



King Saud University
College of Computer and Information Sciences
Information Technology Department
IT214: user Experience Design

FIRST SEMESTER 1444H

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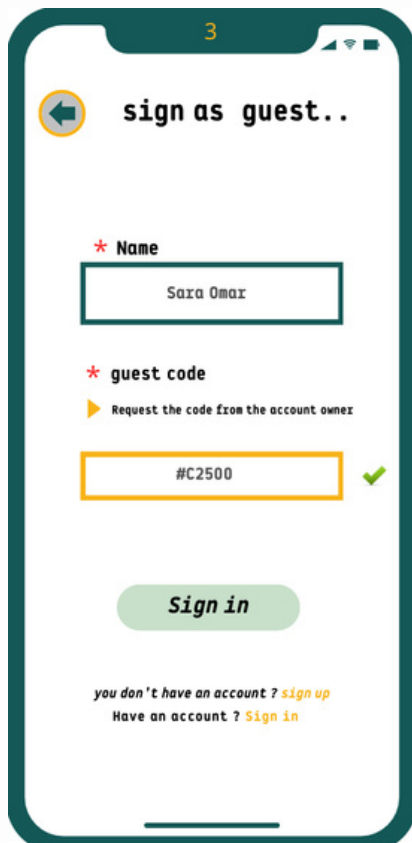
Supervised By: Dr.Luluah alhusain

1) Problem definition :

The main problem we noticed from many people of various ages and gender is that they can't organize their medication well, and we have verified this information based on the interviews and the questionnaire. We concluded how important our device is since we perceived their needs. They need a reminder to help them remember to take their pills on time, also help to determine the right dose, and help to read their prescriptions.

So, our project aims to help those people to organize their medication, and design it for them in a simple and obvious way to be useable for everyone.


2) Sketches :



5

Oh, no !
you forget

Enter your email,
and we'll send you reset code



Send

6

Reset Password..

* Reset code

✓

* new password

✓

Must be at least 8 characters

* Confirm password

✗

Reset

The button not
allowed to press
because the
confirmation
password is not
the same

7

Reset Password..

* Reset code

✓

* new password

✓

Must be at least 8 characters

* Confirm password

✓

Reset

8

Sign up..


