



# RecoveryGrow

Holistic and Supportive Concussion Recovery Tracking

Nico, Sharon, Crystal, Kimberly

## Expected Content

1. Title, value prop
2. Problem/solution overview
3. Values in design
  - a. Define the values you intend to encode in your product
  - b. Which design features express these values?
  - c. Any conflicts between values arise as a consequence of your design decisions?
4. Tasks
  - a. Labeled simple, moderate, or complex
  - b. Note any changes you made from the tasks in Assignment 5
5. Usability goals & key measurements
  - a. 2 usability goals and 2 key measurements identified in Assignment 5
  - b. How is your product progressing towards hitting these goals?
6. Revised interface sketches
  - a. Major changes – 3 biggest changes between original and revised sketches
  - b. How will these changes aid in progressing forward with your usability goals?
  - c. Rationale based on low-fi testing results, studio feedback, user needs, etc.
  - d. Before and after comparisons
  - e. If you have more than 3 changes you want to show, add the rest to the appendix
7. Medium-fi task flows
  - a. 1 task flow per task
  - b. Annotated screenshots from your medium-fi prototype (arrows indicating transitions, relevant labeling, captioning, etc.)
8. Prototype implementation
  - a. Tools: What did you use? Pros and cons of using this tool(s)?
  - b. Limitations: What was left out? Why?
  - c. Hard-coded and Wizard-of-Oz features
9. Appendix / Link to Figma

# THE PROBLEM

While concussions directly impact one's physical health, mental and emotional impacts are often overlooked, with those recovering from concussions often expressing feelings of isolation and lowered perceptions of self.

*Recovery Board* works to meet the emotional needs of individuals healing from concussions, providing a space for users to reflect on one's well-being and connect with others.



# OUR VALUES

## BALANCE

- acknowledging the emotional toll that accompanies recovery + emphasizing mental health as a priority alongside physical health
- **Feat:** users log physical recovery + emotional state

## EMPOWERMENT

- combatting feelings of inadequacy
- **Feat:** offering reflection prompts that emphasize a positive mindset

## COMMUNITY

- ensuring users do not feel alone in the recovery process
- **Feat:** offering community between users + ways for personal connections to interact w/ one's recovery



# SIMPLE TASK

recording and keeping track of  
daily symptoms + emotional  
wellbeing



# MODERATE TASK

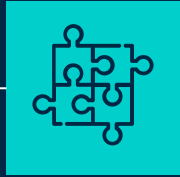
analyze symptoms and gain insights into  
one's recovery journey



# COMPLEX TASK

connect with others recovering from  
concussions + share insights with  
personal connections

# Usability Goals



01

## Easy, Independent Navigation

We want our users to be able to use the app without guidance from a facilitator.



02

## Clear Understanding of all available interactions

Clear iconography and buttons that don't leave users guessing.



03

## Concussion-friendly Interface

Our users should be able to use our app without worry that it will have major negative impact on their symptoms

# New Usability Goal: Expanded



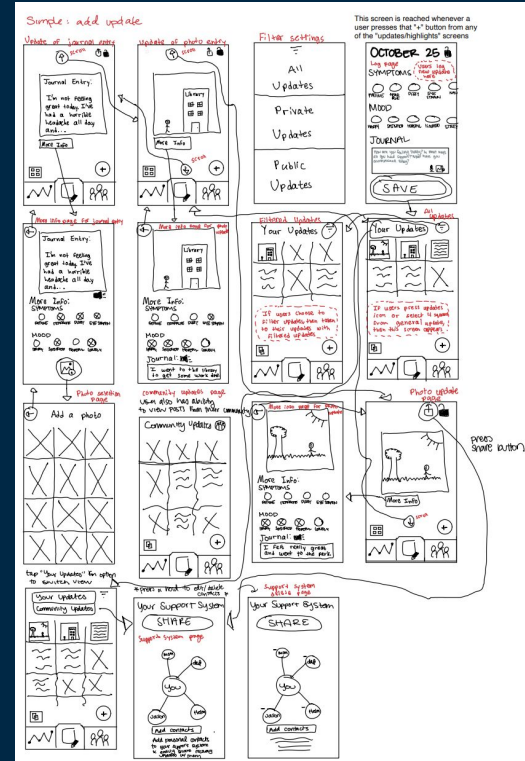
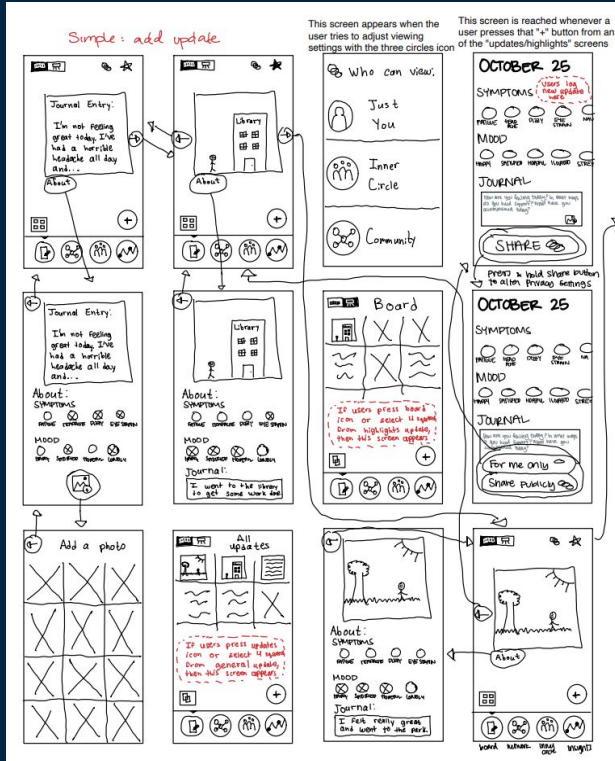
03

