EduCare Med-Fi Prototyping

Meet the Team

Nate F.

Brenden K.

“Be Aware with Educare”

The Problem and Solution Overview

Our needfinding process revealed that college aged students are not educated about healthcare, but **understand its importance and desire to know more**.

Our goal is to engage young people with healthcare for a few reasons; in addition to the benefits of being educated on different insurance options, from a health standpoint, **the more we can engage and educate young people with healthcare the more conscious they will be of their health**, the more likely they will be to seek medical attention, and the more prepared they will be to navigate the system.

This results in more preventative care, less serious and long term illnesses, and a healthier society in the long run.

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Values Encoded

What do we Value?

Encoded Values

Prevention and Awareness

Making the interface as simple and intuitive as possible

Community-Building

Connecting people together to create a shared learning environment

Health and Wellbeing

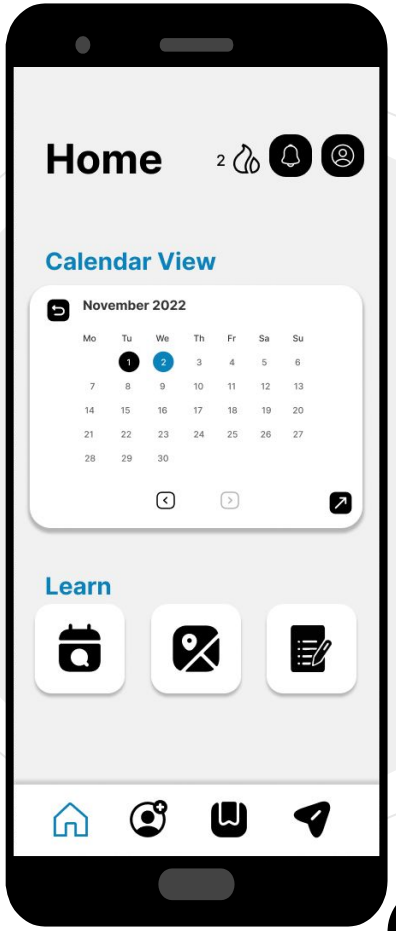
Giving people the tools to enjoy learning about their health without feeling overwhelmed

Prevention and Awareness

- Learning about Healthcare can help increase **awareness**
- Help users reach healthcare providers more **frequently**
- Create a **habit of preventative care**

Features:

- **Fun Facts**
- **Calendar feature for fun facts**
- **Quiz Feature**

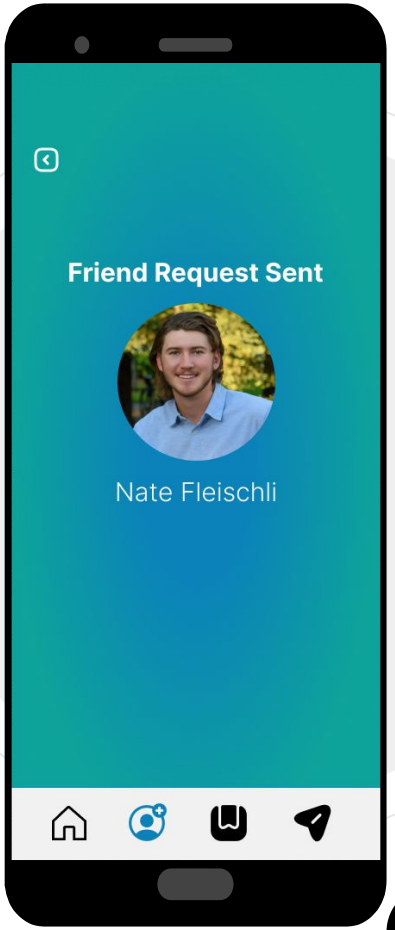


Community-Building

- Learning is **easier** and **more fun** when completed with others
- Students learn better when they **teach** the content to someone else

Features:

- **Messaging function**
- **Expanding and building network**

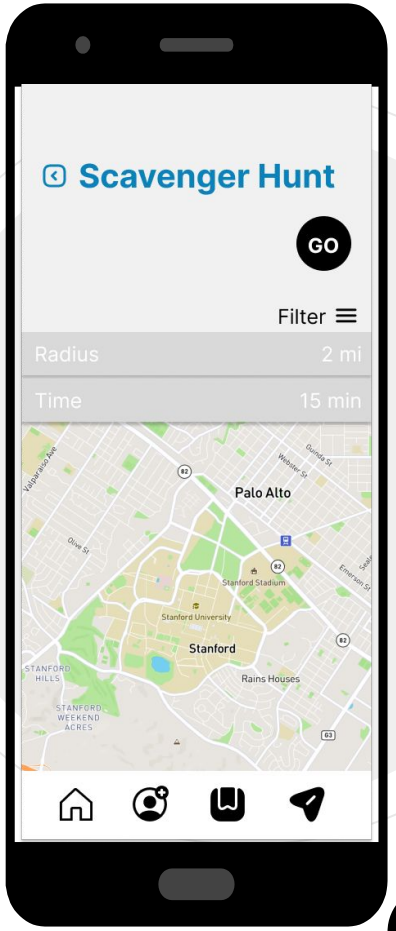


Health and Wellbeing

- Users will have to seek out new information at **various locations** within their preferred radius
    - Encouraging **active learning**
- Help the user be more **conscious** of their health