Hi !
Welcome

Email

Full Name

Username

Password — — —

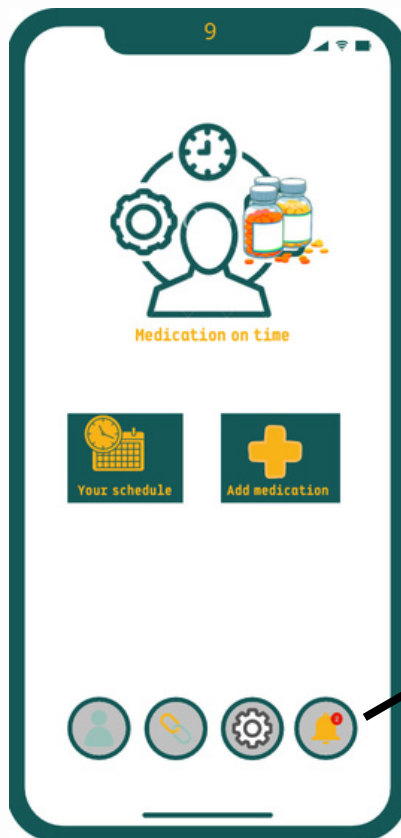


Must be at least 8 characters

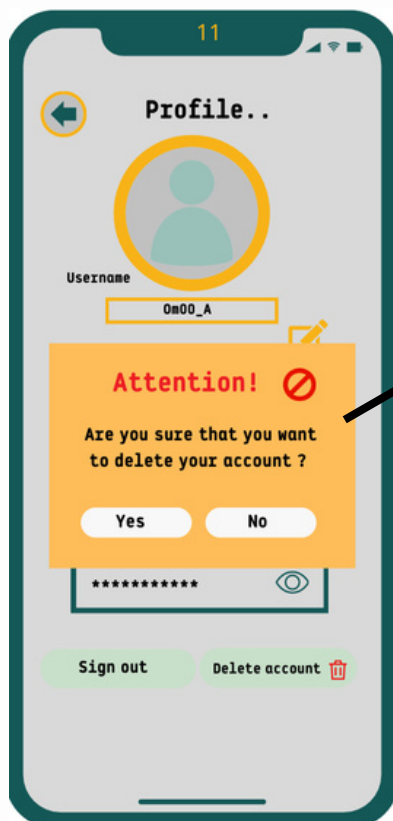
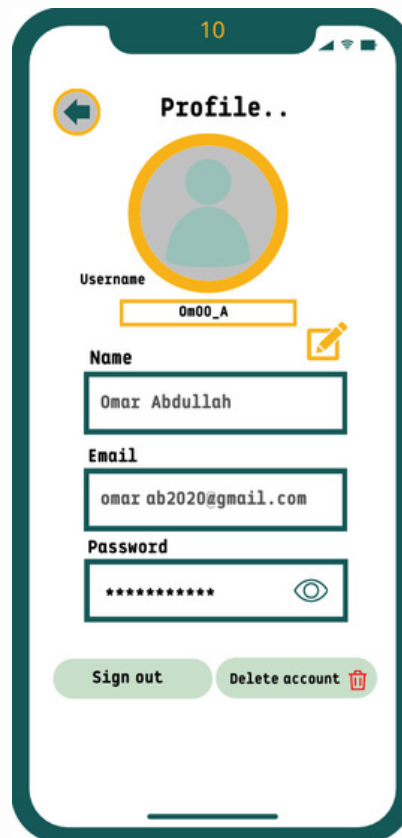
☐ I read and agree to [terms & condition](#)

sign up

Have an account ? [Login](#)

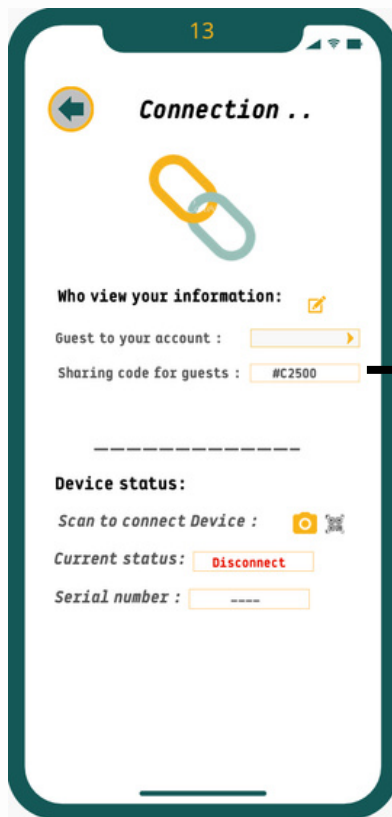