## Concussion-friendly Interface

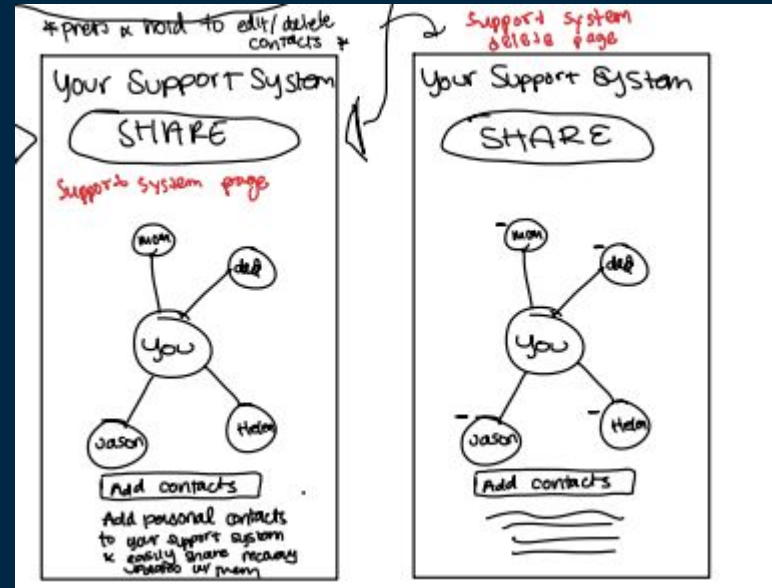
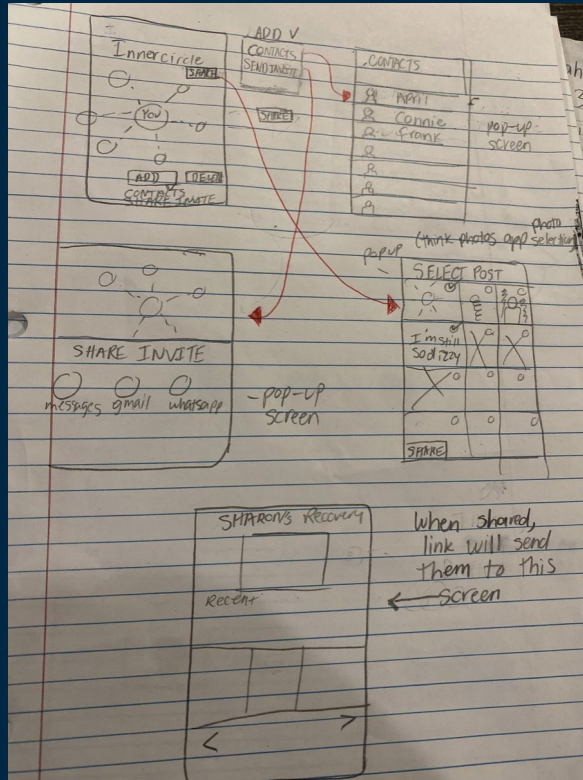
Our users should be able to use our app without worry that it will have major negative impact on their symptoms

- Dark Theme
  - Possibly triggering accessibility feature for dimmer light
- Audio based experiences
  - Voice recording, playback
  - speech -to-text and regular typing available

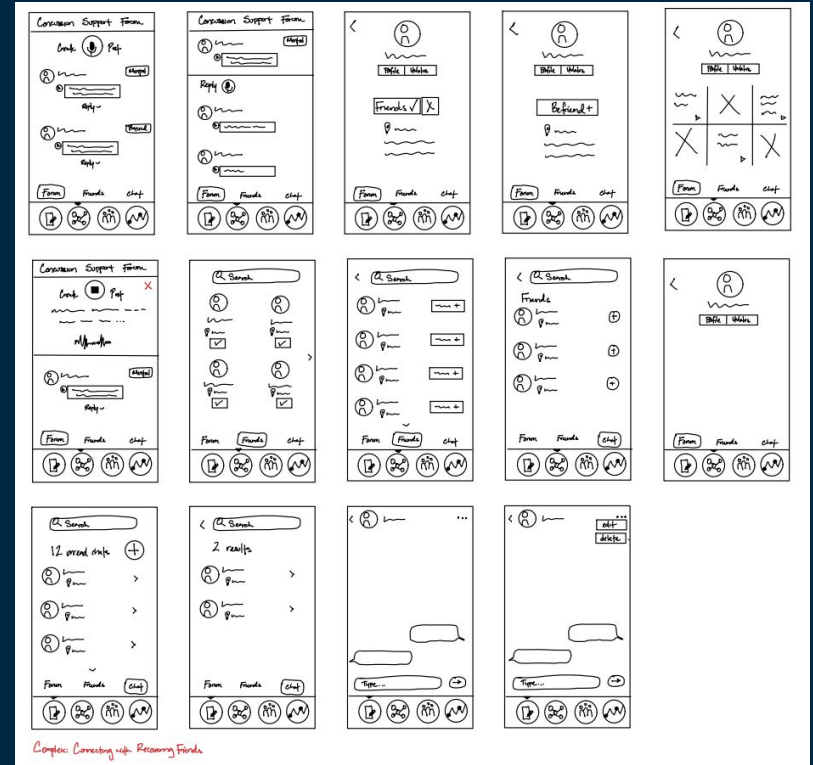
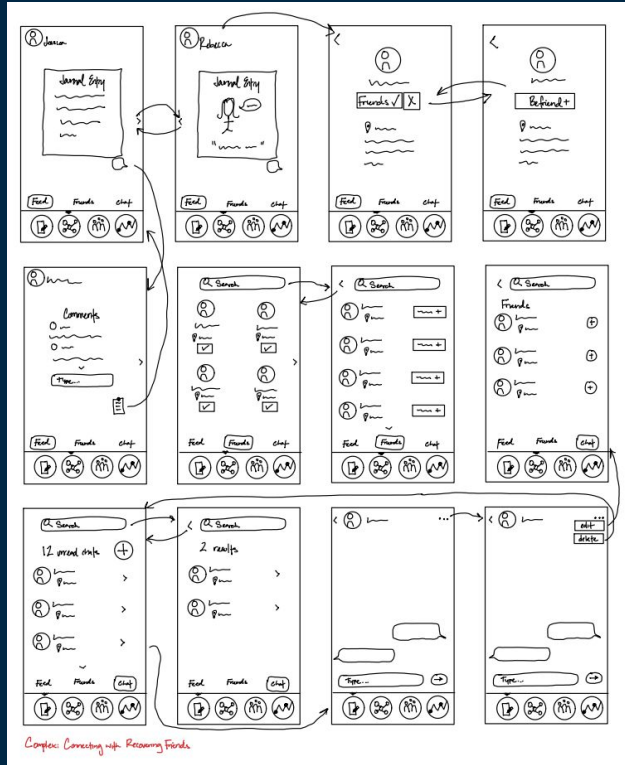
# Revised Sketches - Simple