Features:

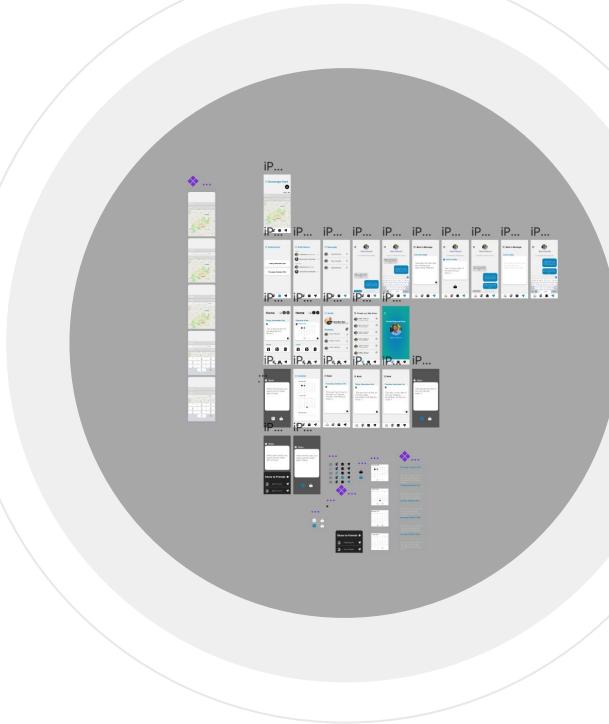
- **Daily Fun Facts**
- **Scavenger Hunt**



Value Conflicts

Prevention and Awareness vs Health and Wellbeing

We want to teach people about insurance and healthcare but not everyone will have the ability to **reach certain aspects** of the system or **have insurance**. We are educating, not necessarily providing.



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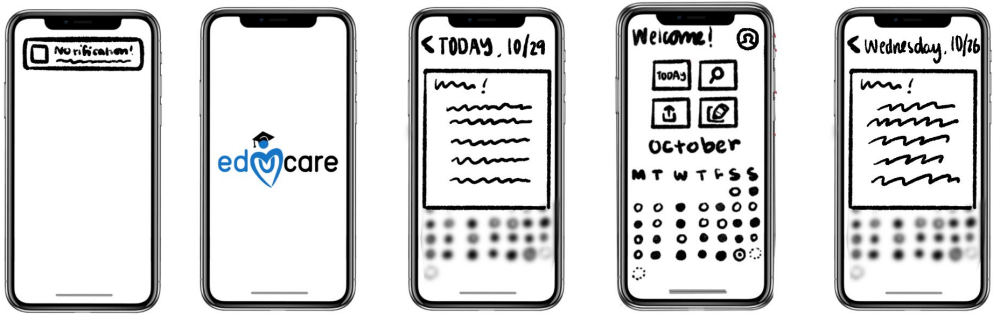
Tasks

Simple Task

Read the fun facts, and navigate to fun facts of previous days

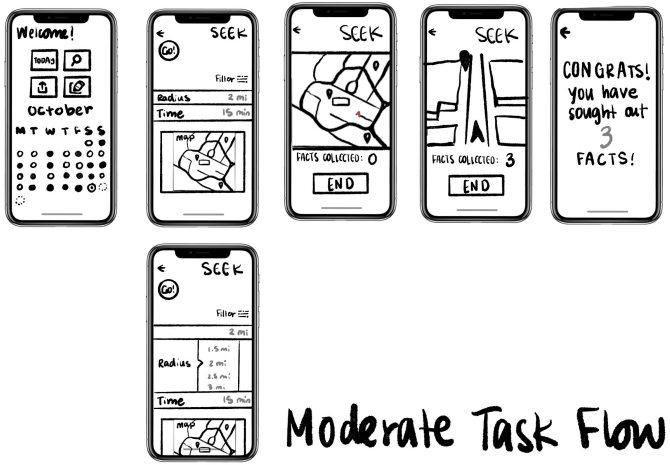


Revisions:

- The fun fact of the day is now **integrated** into the home screen, **avoiding overlays**
- The calendar is now a **toggle** that the user can switch to if necessary
- Exporting is integrated into the daily fun fact

Moderate Task

Engaging with one of the learning modules (scavenger hunt) and participating in the search for the facts

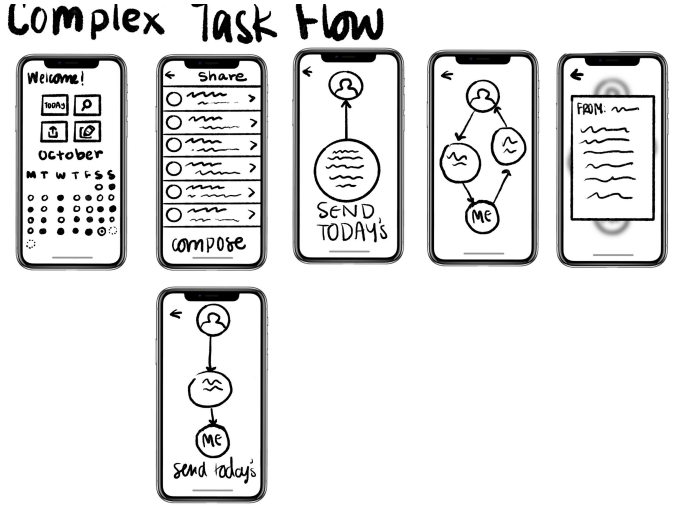


Revisions:

- The drop-down menu to select the distance and time is **no longer a scroll wheel**
- The page is now called “Scavenger hunt, not seek”
- *NO MORE MAGNIFYING GLASS*

Complex Task

Sharing the current fun fact of the day with peers, and checking any messages received



Revisions:

- The messages screen is cleaner
- The “Compose” button is a more recognizable icon
- The messaging feature is more recognizable
- Removal of pop-ups!