There is a notification that does not disappear until opened



The user cannot take any step until he confirms whether he took this step and wants to confirm it





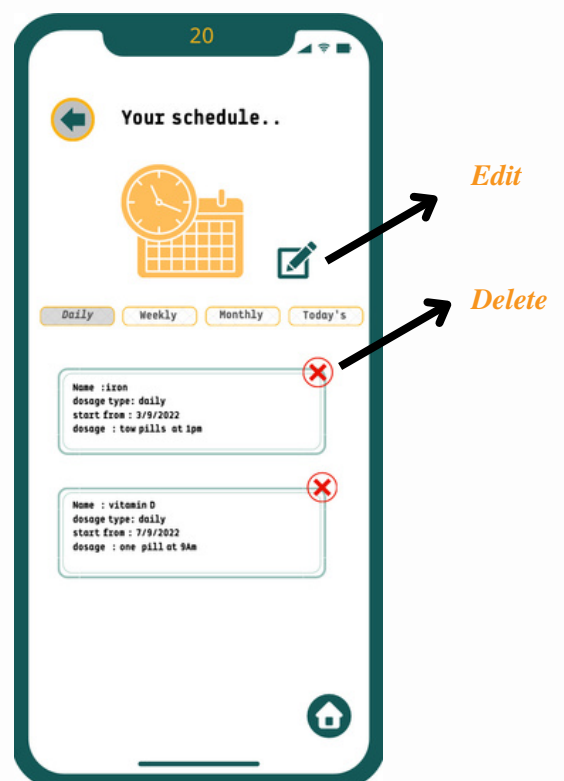
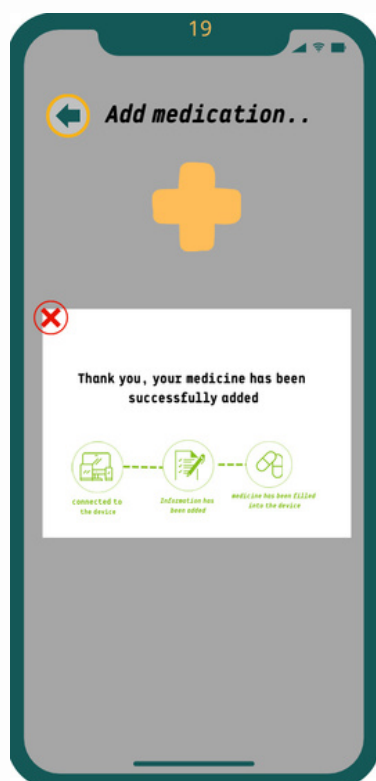
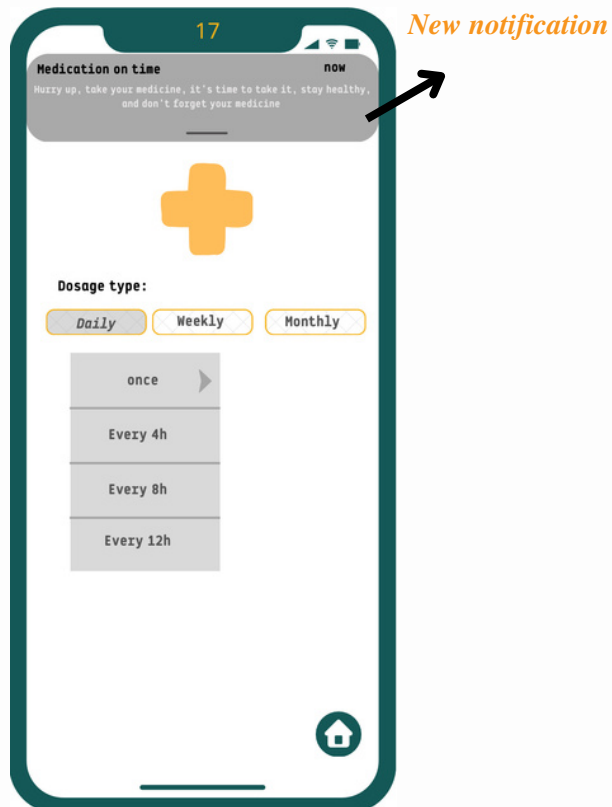
Sharing code