# Revised Sketches - Complex

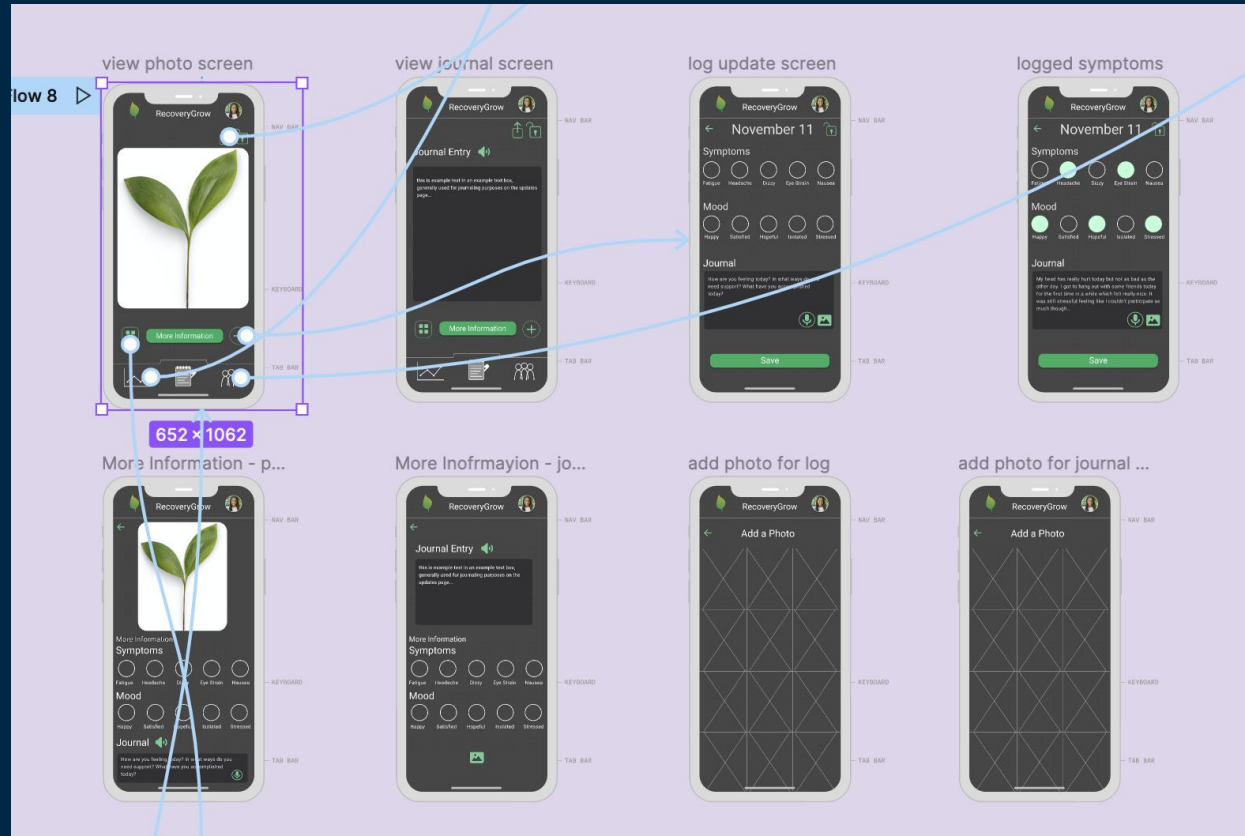


# Revised Sketches - Complex



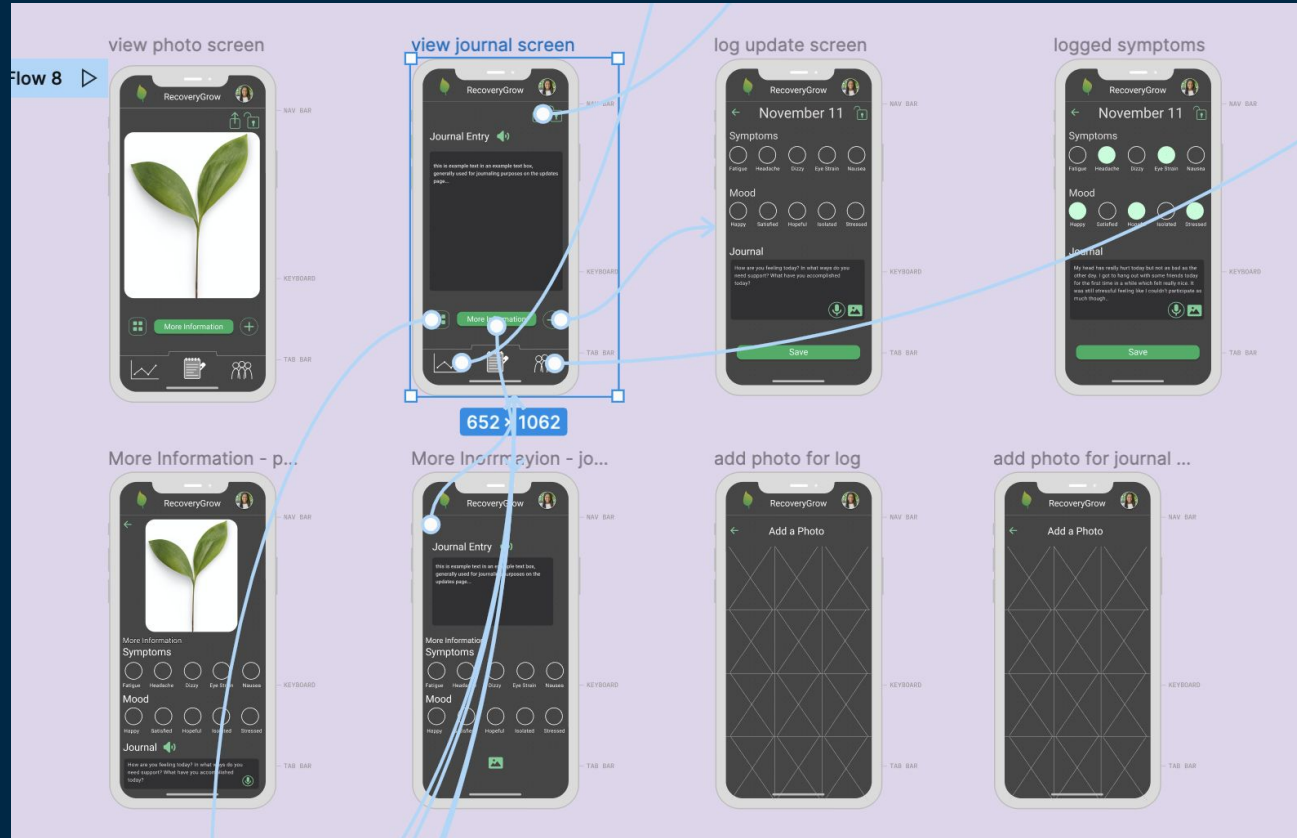
# Medium-Fi Task Flow: Simple