



# MediSync

CONCEPTUAL DESIGN DOCUMENT

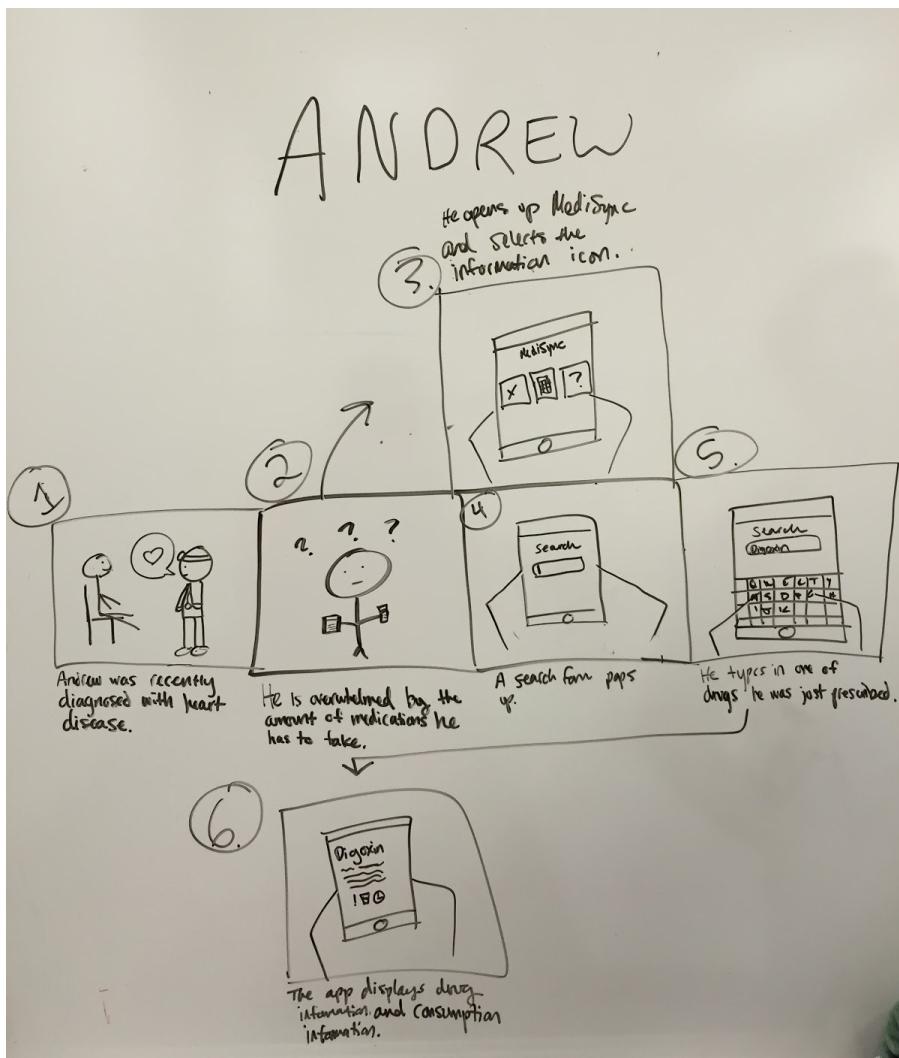
Nina Dang    Troy Griffiths    David Gutierrez    Brett Yamada

