

PROTOTYPING - DASHBOARD

W29.POT02



Thea Hatlevold
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INTRODUCTION

This assignment will focus on high-fidelity design of a dashboard, as well as the prototyping that follows.

In the presentation, I will present my hand-drawn sketches of the dashboard, with additional research that has been done in order to improve the overall UX design. This includes competitive analysis, visual design, design of charts, colours, and accessibility.

DESIGN CHOICES

When designing a product, it's important to keep in mind the different design principles as it will improve the overall quality of the product. I have used the following principles and websites to gain guidelines and inspiration for my design.

[Jakob's 10 Usability Heuristics](#)

Visual design principles

1. Scale
2. Visual hierarchy
3. Balance
4. Contrast
5. Gestalt

Inspiration from [Dribble](#)

DIAGRAMS AND CHARTS

Apple has some principles when it comes to designing charts, which will help in the designing of this product.

1. Describe the content of the chart, with e.g. titles and tags.
2. Incorporate details, e.g. average or totals.
3. Progressively reveal complexity if needed.
4. Use familiar forms, e.g. scatterplots are more difficult to read than line graphs.
5. Differences matters, e.g. colours and shapes.

(Apple, n.d)

Kate Moran at the Nielsen Norman group also have some useful principles that I will follow

The 3 C's for Better charts

- Context
- Clutter-free
- Contrast

(Kate Moran, 30/1-2022)

COMPETITIVE ANALYSIS

Diabetes Connect

- Can zoom on graphs
- Crowded text
- Printable statistics
- Colours as indicators
- Advanced graphs
 - Line graphs
 - Scatter plots
 - Tables

mysugr

- Colours as indicators
- Progress tracking
- Search-bar missing
- Can export statistics
- “too much gimmicks” - from user reviews
- Simple design and graphs
 - Line graphs
 - Bars