Notifications disappear

Now on this page

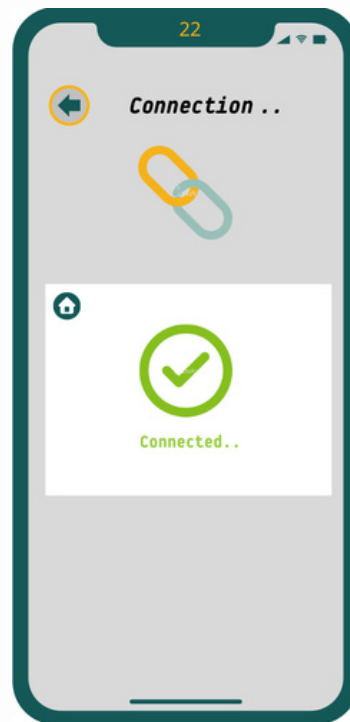






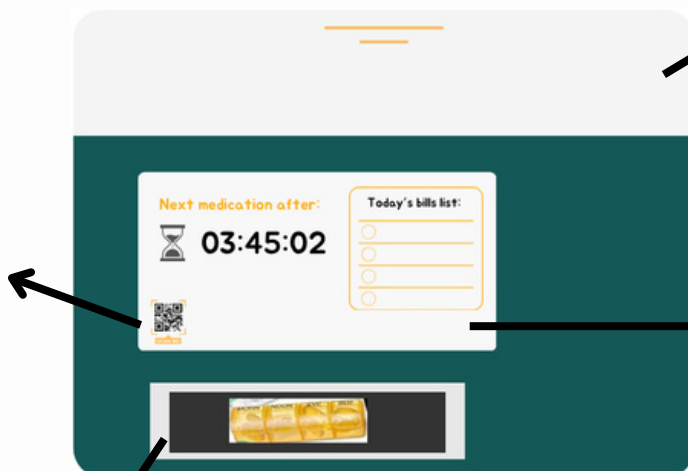
Information as graph

Information as it take



medication packing place

Front view

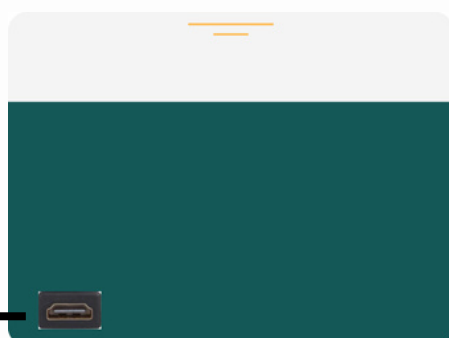


Place to take medication



Screen display the time remainig for next medication and contain to pills list

Back view



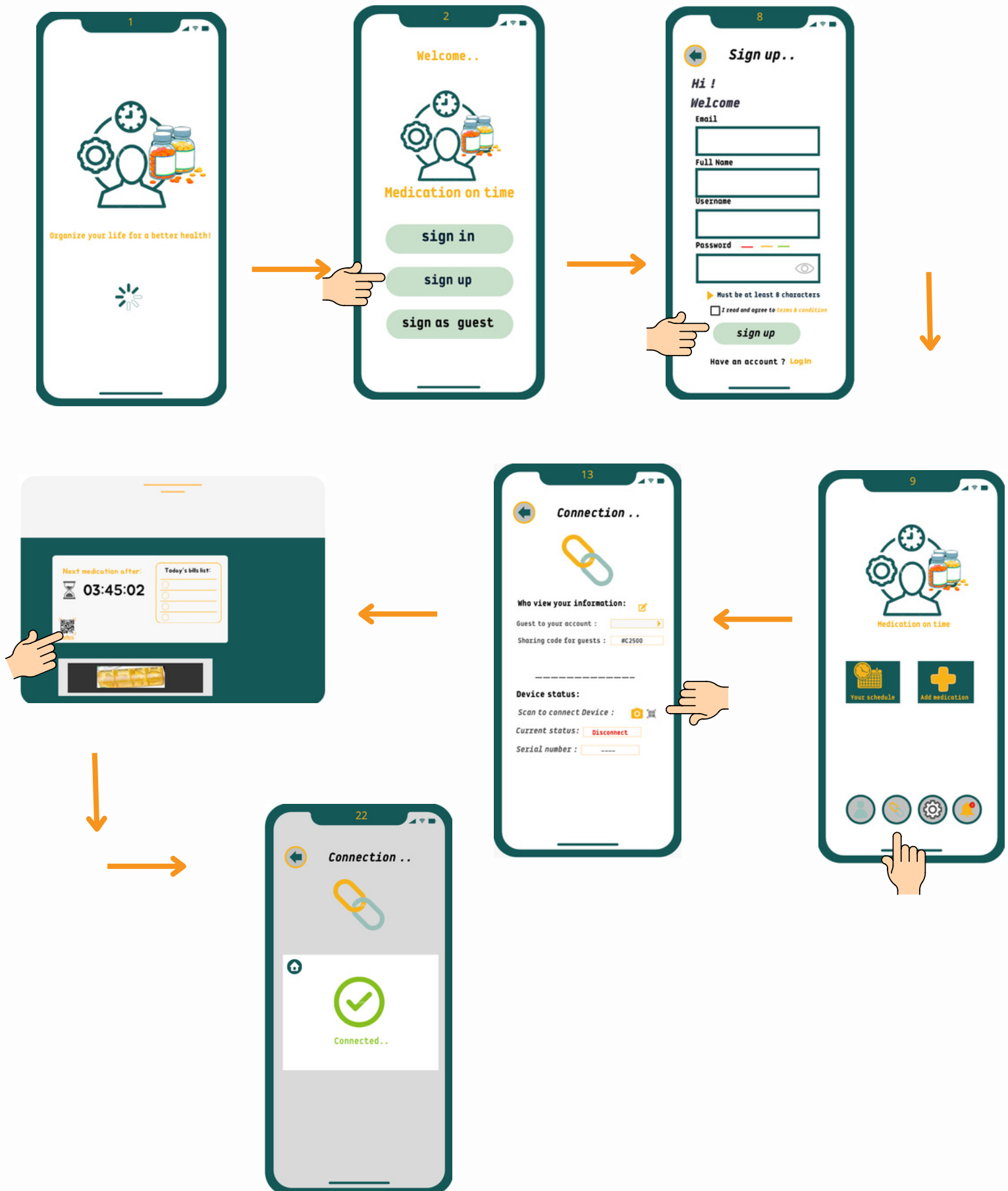
Power outlet

3) user stories :