Task

log physical symptoms and general feelings while recovering from concussion



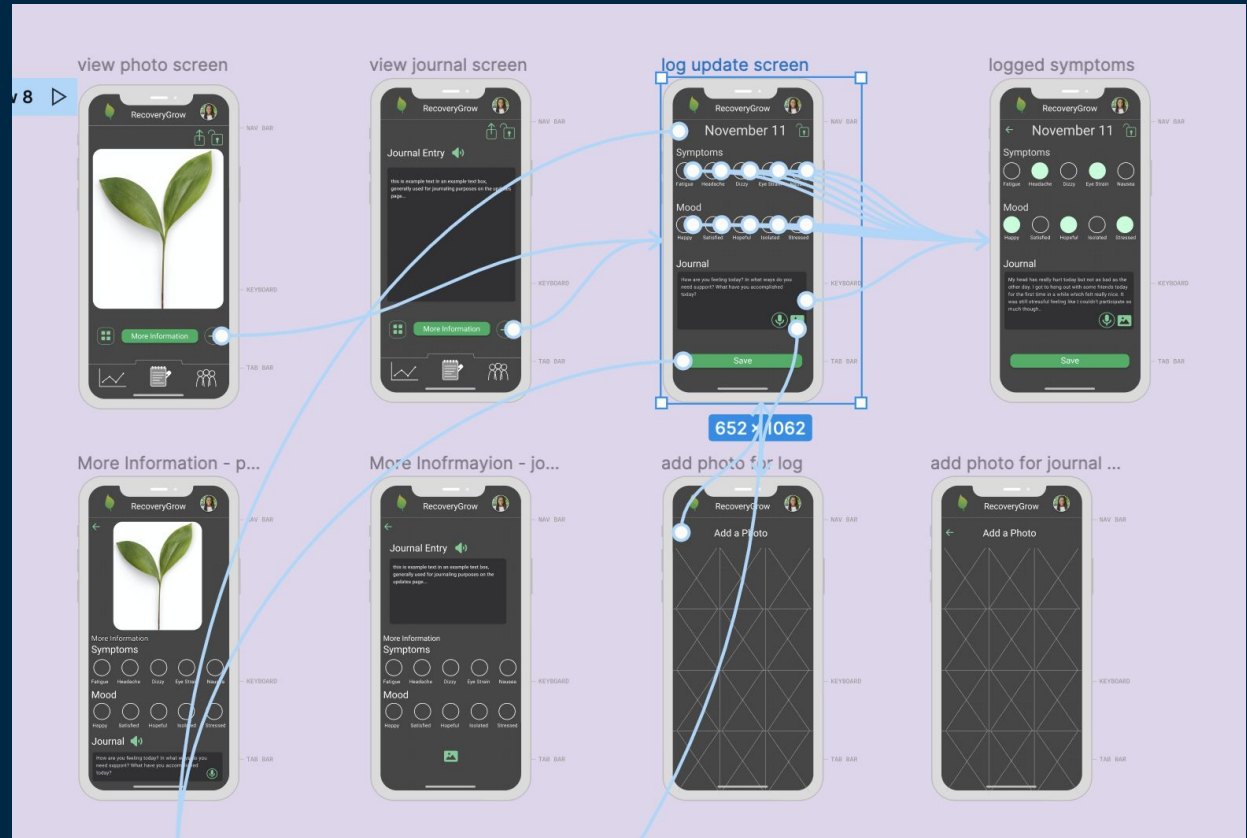
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