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Usability Goals

And how are we progressing towards these goals?

Efficiency of Use

Key Measurements

- Time it takes user to complete a task

Progress

- Created a landing page UI that focuses on the aspect of the calendar
- Reworked messaging feature to streamline process of sharing current fun facts
- Menu Bar!

Changes for Progress

- Change of icon usage to make icons discoverable
- Make certain screens (messaging, scavenger hunt) recognizable
- Avoid overlays (difficult to manage, users are scared to touch outside)
- Allow users to share from fun fact screen

Robust

Key Measurements

- Number of screens necessary to complete a task

Progress

- Make certain screens scrollable to contain information (quiz, calendar)
- Utilizing a minimalist design and icons instead of words to indicate actions
- Menu bar!

Changes for Progress

- Make the messaging feature continue adding messages on the same screen
- Minimize error by making icons more obvious
- Allow the same action to be achieved via different pathways

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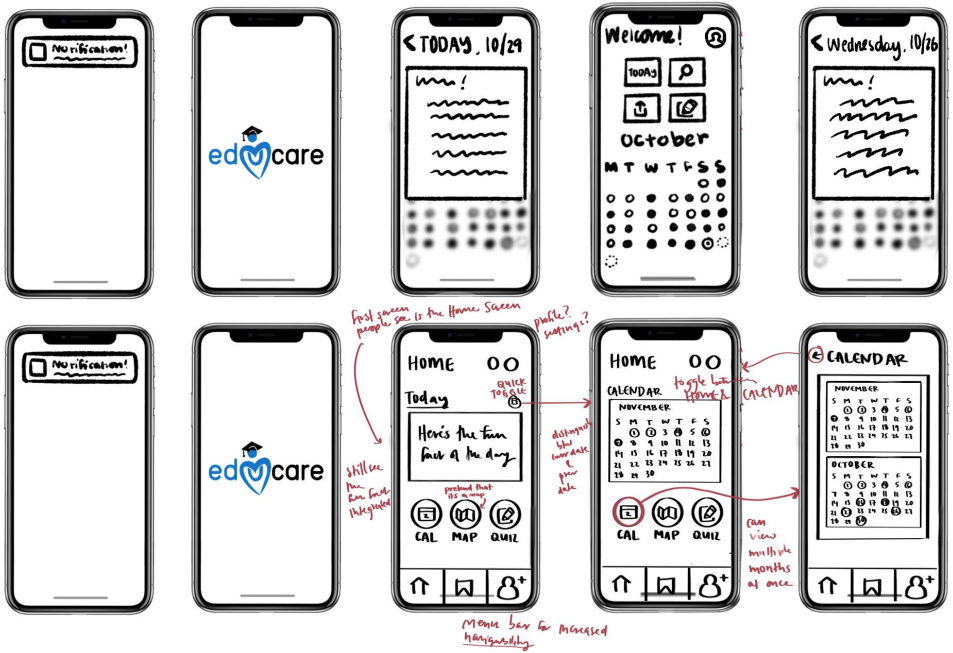
Revised Interface Designs

How did we change from the Low-fi prototype?

Simple Task: Fact-Checking



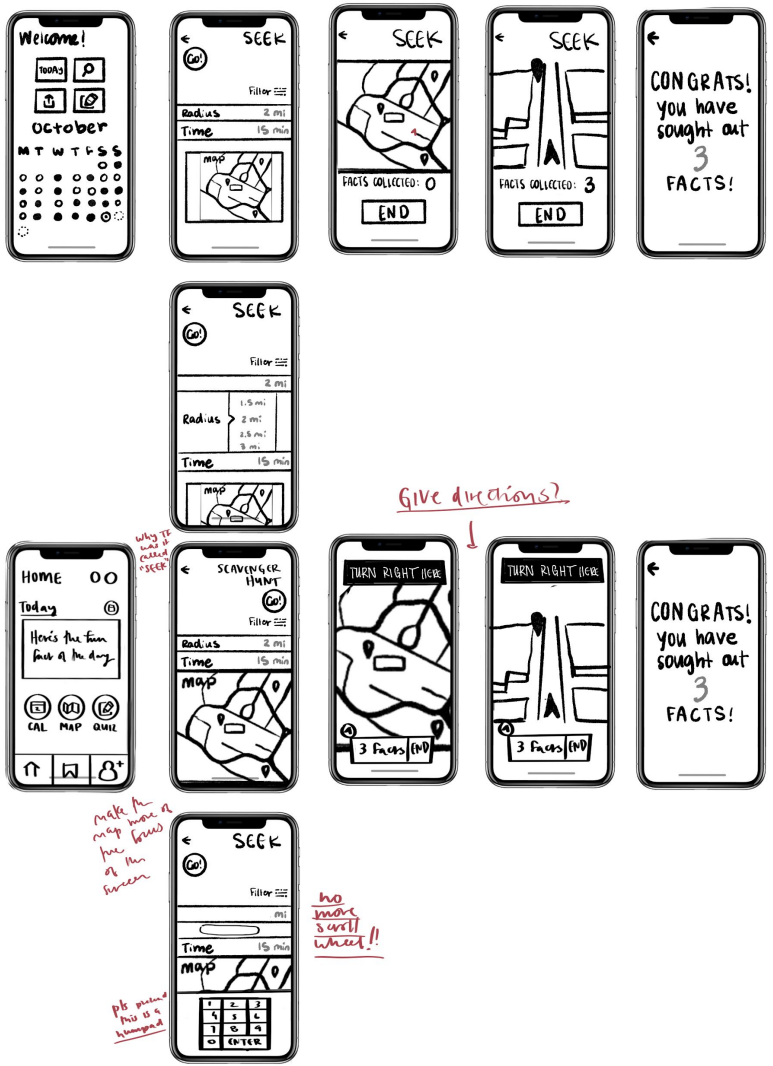
Major Updates:

- The initial screen is not a fun fact overlay, but actually the main menu with the **fun fact integrated**
- The **calendar feature** is a **toggle**, so that people can opt to look at previous fun facts
- The user can look at a **larger scrollable calendar** to navigate between months

Moderate Task: Scavenger Hunt

Major Updates:

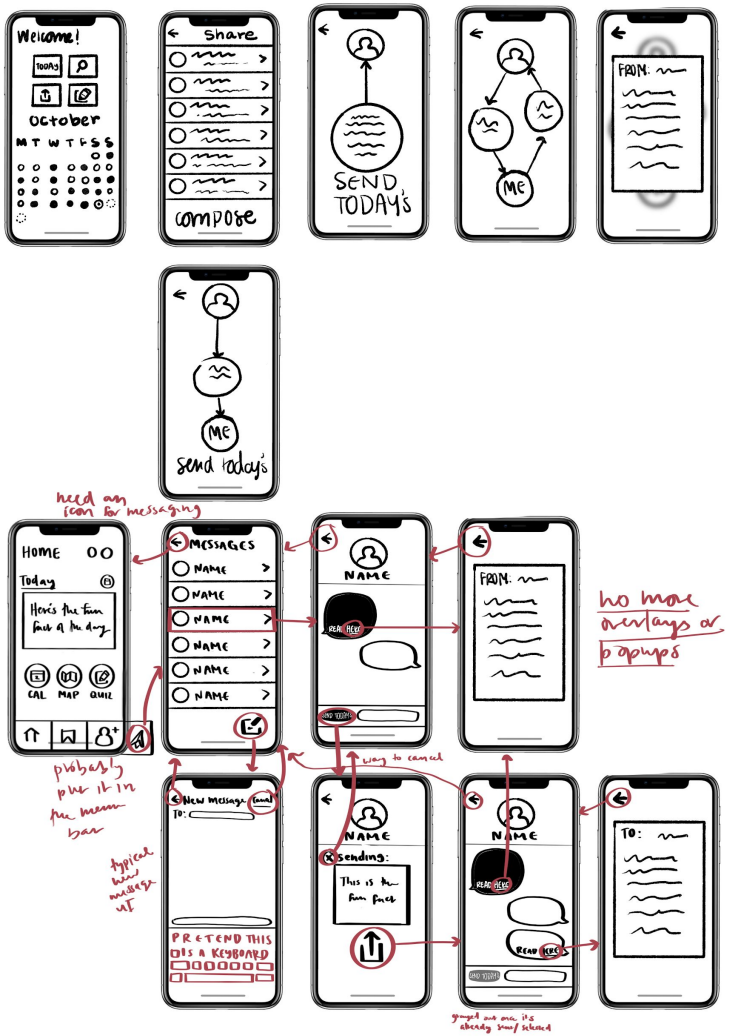
- The **map takes up more space** in the initial page
- The means to change the parameters (radius, time) is not a scrollable, instead just a **drop-down**
- The scavenger hunt aspect more closely resembles a **recognizable navigation system**



Complex Task: Messaging

Major Updates:

- The messaging feature more closely resembles **recognizable messaging UI**
- There is still a “Send Today’s” UI to allow streamlined communication and **degree of novelty**
- The fun fact the participants read when they send/receive is **no longer an overlay**