Summary	Details	Priority
As a user, I want to connect my phone to the device, so that I can see my medicine schedule.	<ol style="list-style-type: none"> 1- The user can choose one of these options sign up, sign in or sign as a guest and enter his information. 2- From the main page, user clicks on "connected" icon. 3- It opens another page and the user click on the "camera" icon. 4- From the device will appear a code to scan it from the app. 5- Finally, the system shows feedback if the machine has been connected or not. 	High
As a user, I want to add my pill's details to the device, so that I can organize all my pills.	<ol style="list-style-type: none"> 1- From the main page the user clicks on "+" option. 2- It will open an add medication page, which will allow the user to enter the pill's information. 3- The user will see the steps page, and it will ask him to fill the device. 4- After he fills the device, it will show him a confirmation page to confirm the operation is done. 	High
As a user, I want to delete my account because I do not take medicines anymore and I will give it to someone who needs it.	<ol style="list-style-type: none"> 1- From the main page the user clicks on "profile" icon. 2- From the profile page, the user clicks "Delete account" option. 3- A pop-up message appears to confirm the deletion. 4- User clicks "yes". 5- User is returned to the sign up – sign in page. 	Medium
As a user, I want to check my medications schedule for today, so that I can be aware of how many pills left for today.	<ol style="list-style-type: none"> 1- From home page the user clicks on the "your Schedule" icon 2- The user will see a page that has four options daily, weekly, monthly, and today's. 	Low
	<ol style="list-style-type: none"> 3- The user clicks on today's option. 4- The user will see the today's schedule in as a graph and as a text. 5- The user clicks on the home icon to back to the main page 	

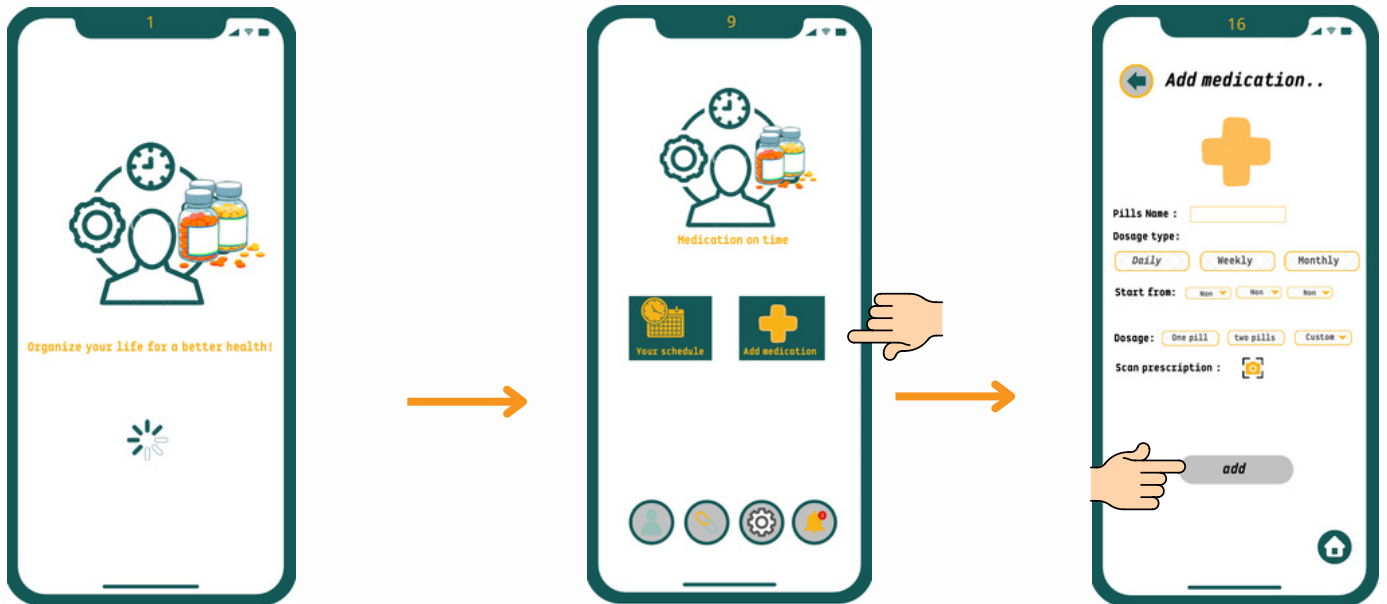
4) user flow :

A# Connecte device:



B# Add medication:

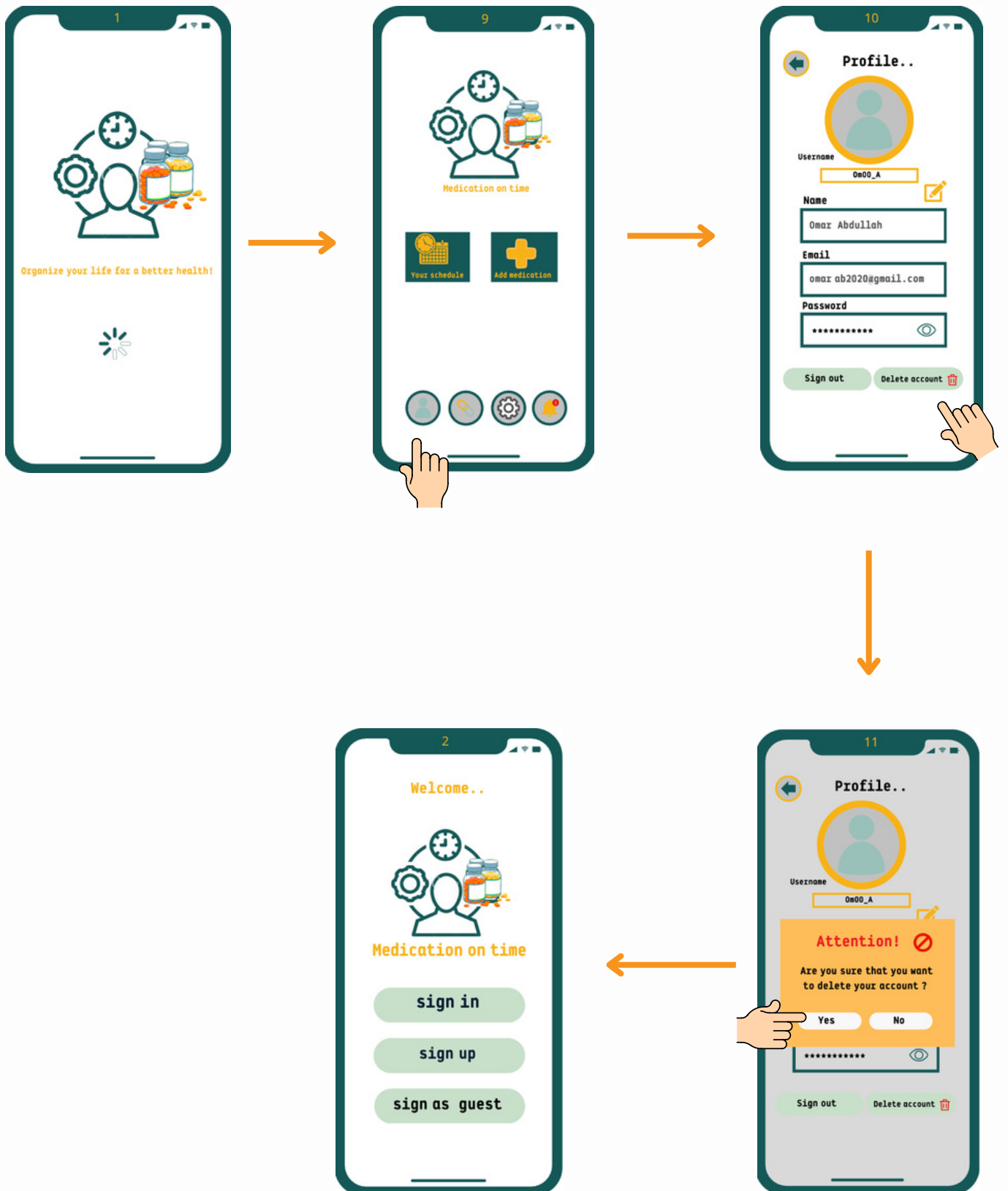
Fill the information



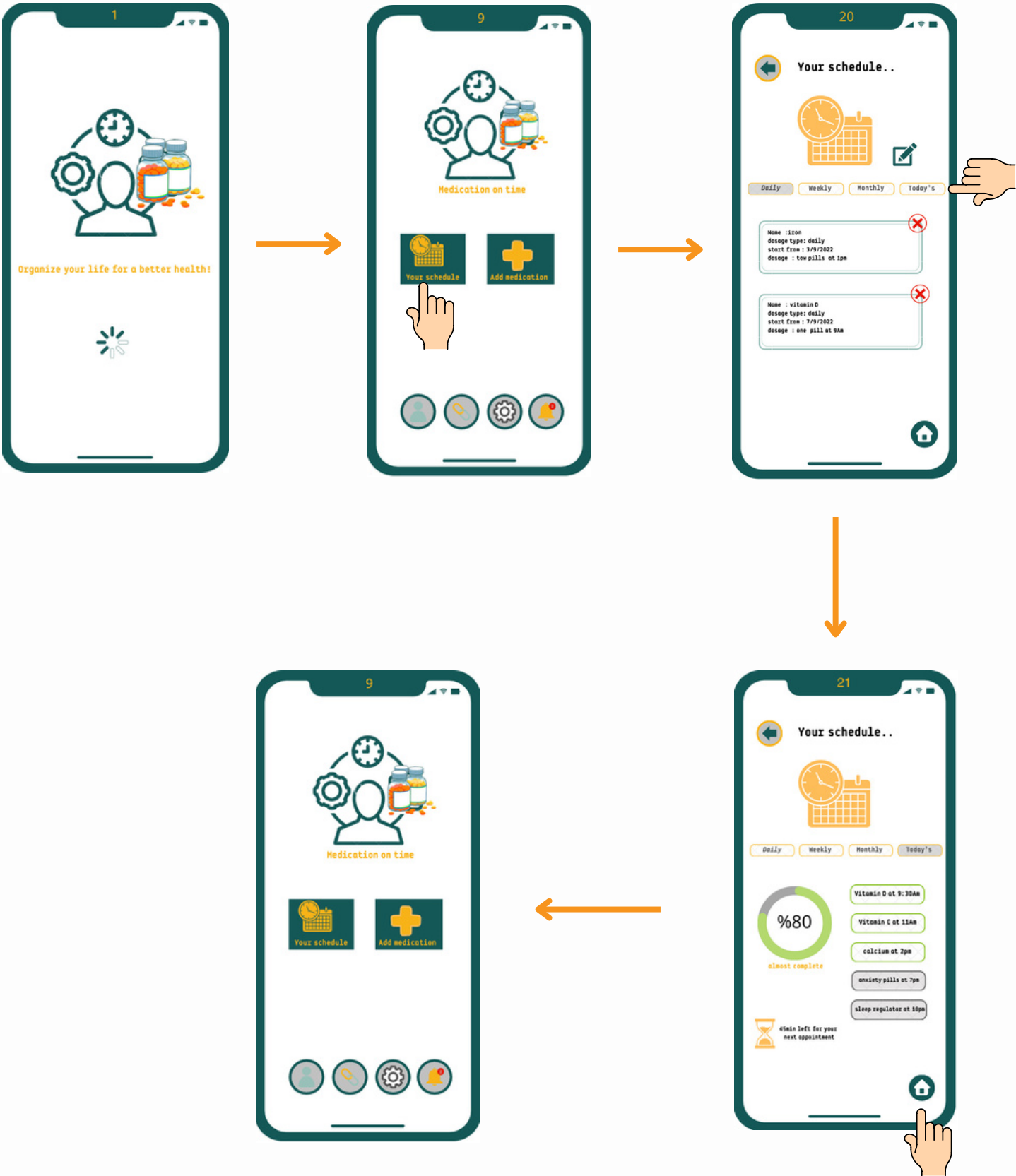