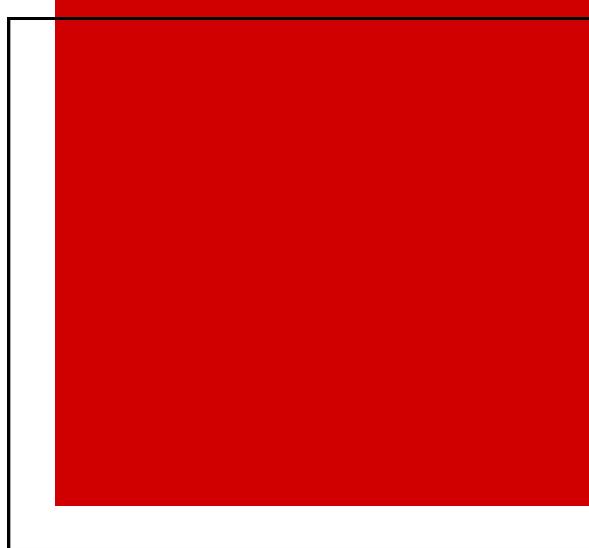
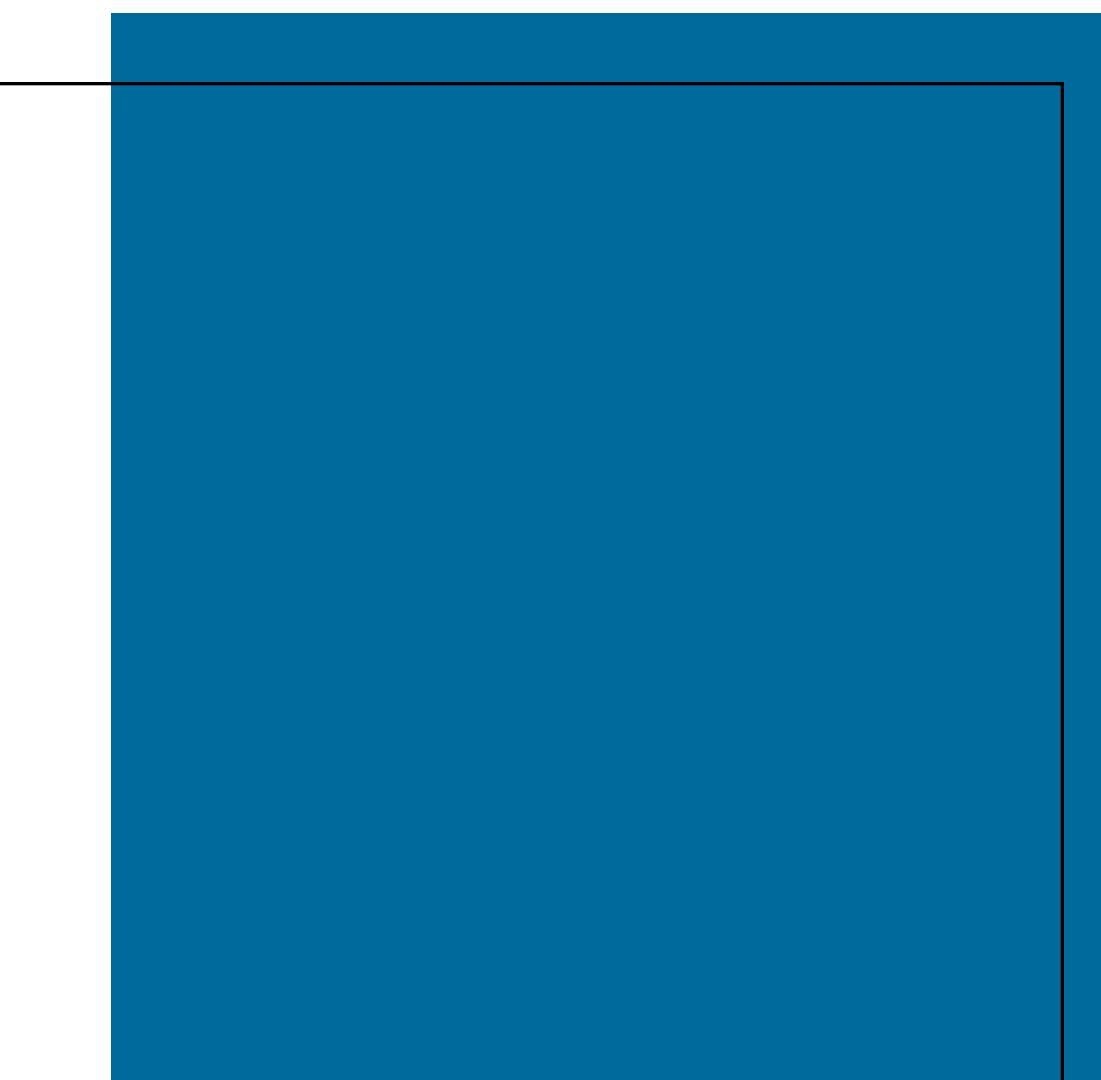
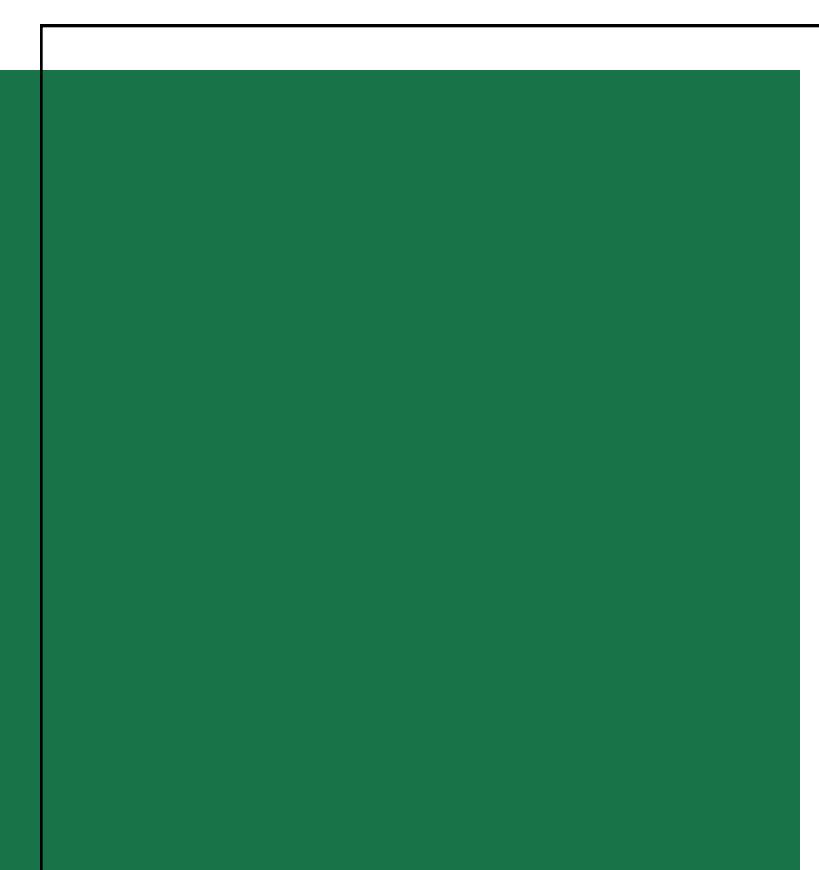
COLOURS

While trying to choose a colour-palette for the design, I looked into the two competitors design, psychology of colours and the typical colours for diabetes-websites.

