

## Ola Diabetes Care

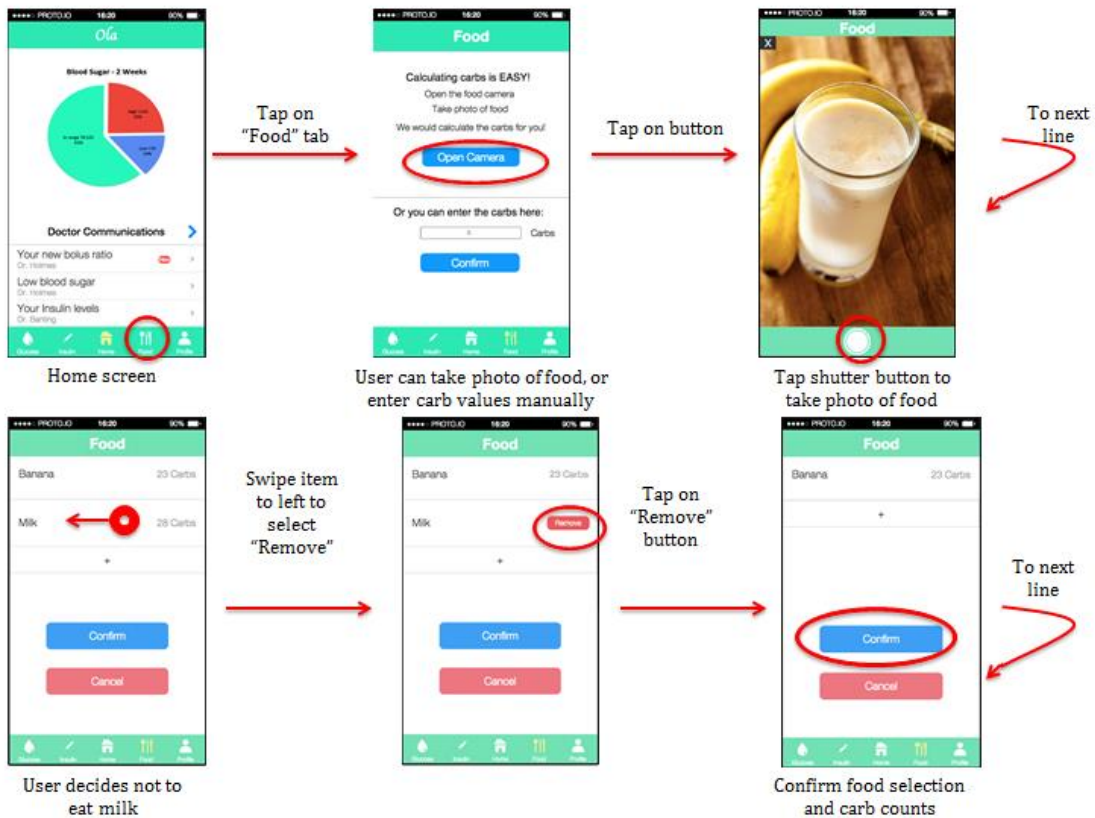
Ian Holmes, Tang Zhang, Albert Chen (hselin)

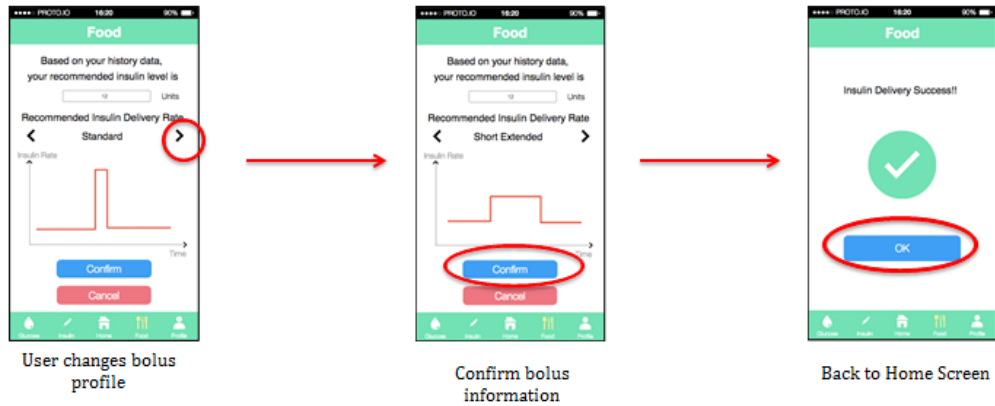
Our prototype was developed in proto.io. You could access it here:

<https://iholmes.proto.io/share/?id=005af9f9-abd3-44f4-969e-0fff49d6112c&v=1>

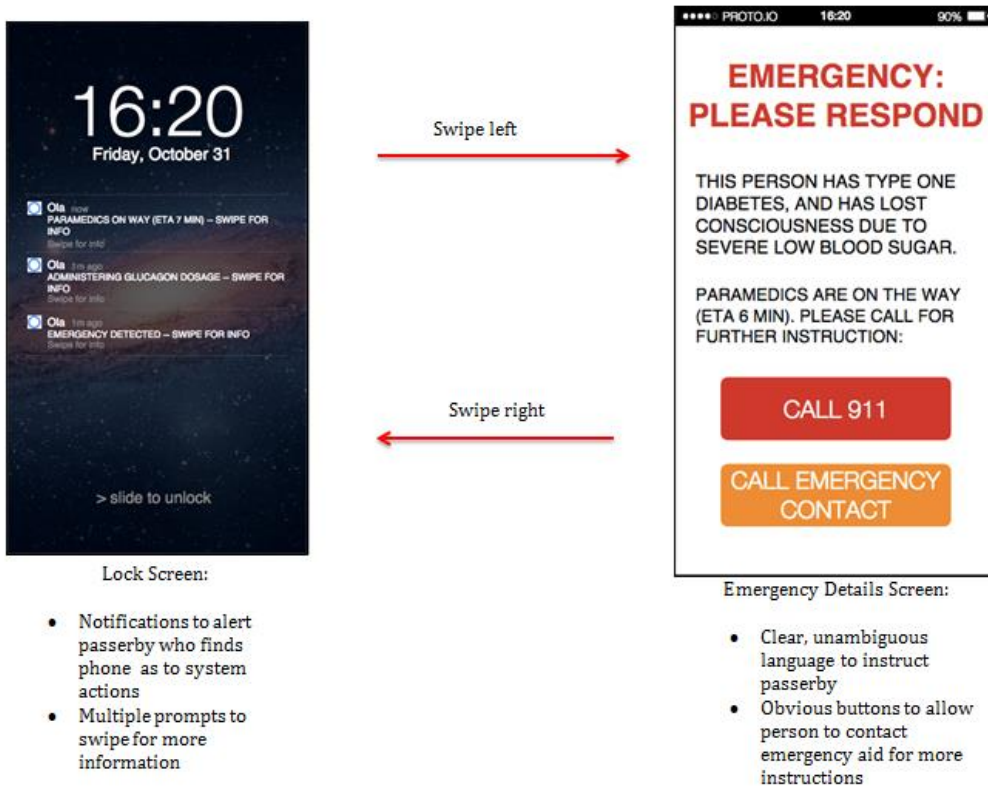
How to run our prototype for:

### 1. Eating a meal.



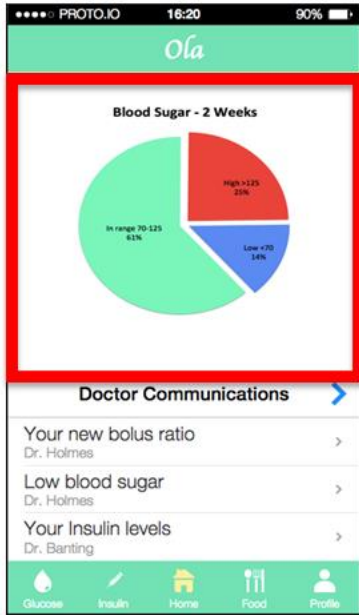


## 2. Emergency care.

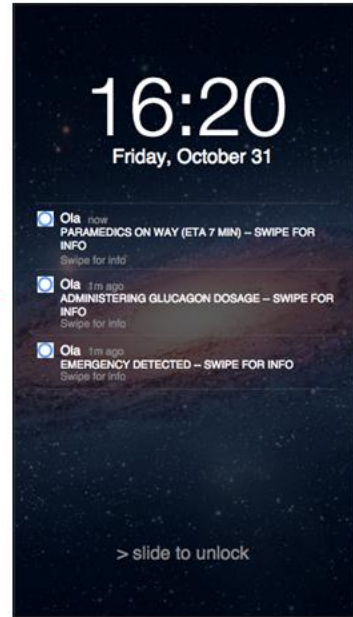


### Accessing the Lock Screen from the App

Because Proto.io does not permit overriding the home button on the iPhone, we have a temporary way of accessing our lock screen (and from there the Emergency Screen):