Fill the device



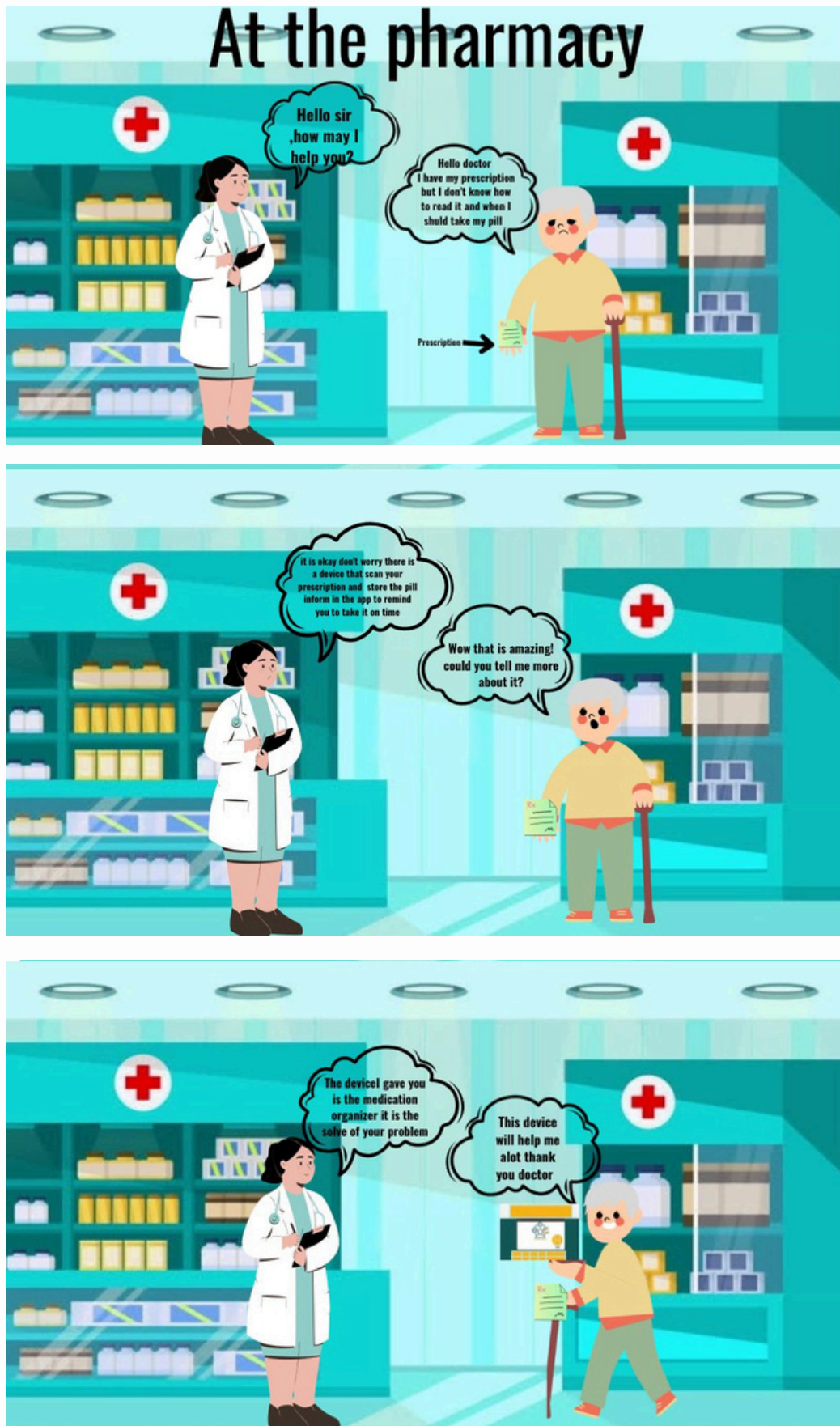
C# delete account :