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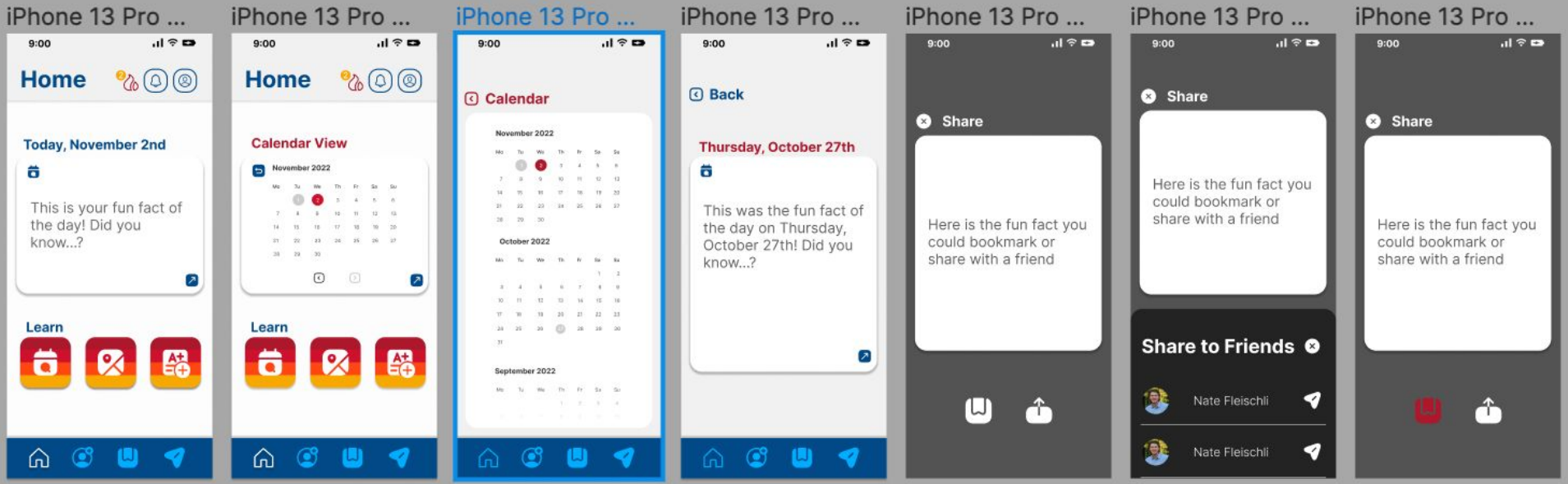
Med-Fi Prototype Task Flows

Here is the Prototype

Task 1: Looking at Fun Facts and Checking previous days



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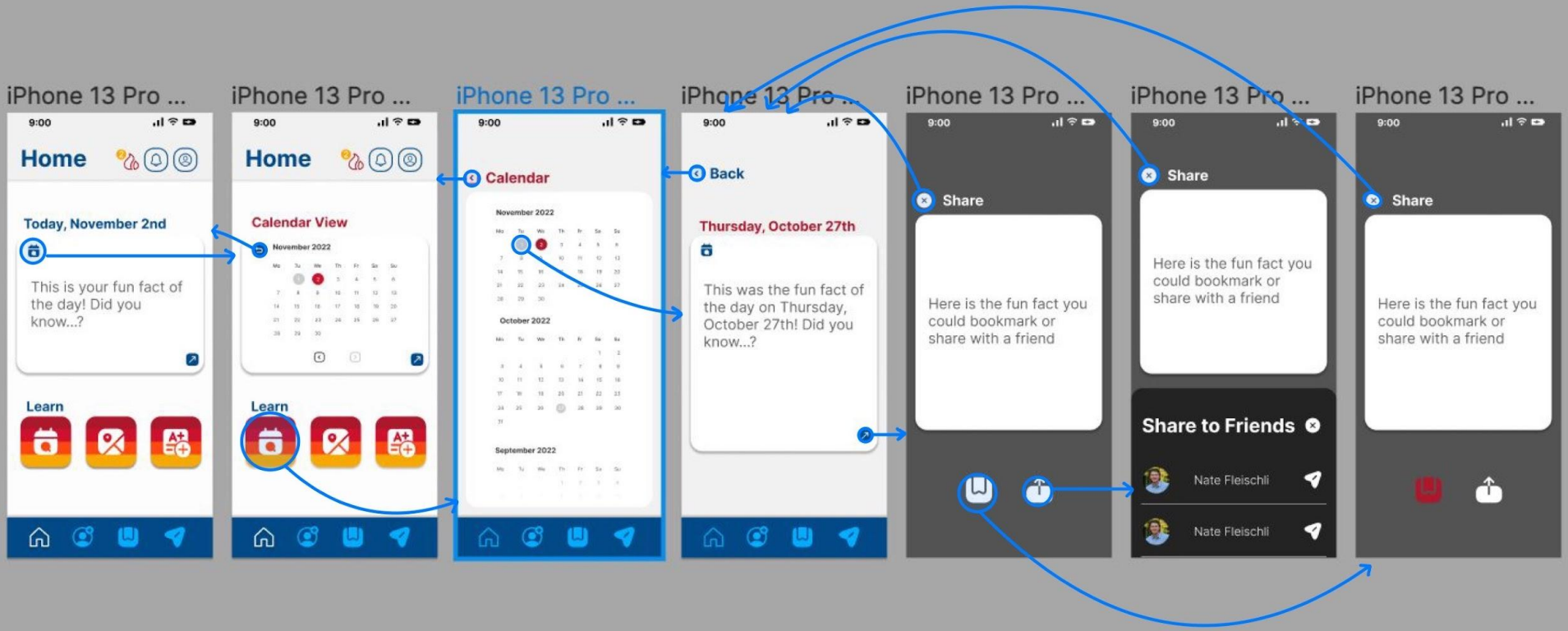