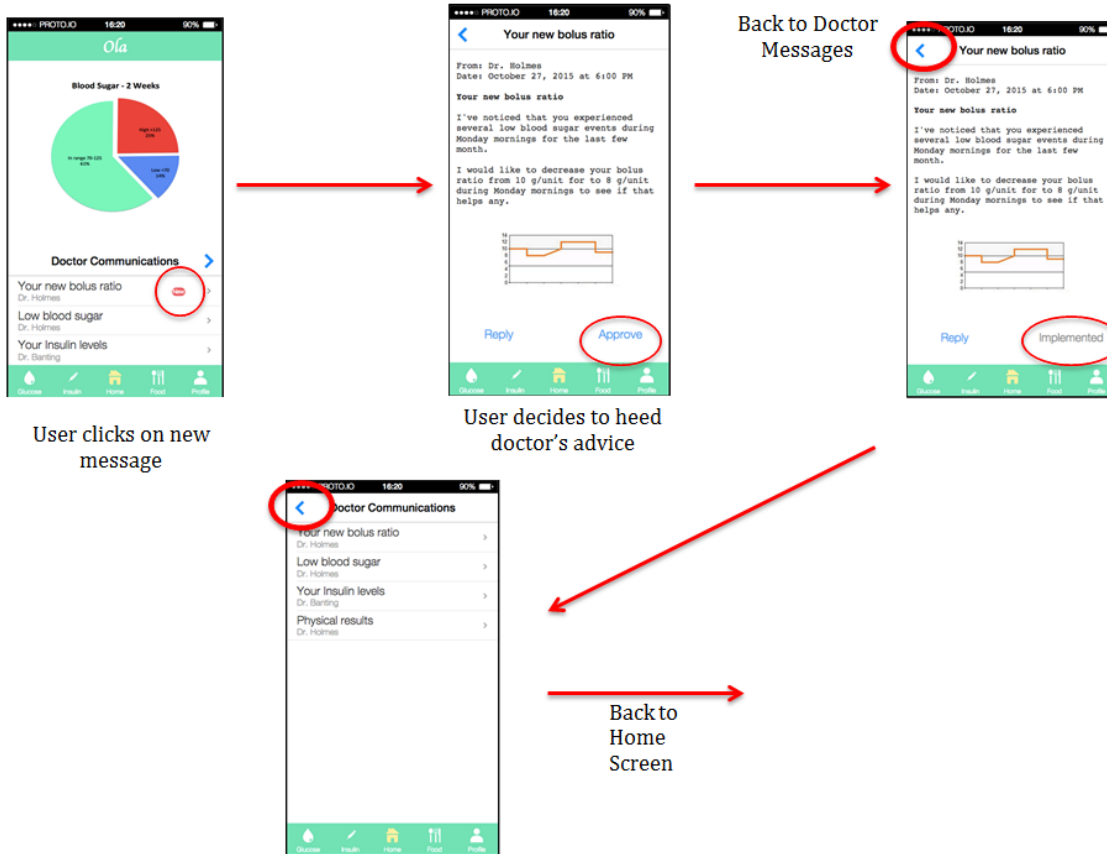


Press and hold anywhere within the outlined red area at the top of the home screen.



Press and hold anywhere on the screen to return to the home screen.

### 3. Changing dosages.



Our prototype has the following limitations:

- Profile, Insulin and Glucose tabs are not yet implemented.  
We felt they are not required for the completion of our representative tasks. Also, having these screens implemented may distract users from exploring the principal screens further. This also saves us effort and time on our med-fi implementation.
- Glucose/insulin history charts are not very detailed.  
We felt having a low/medium fidelity mockup chart should provide enough affordances to the user, while leaving room for interpretation. This also saves us effort and time on our med-fi implementation.

Our prototype uses the following Wizard of Oz techniques:

- We pretended that the wearable pod for continuous glucose monitor and insulin/Glucagon injection is implemented and functional. It enables our user interface to provide the following functionalities.
- Black out detection.
- Glucose/insulin measurement and history.
- Insulin/Glucagon injection.
- We also faked the food camera functionality as algorithm and code to implement object detection, identification and carbohydrate counting are too complex to implement and hard to get right.

Our prototype has the following hard-coded features:

- Historical insulin and glucose values on the home screen.  
Justification: We don't have access to a real medical pod (see Wizard of Oz above).
- Food items in food camera screen are fixed.  
Justification: There is no easy way to implement "real" camera functionalities with proto.io (see tool limitations and Wizard of Oz above).
- Doctor communiques are fixed and Dr. Holmes' email regarding "new bolus ratio" is always set as new unread email upon start of simulation.  
Justification: There is no easy way to model external events such as receiving new email with proto.io (see tool limitations above).