D# Check medication Schedule:



5)Story board :





6) Design rules :

Learnability Principles:

Rule#	Principle		Sketch No/User flow no	Describe How you applied this principle
1 2	Predictability		Sketch# 3, 10, 12, 13	-The user can predict that the back arrow icon used to return to the previous page.
		Operation visibility	Sketch#6	-It will appear to the user rest button in a grey colour, and he will not be able to click on it until he wright the right password.
3	Synthesizability		Sketch#19	-When the connection operation between the app and the device is done, a confirmation message will appear directly.
4	Familiarity		Sketch#9	-schedule and plus icons are familiar to the user.
			Sketch#20	-Pen and "x" icons are familiar to the user
5	Generalizability		Sketch#2	-sign in and sign-up page is designed like most of the apps.
			Sketch#12	-contact us page is similar to most apps.
			Sketch#3,10, 12, 13	-the left arrow icon which used to go to the previous page is designed like many apps.
6	Consistency		Sketch#10, 17,20	-The navigation bar is on the top of the screen on every page.
			Sketch#9	-The taskbar is below on the main page.

Flexibility Principles:

Rule#	Principle	Sketch No/User Flow No	Describe how you applied this principle
7	Dialog initiative	Sketch#11	-The app will stop working until the user choose one of the two options (System pre-emptive)
		Shetch#9,19, 20	-User can do anything available such as add a new pill or modify the schedule (User pre-emptive).
8	Multi-threading	Sketch#17	-The user can add a new pill and notification bar is appear at the same time.
9	Task migratability	Sketch#17	-The system automatically determines the time of the next pill.
10	Substitutivity	Sketch#21	-There are multiple ways to view to the user how many medications left for today (graphs, test).
11	Customizability	Sketch#12	-The user can choose the language he prefers English or Arabic -he can change the screen mood from light to dark.

Robustness Principles:

Rule#	Principle		Sketch No/User Flow No	Describe how you applied this principle
12	Observability	Browsability	Sketch#13	-In this page will show the user the device state for now.
13		Defaults	Sketch#12	- Light mode and English language are the default for the appearance.
14			Sketch#4	-"Remember me " it is an option for the user if he clicks on it the system will be able to enter his log in information by default.
15		Reachability	Sketch#9, 10	-The users can navigate easily using the taskbar below the main screen or by using arrows.
		Persistence	Sketch#9	-When it's time for medicine the user will appear a red dot on the notification icon, and it will remain until the user check notification icon.
16	Recoverability		Sketch#6	When the user enters an email or password the system validates immediately to prevent mistakes.
			Sketch#11	-When the user wants to delete his account a confirm page will appear to get the user's confirmation.
17	Responsiveness		Sketch#1	-when opening the app, a downloading icon will appear until the app opens.
18	Task Conformance		Sketch#9	-The user can do many tasks for example, do his schedule, edit his scheduling, add new pills, view how many pills left for today.