## STORYBOARDS

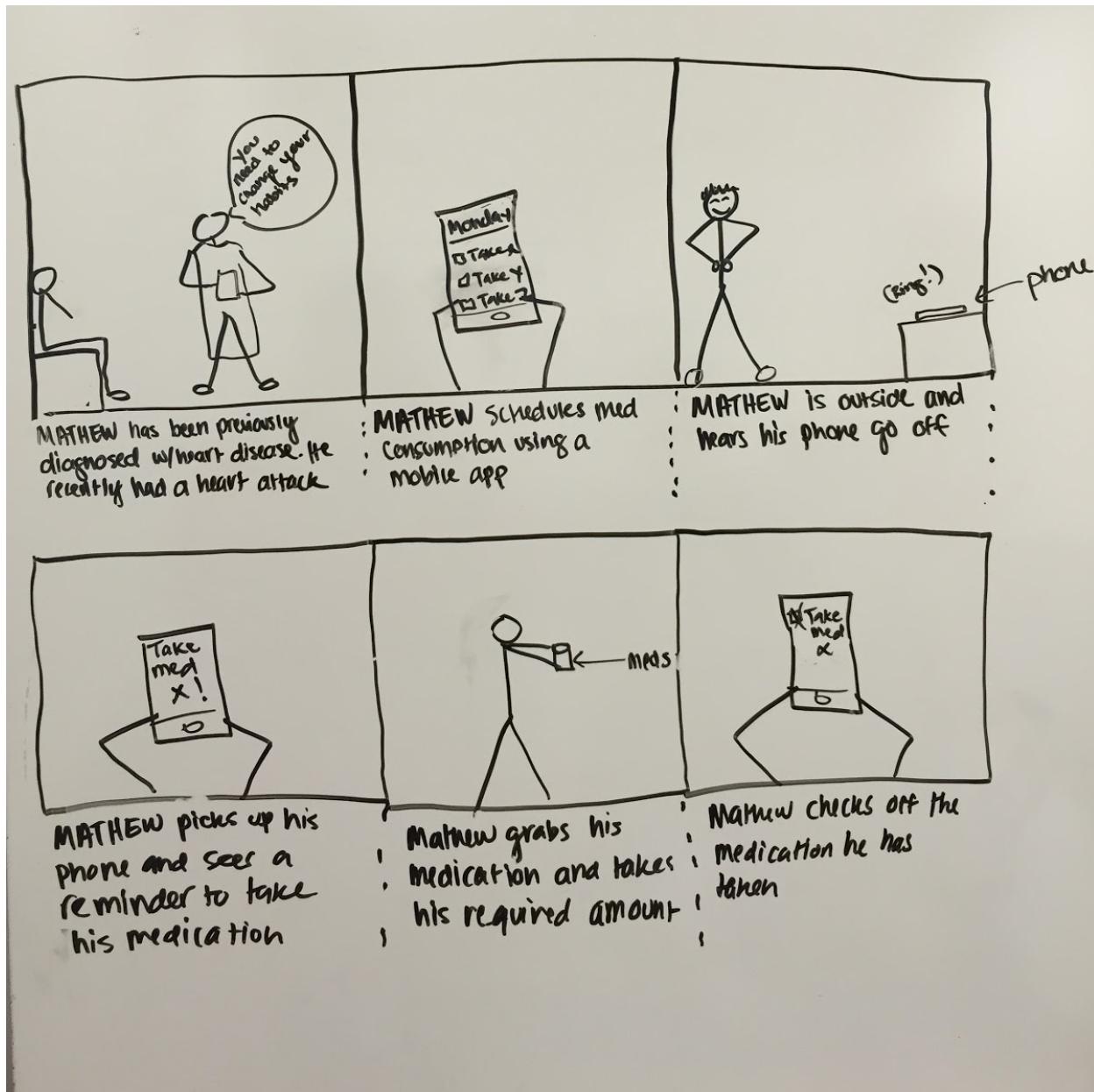
Persona #1: Lois (wants to prevent heart disease)



Persona #2: Andrew (wants to find information about his new drug regimen)

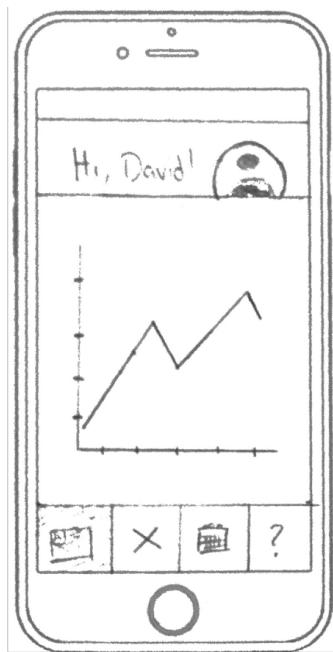


Persona #3: Matthew (wants to develop better medication-taking habits)