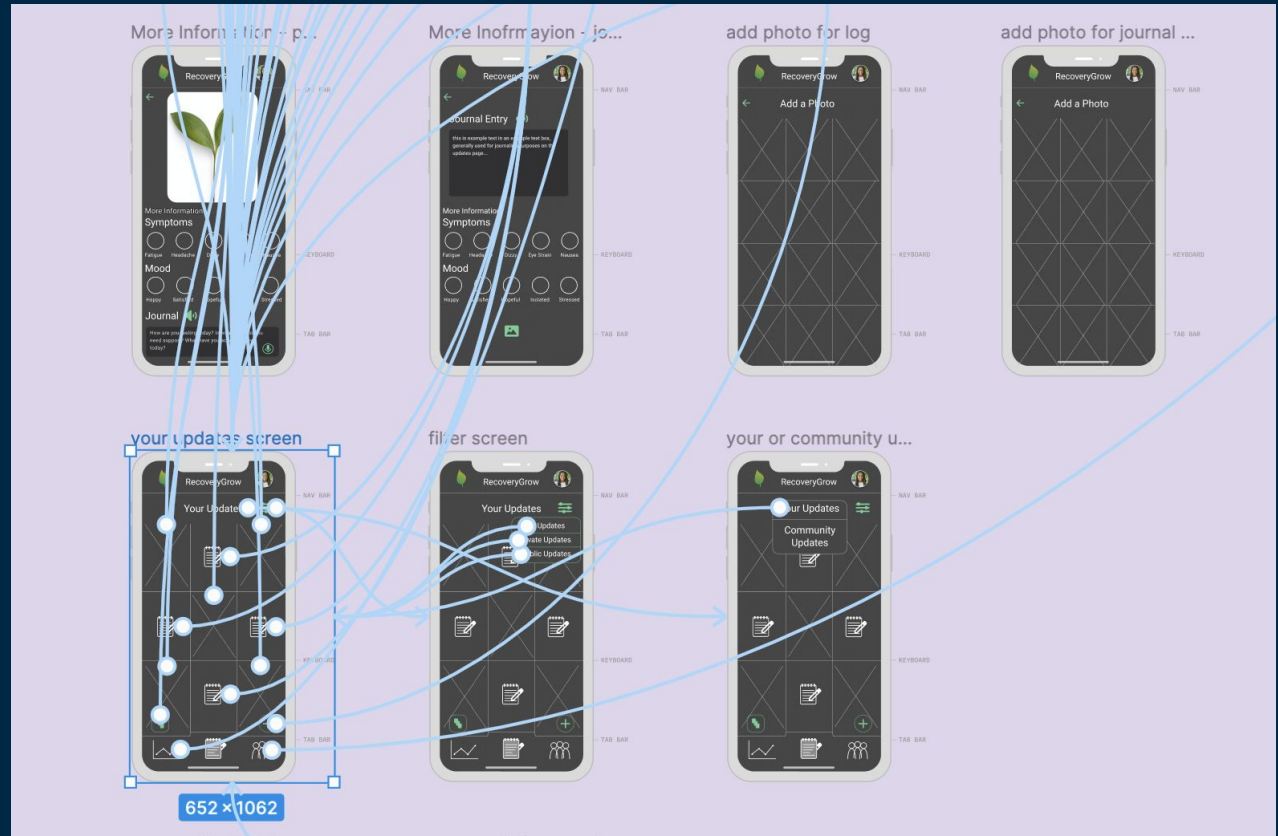
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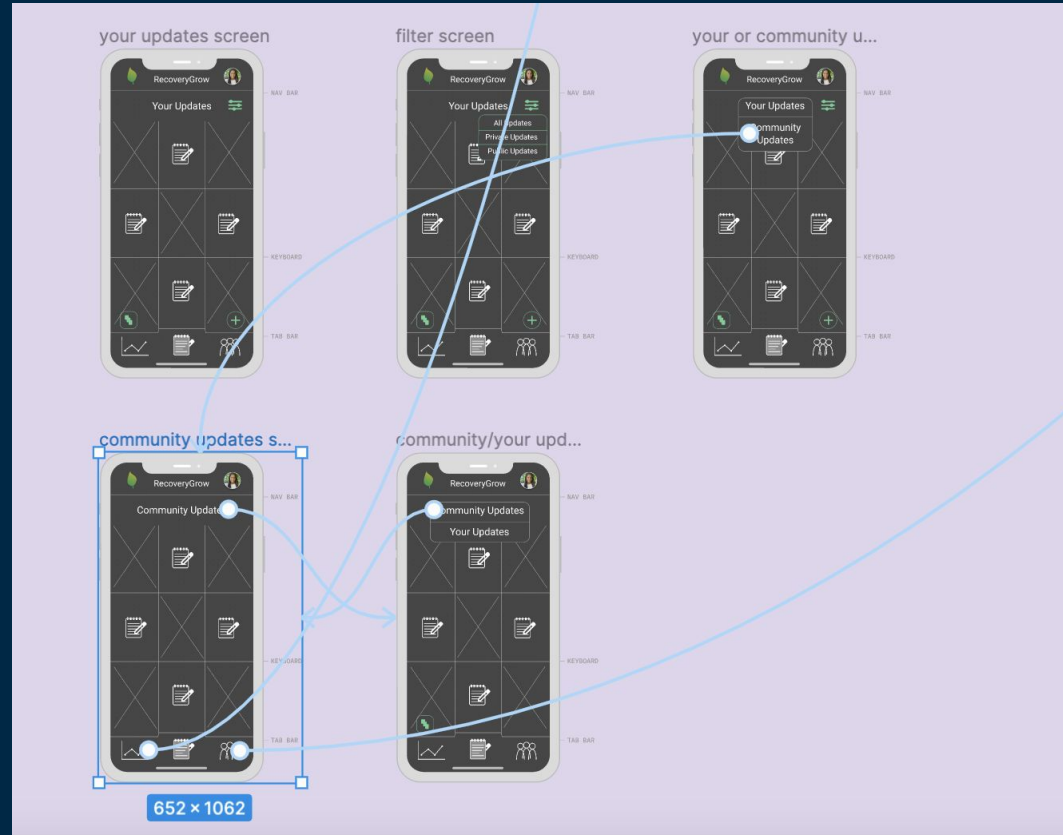
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