

FunPod Prototype

Team Mission Statement

◆ Our mission is to provide a more kid-friendly and effective system to help children recently diagnosed with Type 1 Diabetes. We will do this by incentivizing better care through a points system and providing feedback through analysis of data.

Representative Tasks

- 1. Checking blood sugar (simple)
 - Fast (once you are used to it)
 - Needs to be done several times each day
 - Must eat snack or cut back on insulin when blood sugar is low
 - Must drink water and take more insulin when blood sugar is high

Representative Tasks

- 2. Counting carbs (moderate)
 - Needs to be done when eating/snacking
 - Requires practice
 - Can cause anxiety
 - Can be imprecise

Representative Tasks

- 3. Administering insulin/bolusing (complex)
 - What have you eaten?
 - What was your blood sugar previously?
 - What activities will you be doing later?
 - What amount of insulin do you need?

Methods

- ♦ Participants
 - Males in their early 20s
 - → Diagnosed at 10, 12, & 13
 - Compensated with coffee from Coupa/Starbucks
- **♦** Environment
 - Café, busy
 - ♦ Cards laid out, clock
 - User given appropriate card
- ♦ Testing Procedure
 - Note taker
 - ◆ Timer
 - ♦ Facilitator





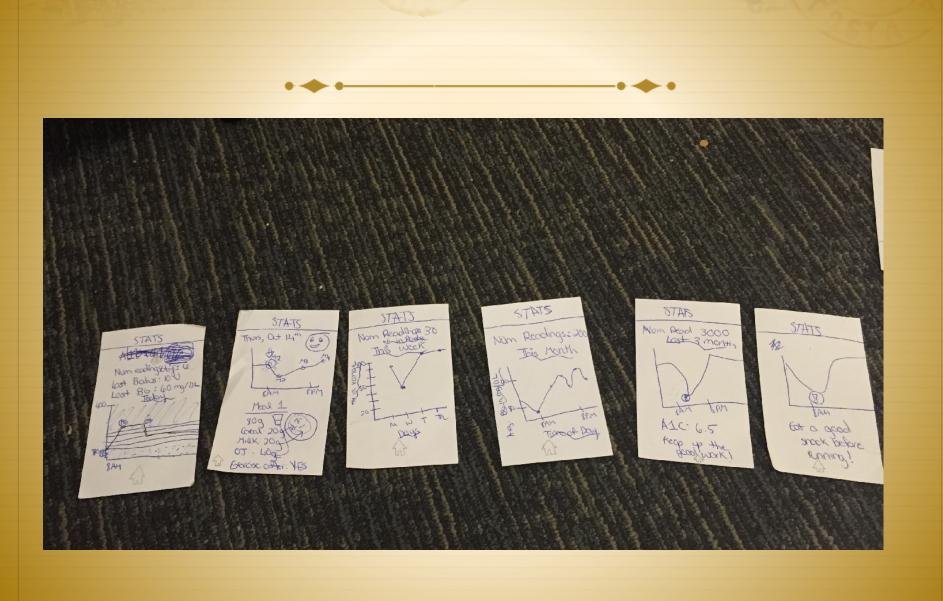
Recommended: 8 units because: - you're exercising - you just ak ~



Results

- ♦ Counting carbs took longest,~2 min
- ♦ Bolusing took ~1 min
- ◆ Testing blood sugar took shortest ~30 sec
- Sorting through data analysis needed a lot of explanation

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Suggested UI Changes

- ◆ Tab Bar View Controller for graphs, instead of relying on pinch gesture
- Confusion about what check mark means after carb count
 - ♦ Bolus too technical for a term
- Not letting very young kids change important aspects

Summary

- ◆ All participants felt this device had potential
- Displaying data effectively biggest challenge
- ♦ Cute worked.