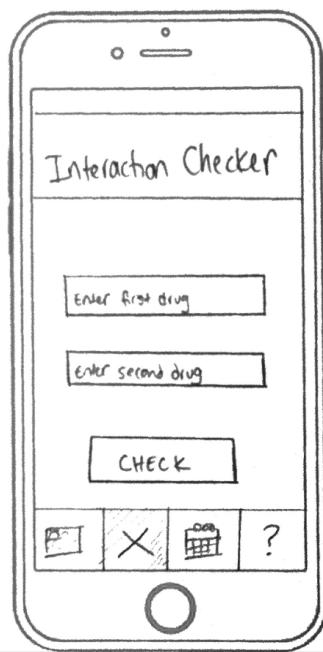


## WIREFRAMES

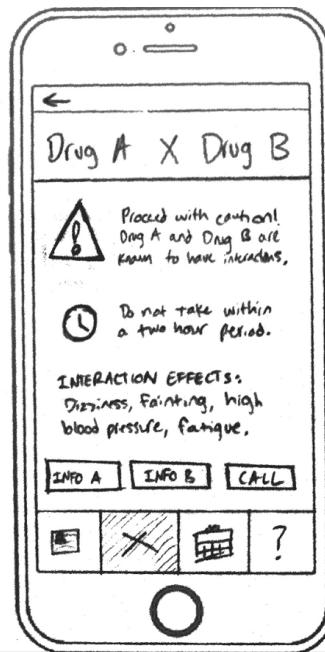
1) Dashboard



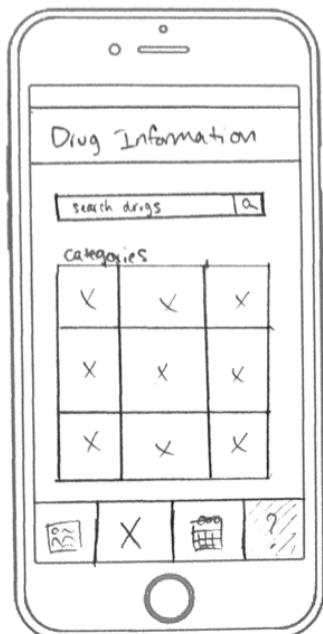
2) Interaction Checker



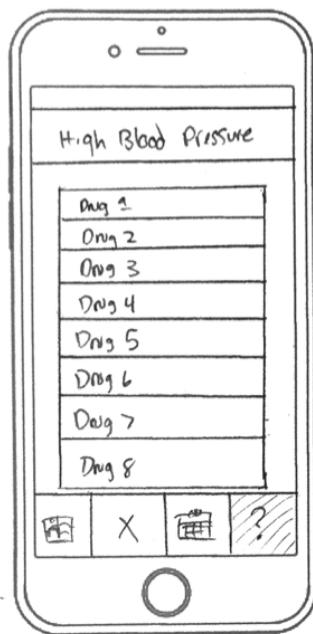
3) Interaction Results



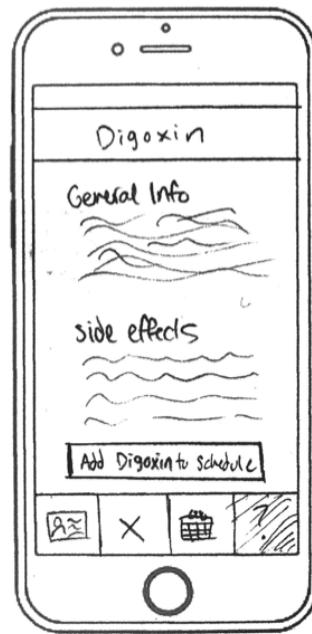
4) Search or select category



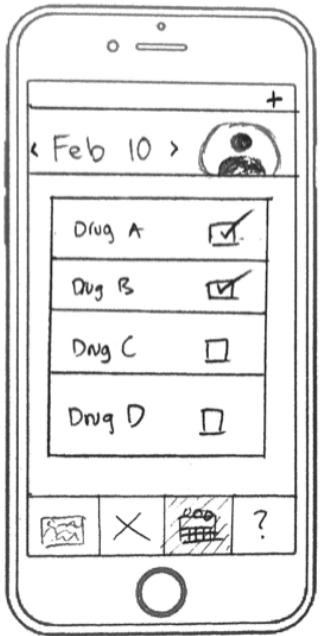
5) Category drugs



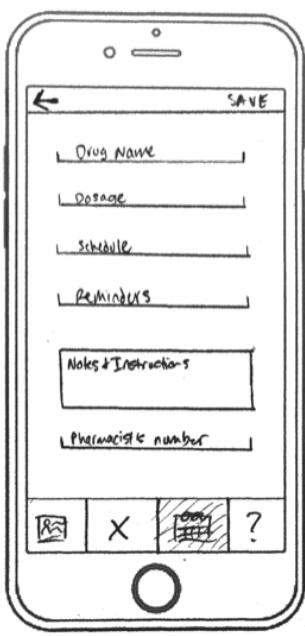
6) Drug Info Page



7) Schedule of Drugs

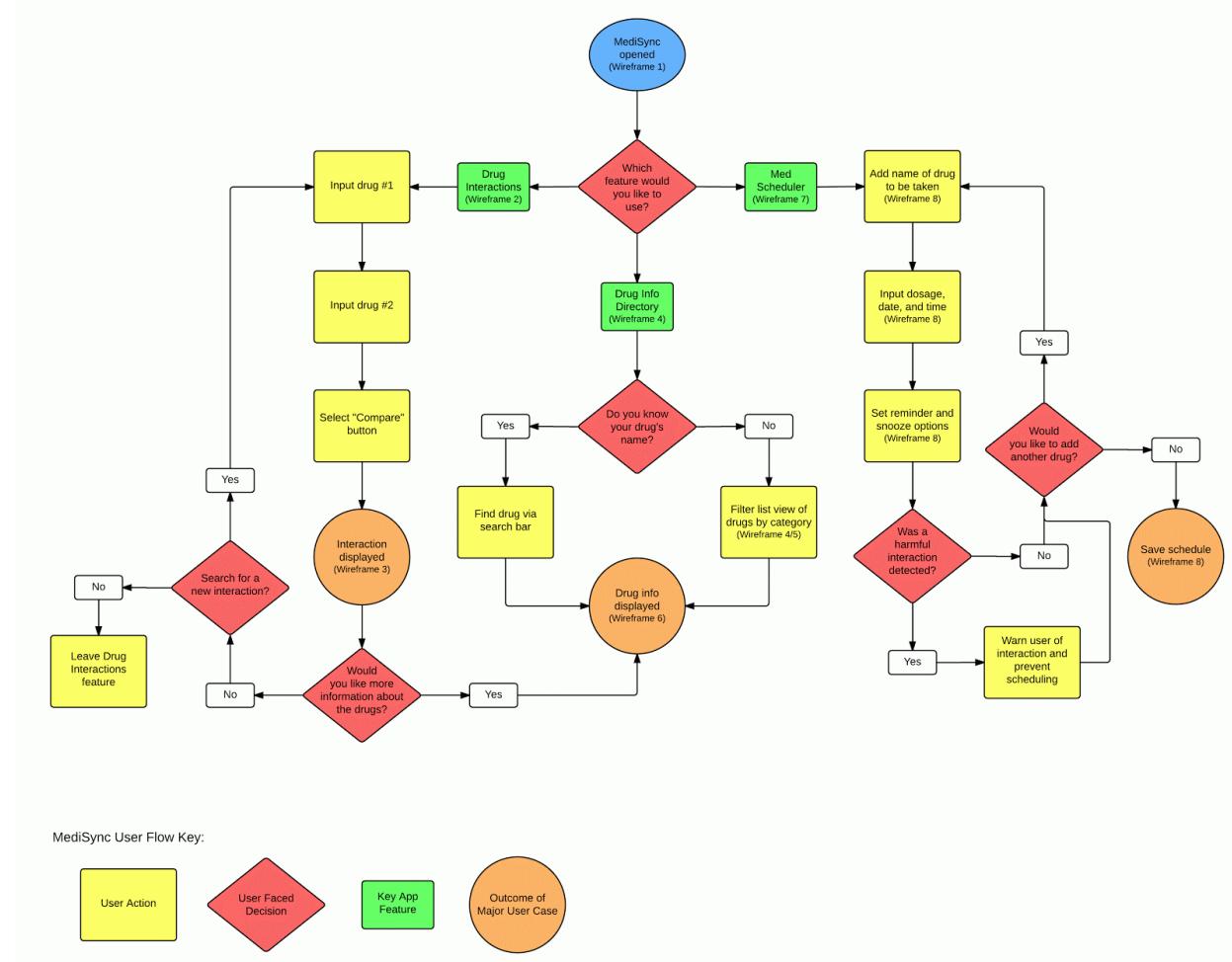


8) Input a drug into schedule

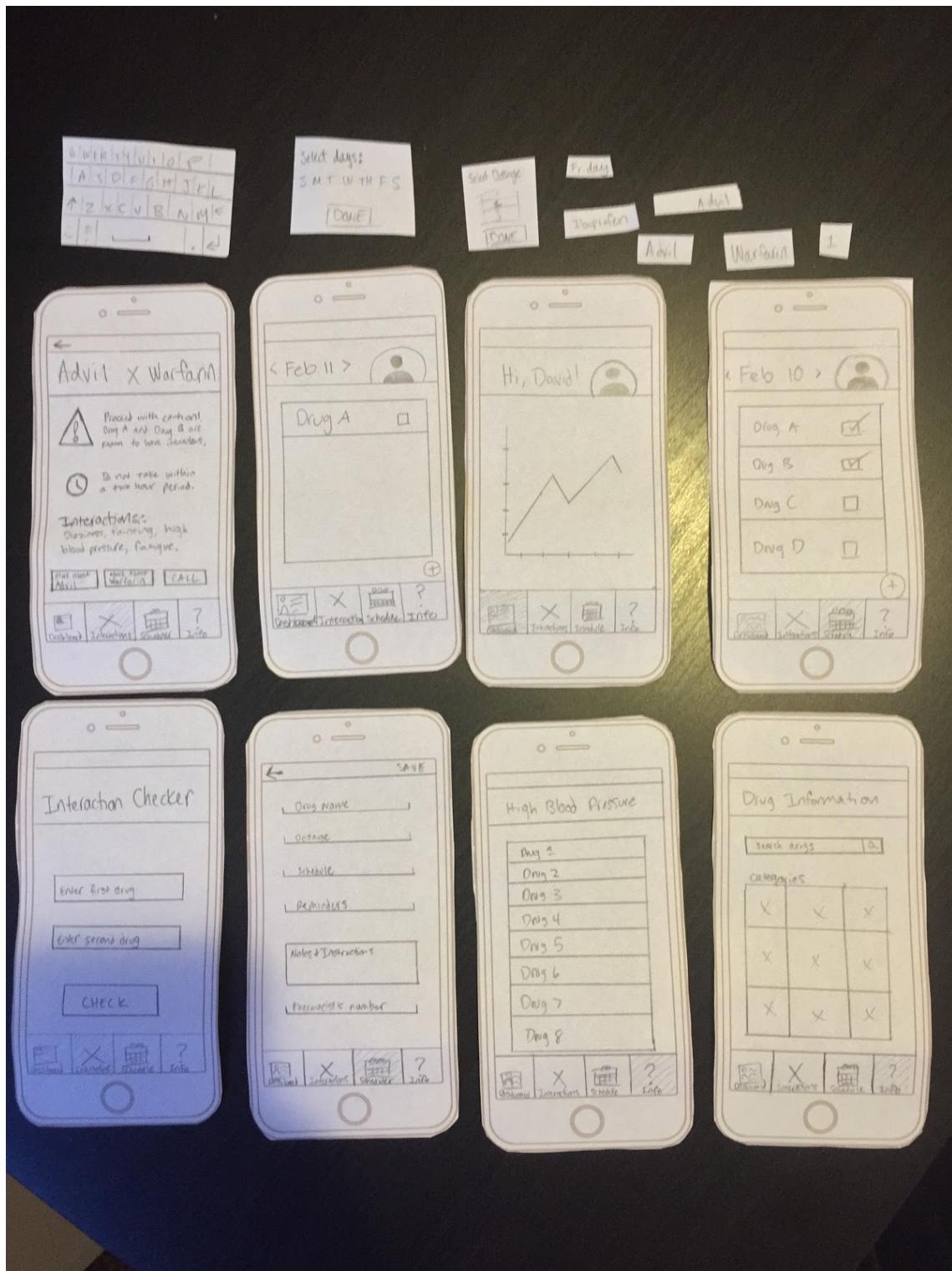


## USER FLOWS

Below is a full map of all three user flows (one for each key feature) to get the best understanding of our app's complexity. At certain points in the flow, they are labeled with certain screens that they correspond to from the Wireframes section above. A larger version can be found [here](#).



## PAPER PROTOTYPES



## USER TESTING & SUMMARY OF FINDINGS

Use Cases:

1. Check the interaction between Warfarin and Advil
2. Find out some of the side effects from using Advil
3. How would you add Advil to your current schedule? (once on the advil page)
4. How would you check to see what drugs you have taken today?
5. How would you know what drugs you have to take tomorrow?
6. Add a drug to your scheduler with the drug name as ibuprofen, dosage as 1 and to take every Friday

To test how users interacted with our application design, we constructed a usability test utilizing paper prototypes. A wireframe was created for each screen which included interactive features such as keyboard and user input. These paper prototypes simulated how the application would function once developed.