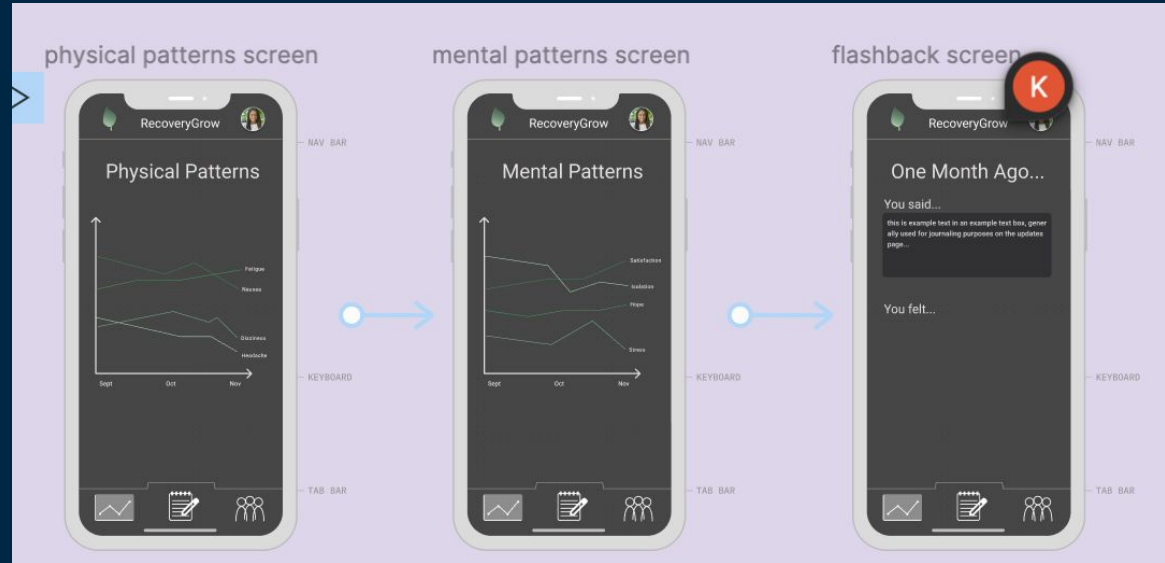
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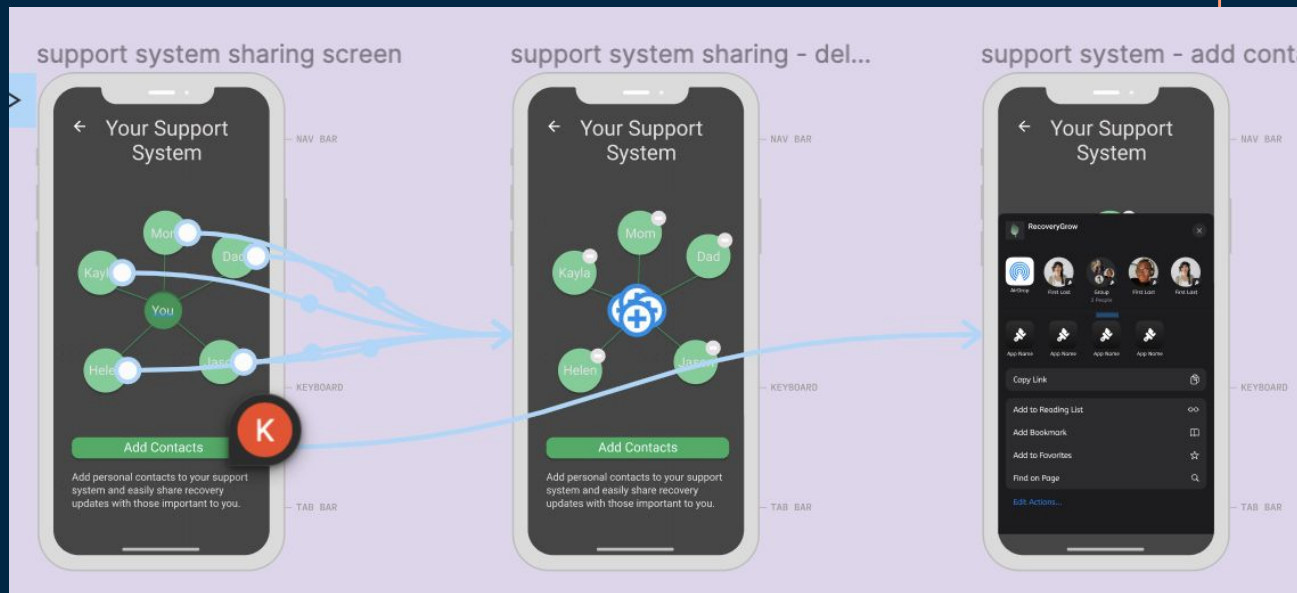
# Medium-Fi Task flow: Moderate task