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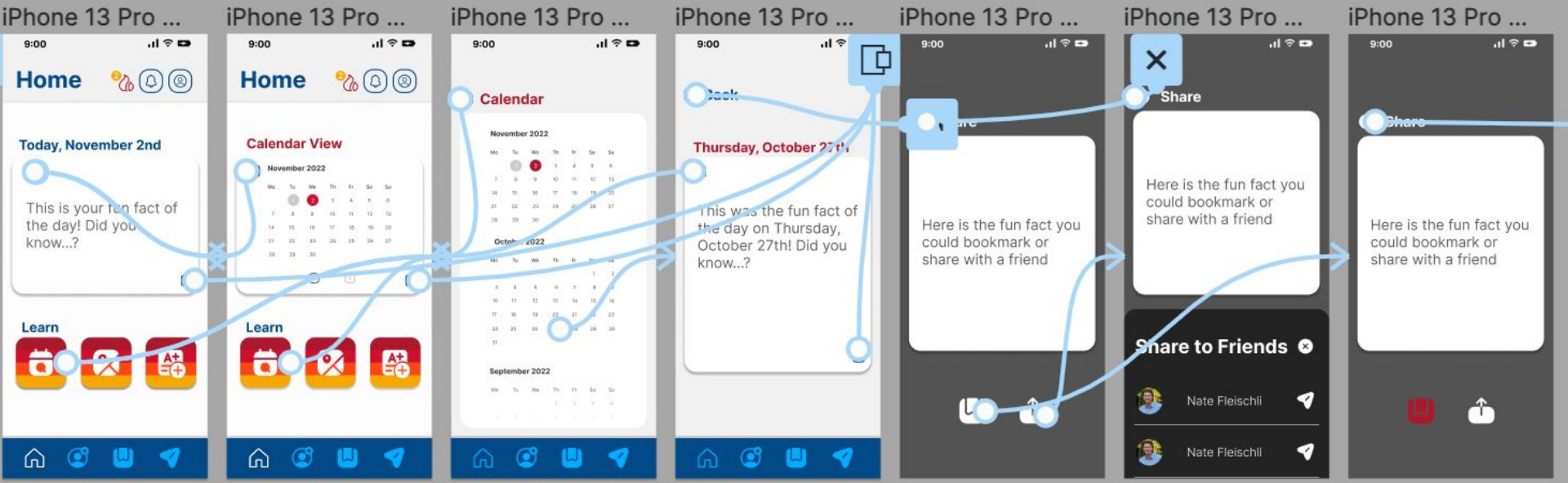

Landing Screen
From the main menu, use the calendar icon to toggle to the calendar view

Calendar View
From this page and the landing page, click on the larger calendar icon to view multiple months

Calendar
View multiple months at a time, and click on a previous fun fact (only available if user used the app on this day

Previous Fact
Can look at the fun fact from a previous day (not an overlay). Can still share this fact

Share
Now can bookmark or share the fun fact within the app

Send to Friends
Select the friend within the app to send to

Bookmark
This fact will now appear in the bookmarks tab

Task 2: Participating in the Learning Module (Scavenger Hunt)

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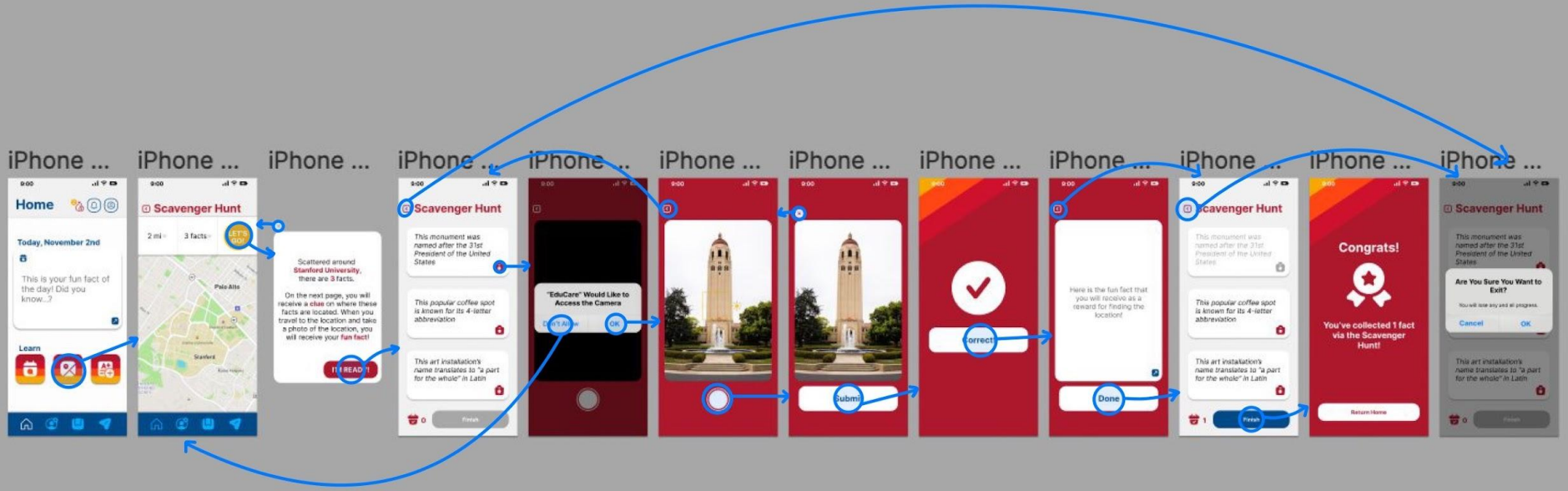