Our usability script consisted of asking each of our 6 participants to complete 6 use cases and measuring how they performed. We relied on retrospective probing to ensure that the user was not distracted when trying to accomplish each task. At the end of the session, we asked users to explain any difficulties they experienced along the way, and offered a chance for open ended discussion to better refine our application design.

The first task was to check the interactions between two different kinds of medication. Users were able to navigate to the interactions screen with ease, and none of the users expressed any confusion in this area. Navigation items were clear and concise and one user mentioned that "It was very simple and easy to find where I needed to go".

The second task was for the participants to find out side effects from using particular medication. Out of the 6 users, 5 of them were able to distinguish exactly where to go and did not have any trouble clicking on the appropriate section to find the side effects. The user that was not able to find the side effects of the medication stated that they simply mixed up the interaction effects with the side effects. This allowed us to identify that we may need to rephrase the interaction effects to make it clear to the user.

The third task asked the user to add a medication they were currently viewing to their schedule. Every user tested was able to quickly identify the button to add the medication and was able to add it to their schedule with ease.

The users were also asked how they would check to see what medication they had taken that day. This task identified many issues with our design. First off, only a single user was able to complete this task correctly. Some of the issues identified were that the users expected to find the current medication for that day on the home tab (dashboard). This identified that we

should make the schedule the priority and maybe consider having it as the home page. Also, we discovered that the checked off medication was not enough to signal to the users which medication they have taken. One of the users stated "I would like it to be more obvious as to what I have taken and what I need to take". Within this task we also asked users how they would see what medication they must take the following day. Again, users were not able to complete the task. They did not think that the arrows to scroll left and right were noticeable enough. We decided that it was not necessarily a design flaw because it is something we can address with the appropriate colors in the high fidelity mockup.

For the last task, we wanted the users to add a particular medication to their schedule to test the design of one of our key features. All users were able to perform this task correctly. One of the flags that one of the users did mention at the end of the task was that the placement of the "+" icon to add the medication to the schedule could be in a better location.

Overall, there are some design alteration we are going to consider because of the paper prototype user tests. Those alterations consist of renaming some labels, reconsidering the "dashboard", the placement of some icons, the color of some icons and the material presented on the homescreen.

# MOODBOARDS

The first moodboard has cool tones and a calm color scheme. Line art for iconography and Helvetica Neue create thin and clean visuals, which pair well with the squared edges of the buttons.

## MOODBOARD 1: official, calm, flat

Headings

**Heading level one**

**Heading level two**

**HEADING LEVEL THREE**

Normal Text

The goal of the service is to provide patients information regarding the behaviors and safety regulations among prescription medicines. We strive for the application to be flexible enough to handle cases where patients are prescribed multiple medications.

Icons



Logo



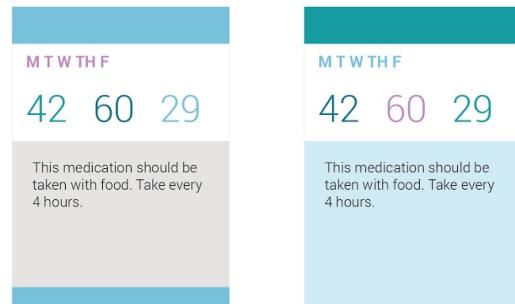
Color Palette



Buttons



Sample UI



The second moodboard is warm and bright. The icons have depth and shadow to them, and the font choice of Roboto introduces a curvier typeface.

## MOODBOARD 2: vibrant, curved, material

Headings

# Heading level one

## Heading level two

### HEADING LEVEL THREE

Normal Text

The goal of the service is to provide patients information regarding the behaviors and safety regulations among prescription medicines. We strive for the application to be flexible enough to handle cases where patients are prescribed multiple medications.

Logo



MediSync



medisync



MediSync

Color Palette



Buttons

BUTTON

BUTTON

Icons



Sample UI

M T W TH F

42 60 29

This medication should be taken with food. Take every 4 hours.

M T W TH F

42 60 29

This medication should be taken with food. Take every 4 hours.

We decided to go with the second moodboard. We thought that the red was a good color association for heart diseases and medicine in general, and provides a feeling of certainty. The contrast of the bright colors will aid us in designing for situations where the user will need to recognize potentially life threatening situations.