analyze  
symptoms and  
gain insights  
into one's  
recovery  
journey



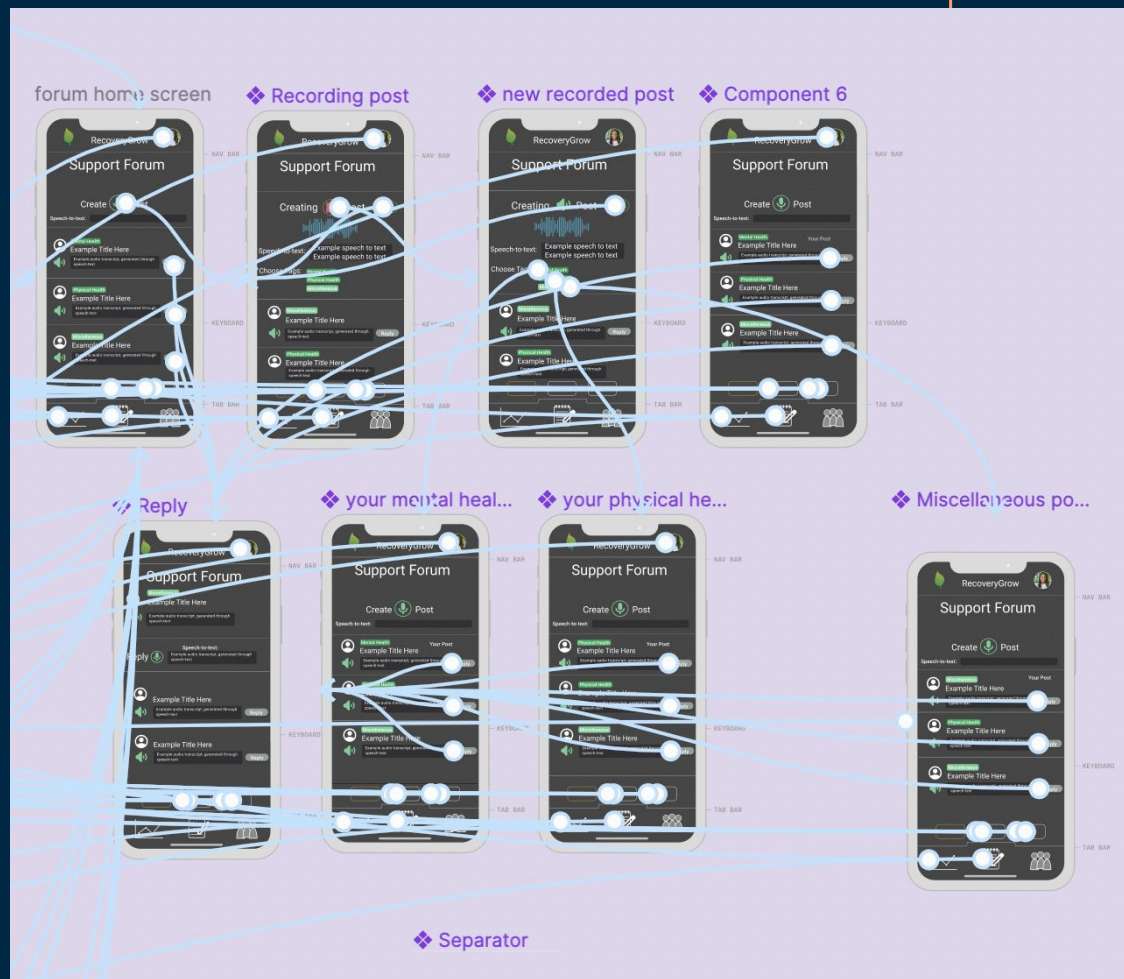
# Medium-Fi Task flow: Complex task

share insights  
with personal  
connections



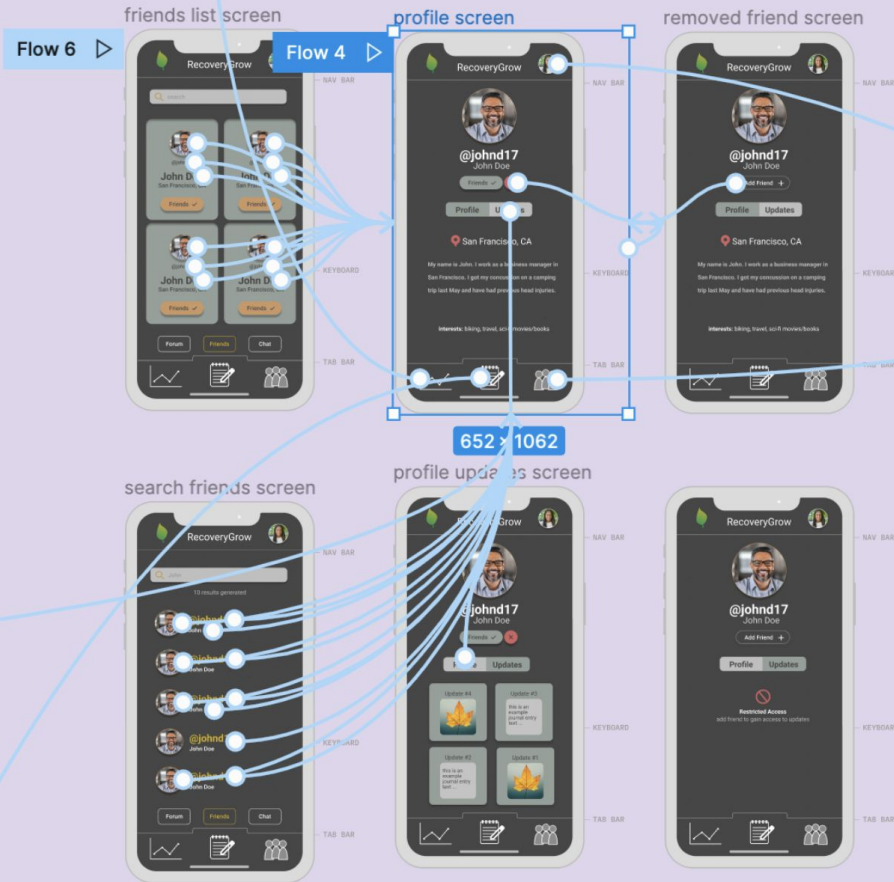
# Medium-Fi Task flow: Complex task

Connect with  
other  
recoverees in  
an online  
support forum



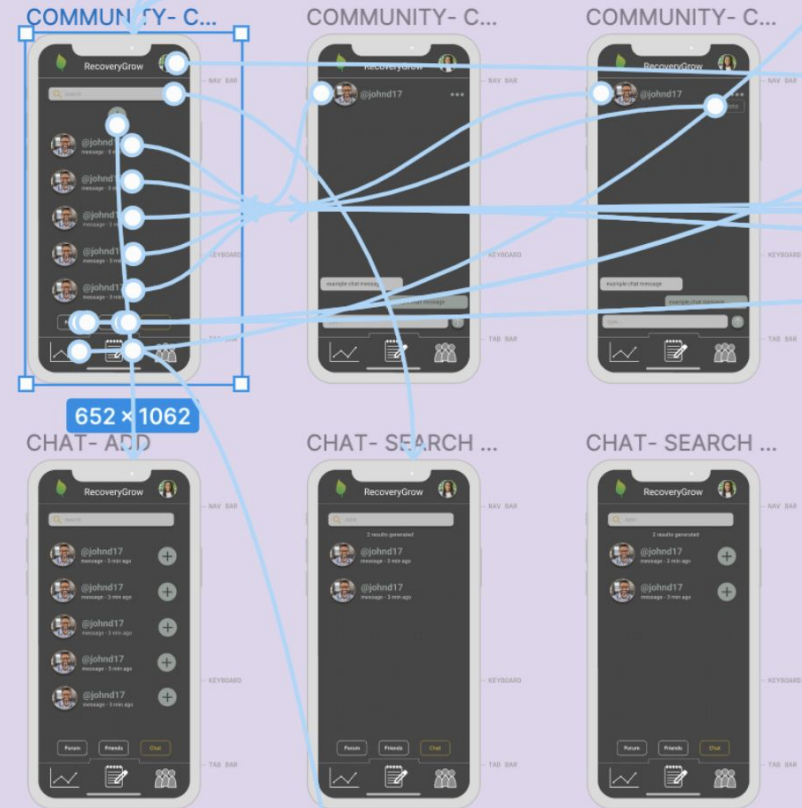
# Medium-Fi Task flow: Complex task

Connect with  
(find and  
befriend)  
other  
Recoverees



# Medium-Fi Task flow: Complex task

Connect with  
(chat to) other  
Recoverees



# Prototype Implementation Tool: Figma

## PROS

- Components that can be copied for widespread use in the app, shared workspace

## CONS

Creating new icons can get clunky, still figuring out interactions- tapping specific buttons on a screen



# Prototype Implementation

- **Limitation:** Visual component creates difficulty for some users to engage at all
- **Hardcoded** recording/playback interaction (no back-end storage)
- Possible **Wizard-Of-Oz:** Audio-Only Interface



The background is a dark blue gradient. It features several vertical white lines of varying lengths scattered across the slide. Interspersed among these lines are small squares in three colors: light blue, light orange, and light pink. Some squares are solid, while others are hollow outlines. The overall aesthetic is clean and modern.

# Thank You!

Appendix on next slide

Figma link:

<https://www.figma.com/file/HuUYZwKx5wGU7zNQsV2ggU/RECOVERY-BOARD-DESIGN-KIT?node-id=52723%3A31606>

README:

<https://web.stanford.edu/class/cs147/projects/AccessibleDesignEmily/RecoveryBoard/README.pdf>