Blue is a typical colours for healthcare websites due to the feeling of *knowledge, tranquility, security and trust* (99design, n.d). It is also the main colour for *World diabetes day*. So this will be the main colour for my design and product.

A good contrast-colour for blue is red, which will be in some of the charts.

A colour that pairs good with blue is green, which will be the secondary colour in my design and product.



ACCESSABILITY

Another important aspect to consider when designing product, is accessibility. We have discussed this in depth in another assignment, but here are my consideration for this design

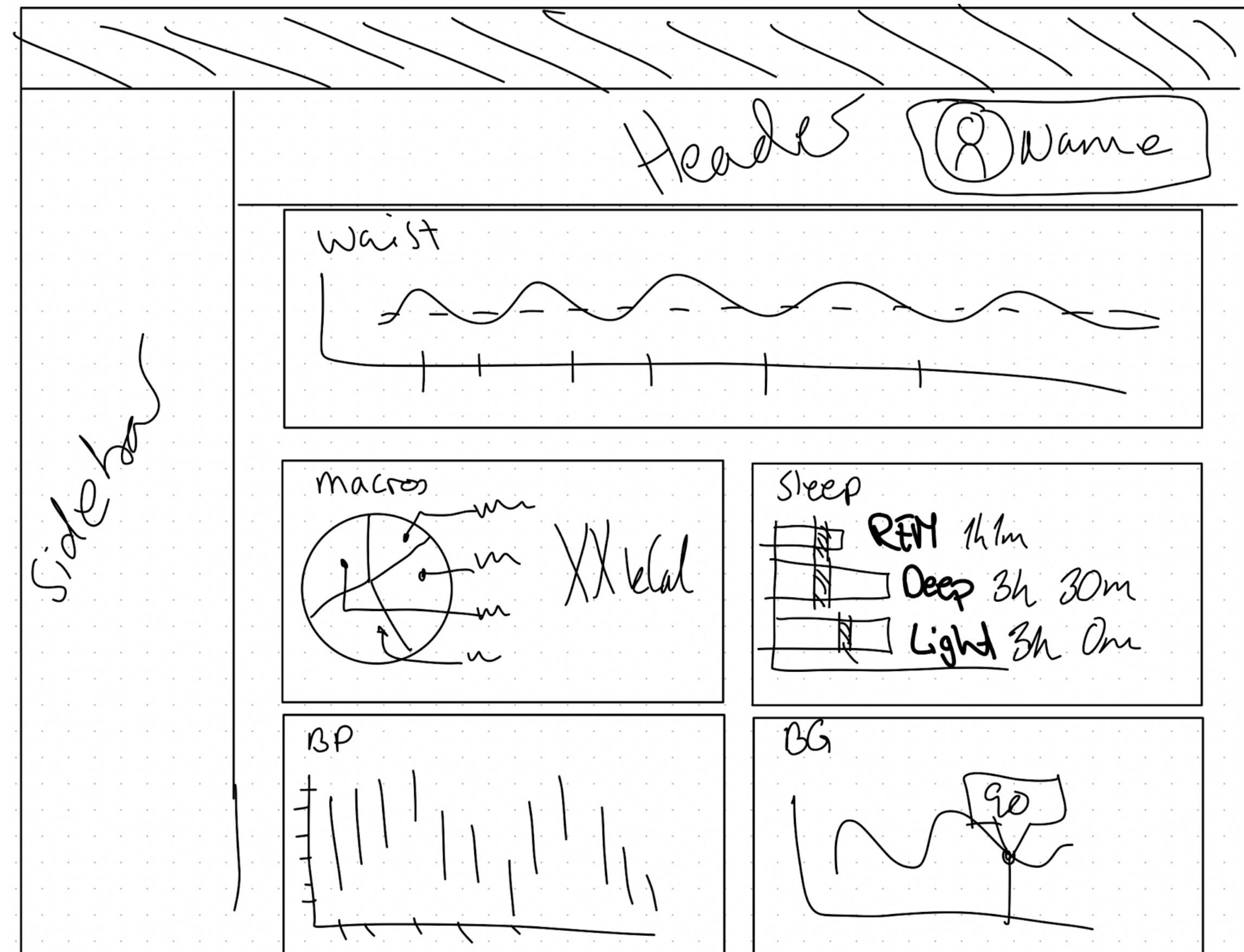
- Sufficient contrast in graphs, as mentioned on the graph-design page.