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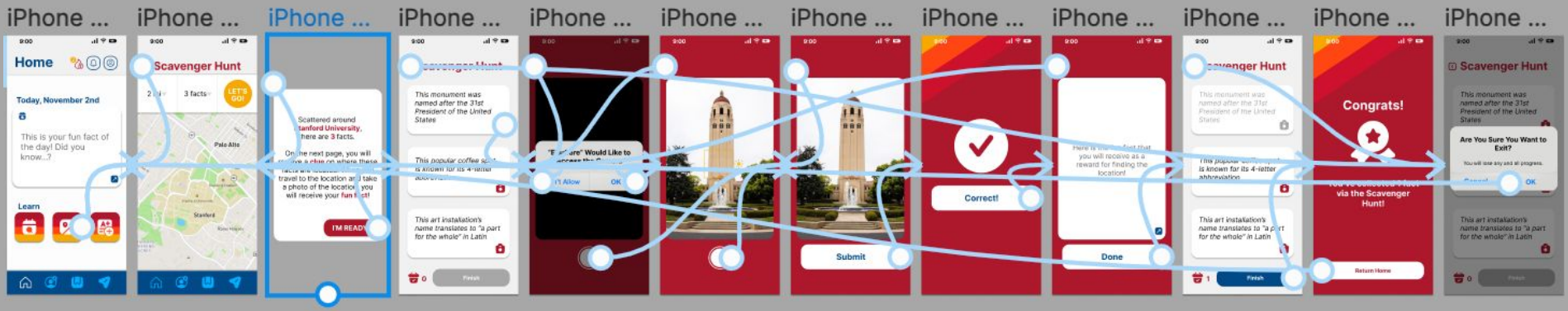


Landing Screen
From the main menu, use the map icon to navigate to the Scav Hunt

Scavenger Hunt
The user can change the parameters of the activity (distance, number of facts, etc) and start the hunt

Intro
This pop-up overlay explains the details of the scavenger hunt

Clues
Now there are a number of clues pointing to the locations where users can scan the locations they're in

Camera Permission
The app will ask user for permission to access the camera to take a photo

Camera
User can take a photo of the location and submit, or go back and retake the photo

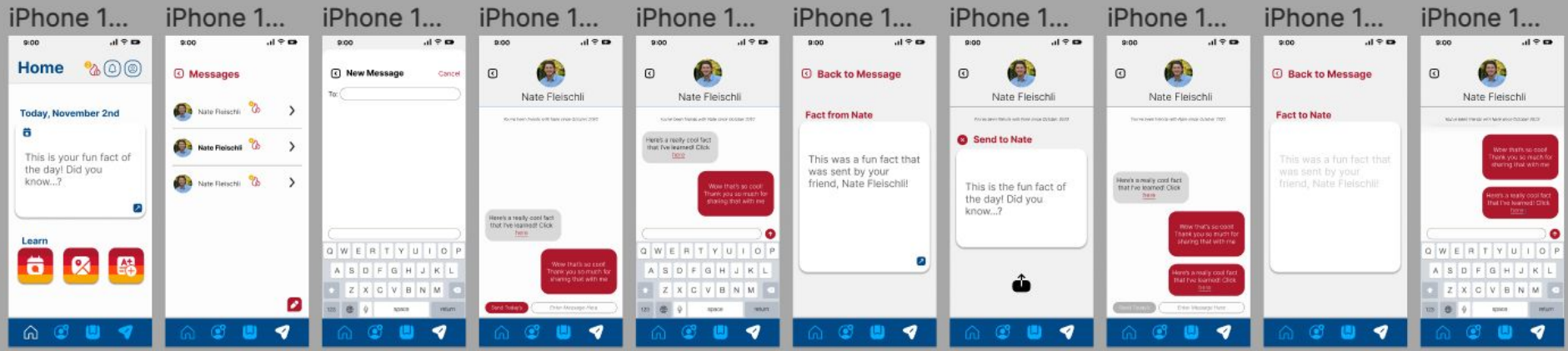
Confirm and Receive
If the location is correct, the user will receive the appropriate screen and receive their fun fact about healthcare

Return to Clues
The user will return to the clues screen with the finished clue grayed out

Completion
When the user submits, they will receive a screen congratulating them on their achievement

