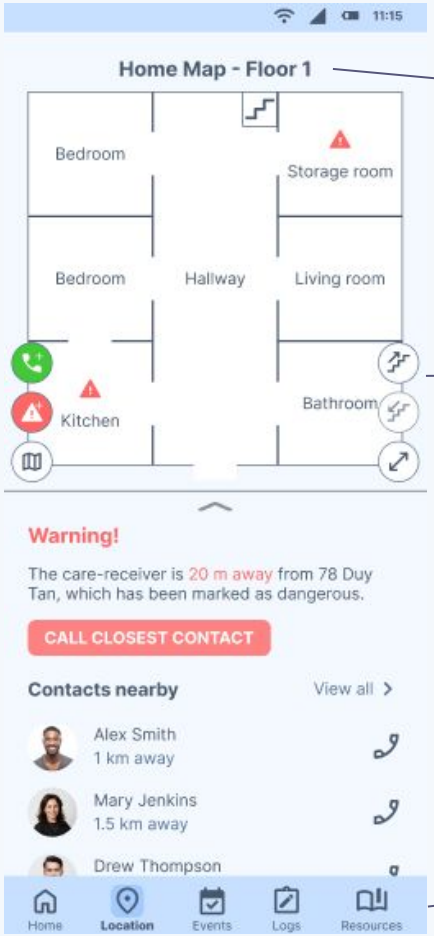



External consistency



# Structure

Organisation of interface elements should match users metal model or common design patterns