- Sufficient text-to-background contrast for users with low vision.

- Where contrast/colours may not be sufficient for user with low vision, another highlight have been provided.

- Low cognitive load on the graphs.
 - The graphs are simple looking, with extra lines only where needed to compare data. Other than that, the graphs have been given number-highlights on hovering to reveal data. This progressive reveal has also been discussed on the graph-design page.

SKETCH



There has been some changes to the design after moving on to the digital design, after reconsidering some of the graphs and design elements.

DESIGN

LOGO

Link

Link

Link

Link

👤

Welcome back, Thea!

Waist

cm

J F M A M J

Blood pressure

1 5 10 15 20 25 30

Blood glucose level

Last week
This week

mmol/L

M T W T F S S

Total kilocalories

Total 300

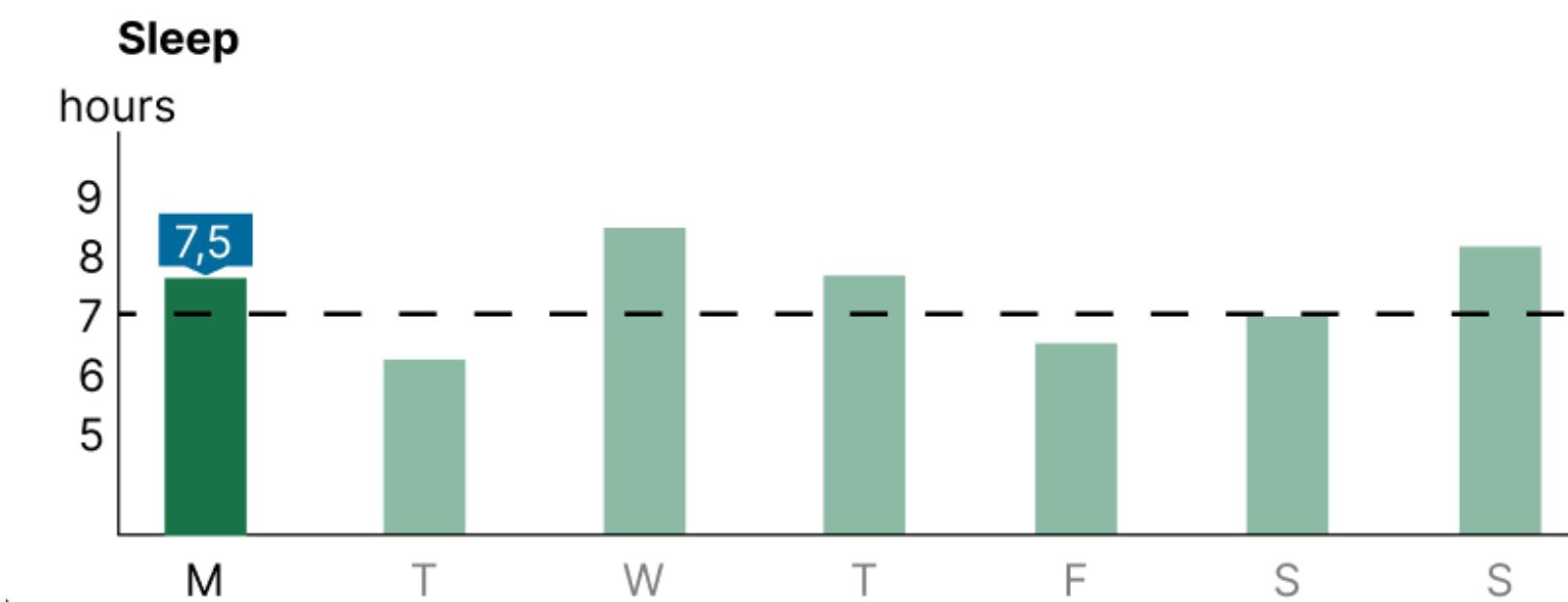
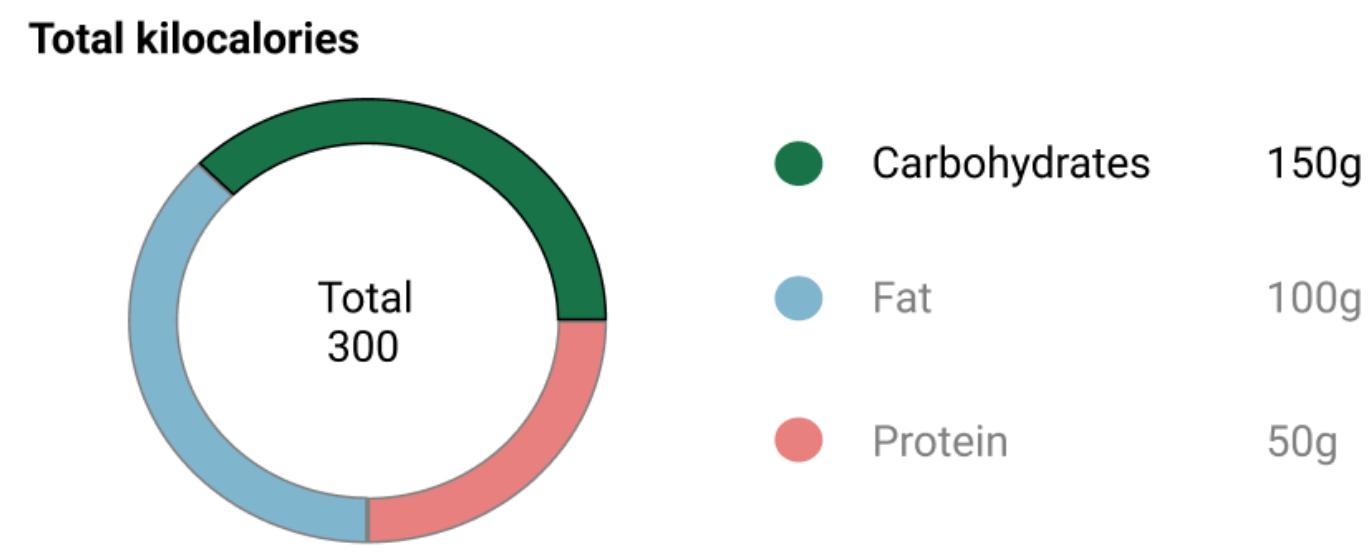
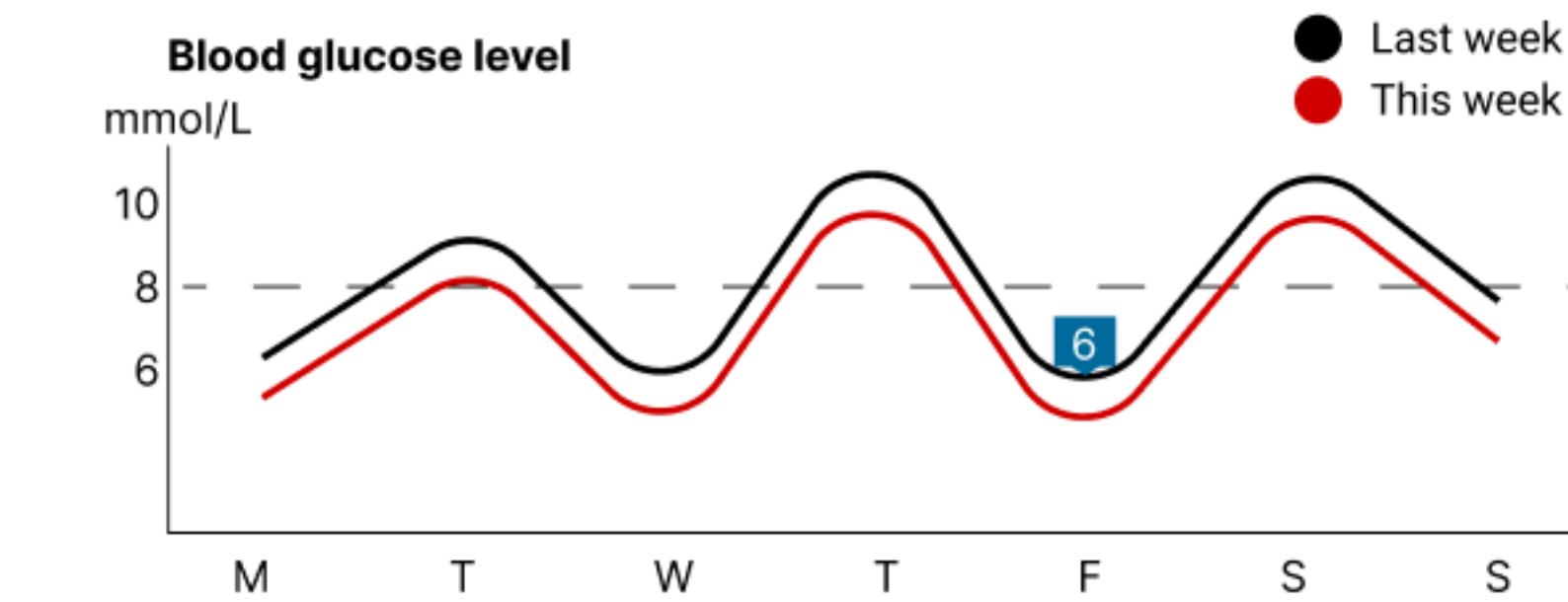
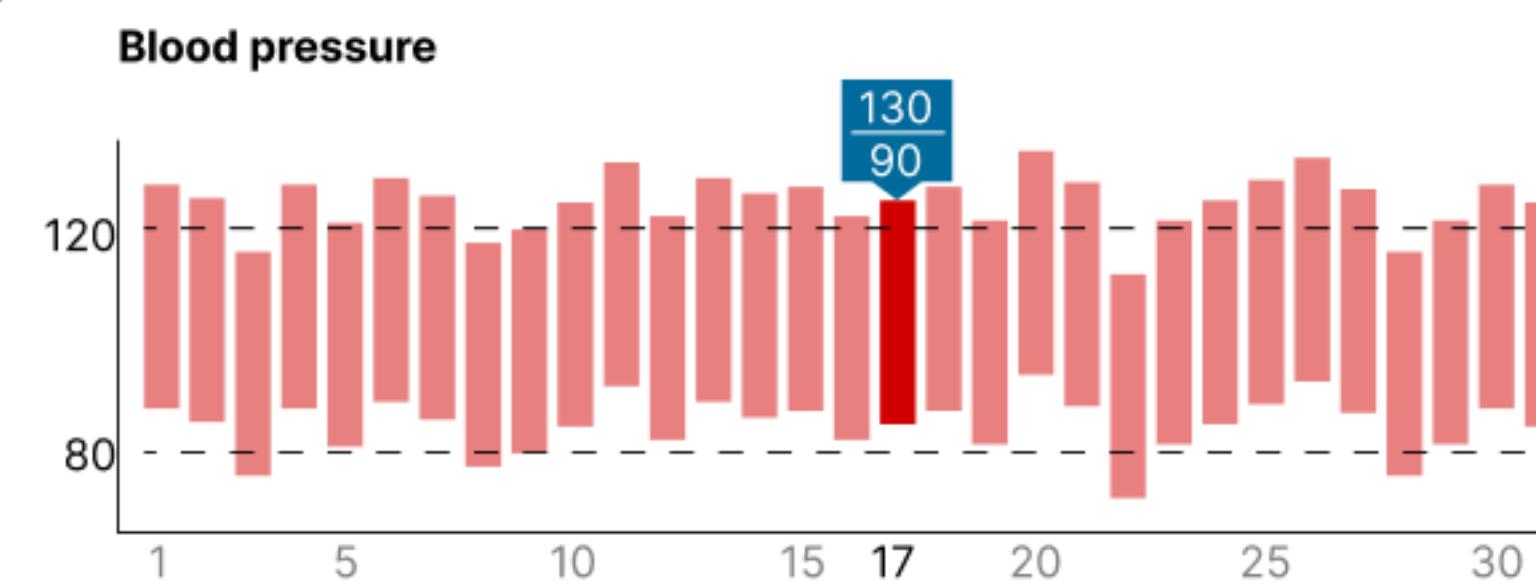
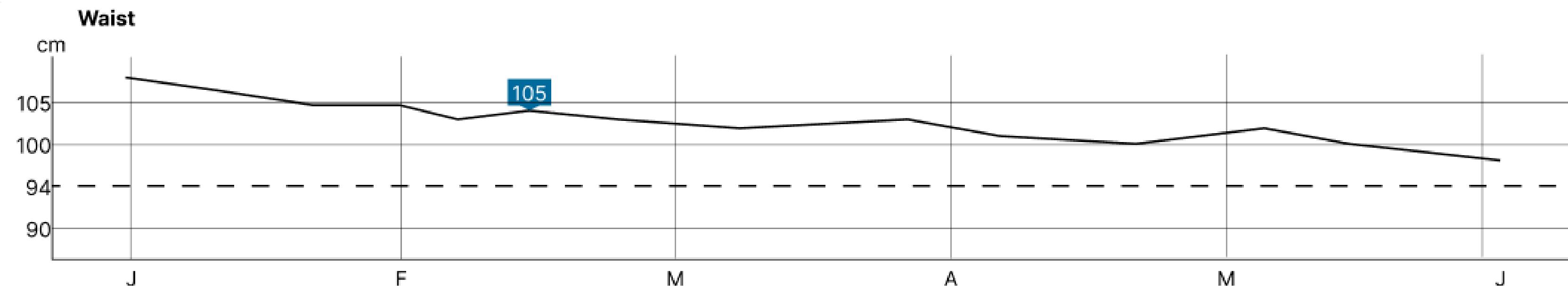
- Carbohydrates 150g
- Fat 100g
- Protein 50g