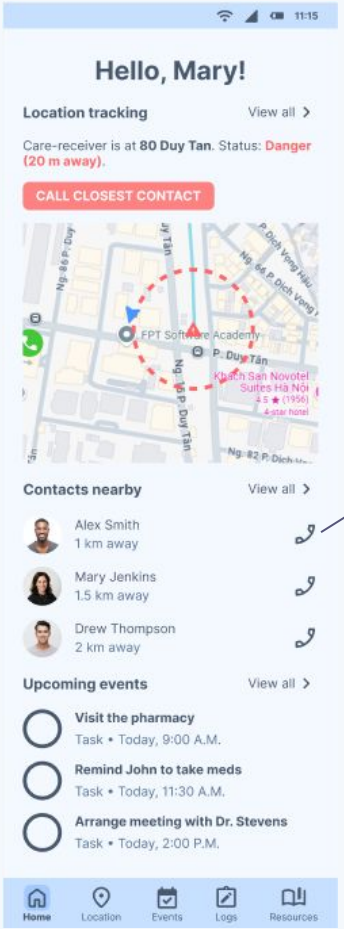

Header

Body

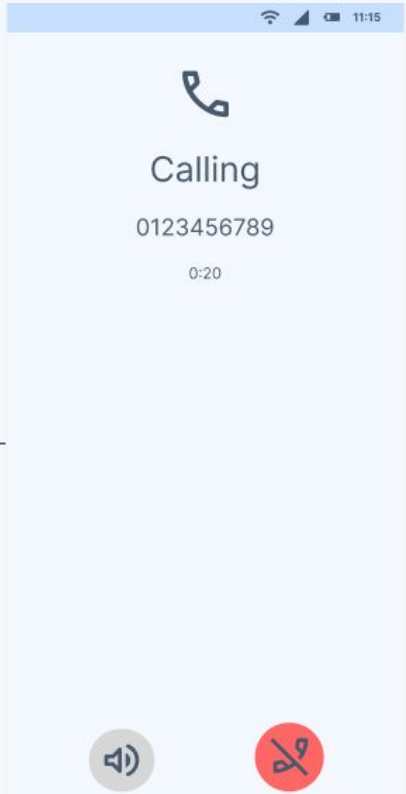
Nav bar

# Feedback

let the user know the results of their actions




When pressing



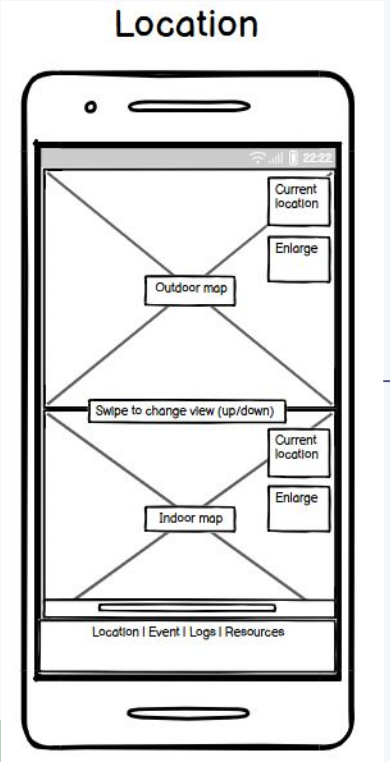
# Mapping

Make the relationship between a control and the controlled obvious

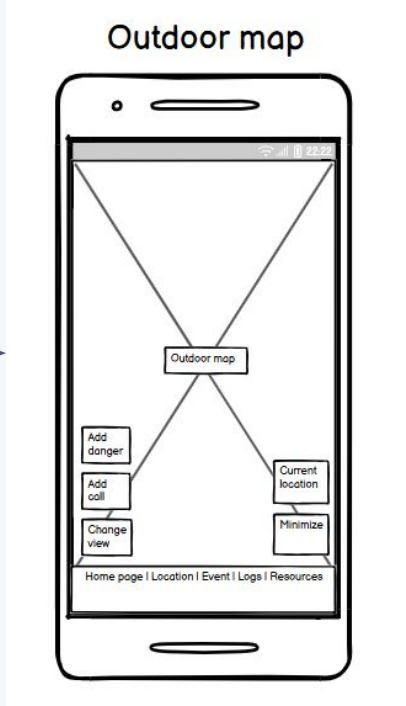

Back

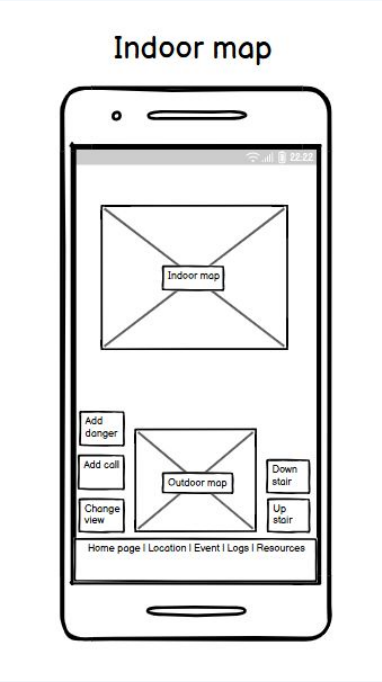
Confirm

# Iteration 1: Adjusting Location page

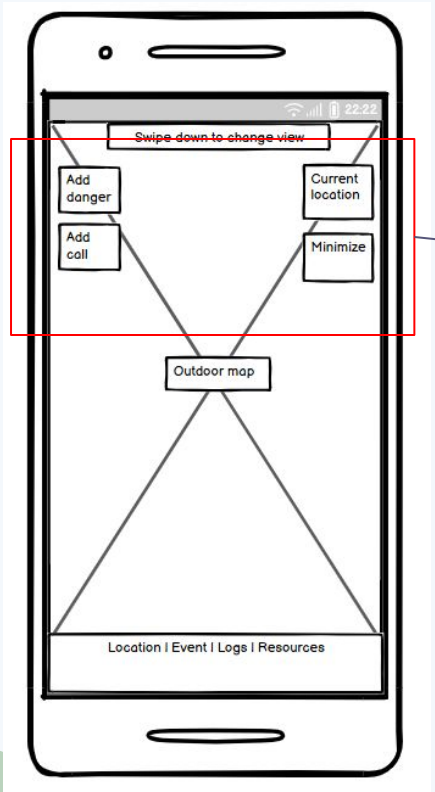



Separate outdoor and indoor map

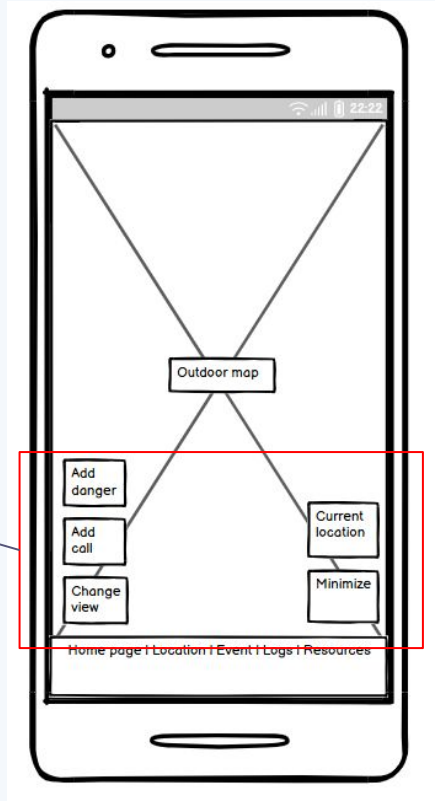


# Iteration 2: Changing action button position

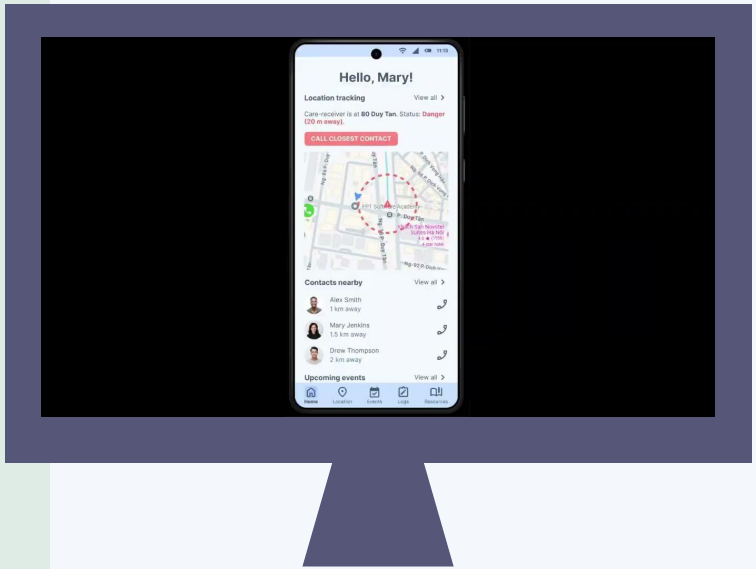



buttons have been moved to the bottom of the screen so that the user can reach them more easily



05

# Prototype




# Prototype demo video

View the full video here.

06

# Limitations and Future Work

# Limitations and Future Work

## Caregiver network

Only shows the locations of other caregivers.

**Improvement:** Enable communication (calls or text messages) between caregivers.

## Repeated events

The user has to create repeated events many times.

**Improvement:** Enable users to repeat events, similar to Google Calendar.

## Indoor map

Indoor home layout is not customizable.

**Improvement:** Enable users to define the layouts of their houses through the interface.

# Thank you!