Sleep

hours

M T W T F S S

Highlights, in order to have progressive reveals and better accessibility.



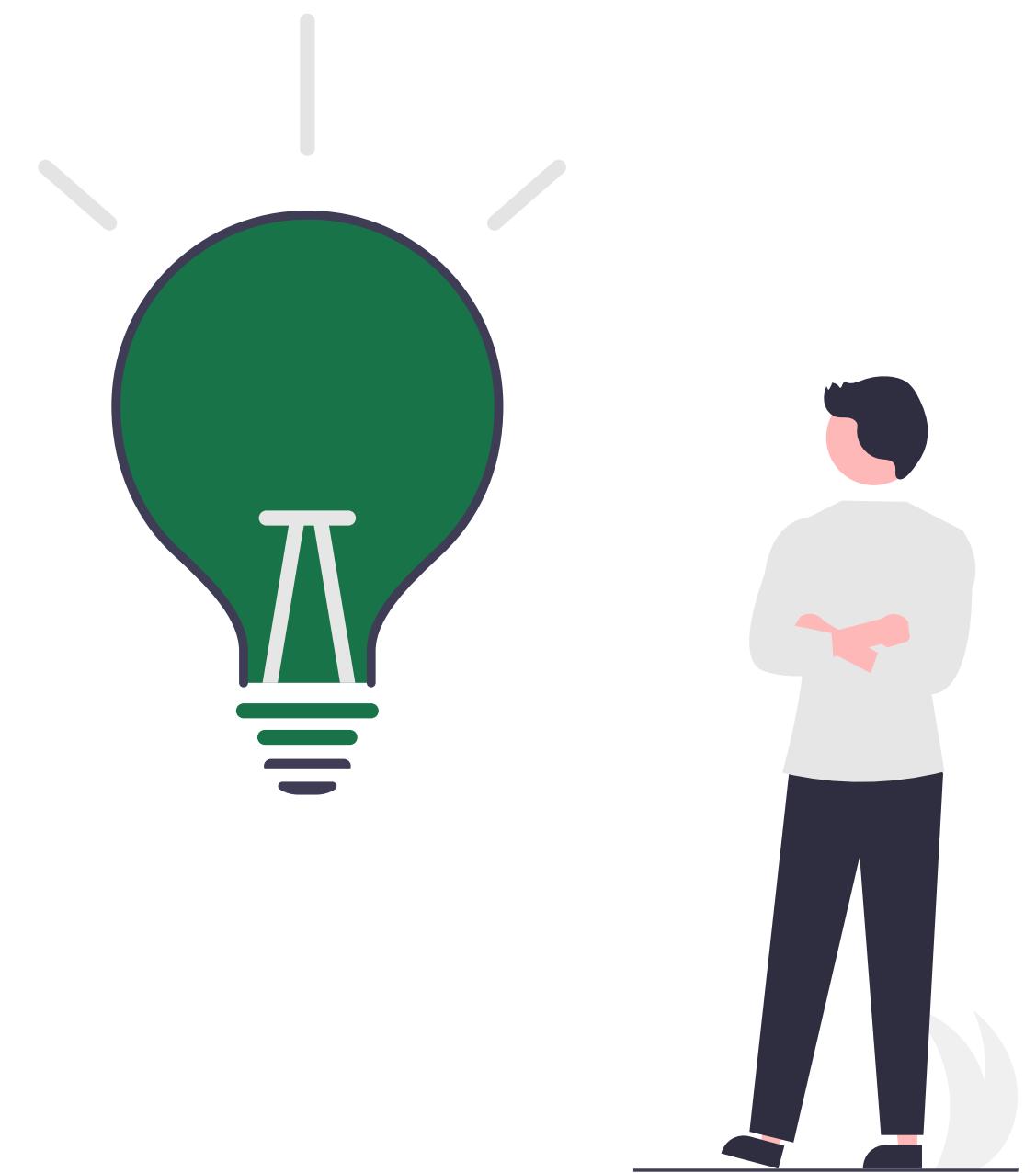
AFTERTHOUGHTS

Making prototypes after the ideation, makes it simpler to communicate the design idea across teams. It will also help with testing the design without making a finished product, and it makes it easier to give accurate feedback. It is also effective in saving time and money.

Prototypes differ from sketches and mock-ups, since it shows the interaction with the product and the connection between different pages. This makes it possible to experience the full product, compared to mock-ups. As mentioned it is also much more time and money efficient than to publish a fully coded and finished product in order to get feedback. Prototyping is a tool that perfectly fits the typical iteration-work that UX designer do on a daily basis.

In this assignment, I've had the opportunity to play around with Figma's prototyping-tool a bit more than in the previous assignments, which has let me learn more about it and its possibilities.

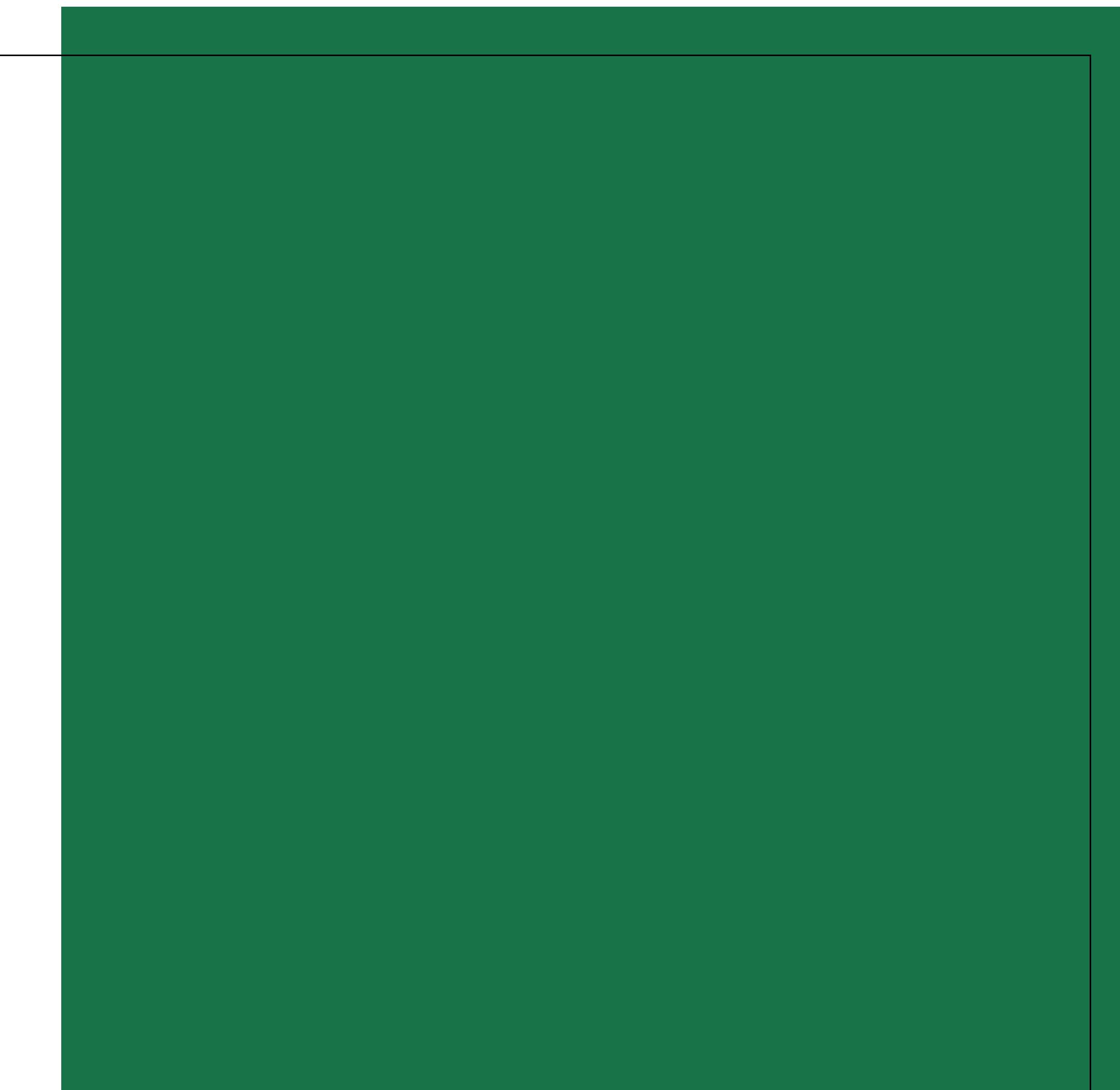
On the other hand, I've gotten to read more about chart-design and all the careful considerations that goes with it. There are so many ways to improve the user experience and accessibility through shapes and colours, and yet again we can see how much good UX-design can improve the everyday life of the product's users.



APPENDIX

Design elements

Prototype



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