Error
If the user tries to go back, they will receive an error screen

Task 3: Messaging, Sharing, and Teaching fun facts to friends



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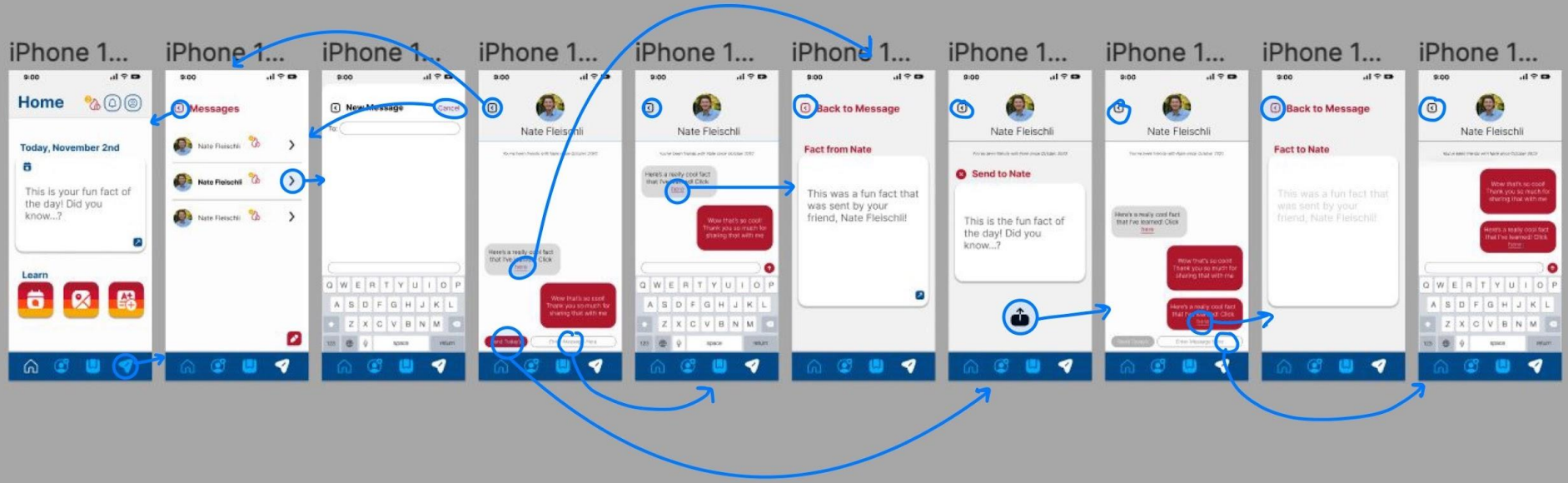

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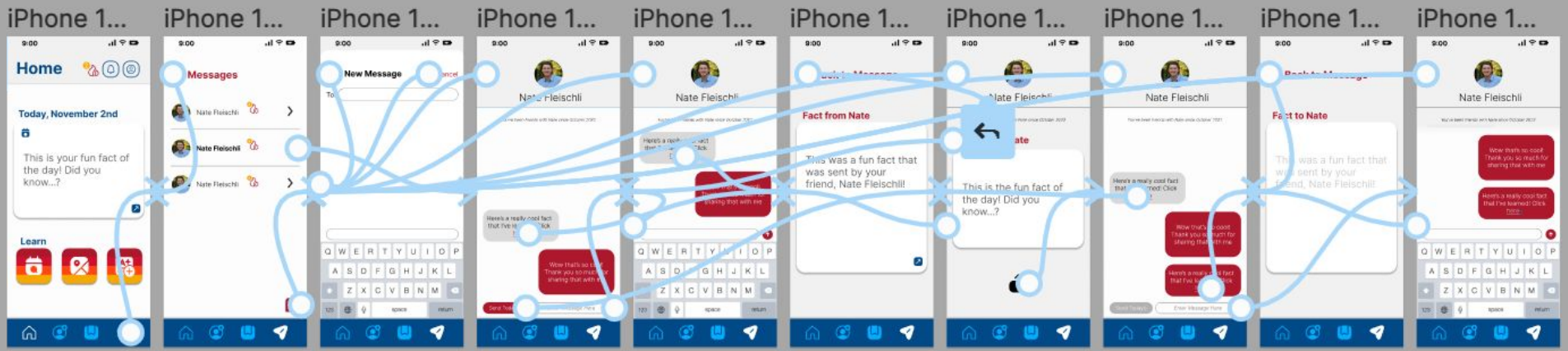

Landing Screen
From the main menu, use the send icon in the menu bar to access messages

Messages
From this page, select the message thread you want to engage with

Compose
Create a new message

Message
Look at each message thread individually, can read and respond to messages

Read Fun Fact
Read a received fun fact (linked via in-app messaging)

Send Fun Fact
Shortcut button to quickly send fun fact of the day to peers, can then look at and re-read messages that are sent

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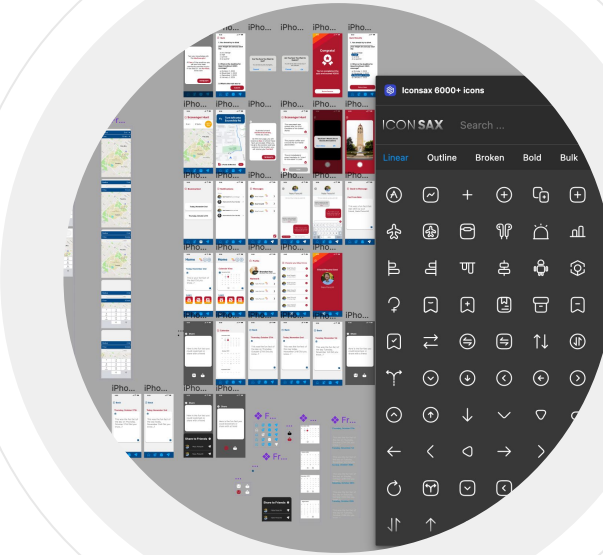
Prototype Implementation

Prototype Implemented

- Implemented via **Figma** for designing and prototyping
- **Canva** consulted for color schemes and palettes
- Figma plugins: **Iconsax 6000+ Icons**, **Eva Icons, Tabler Icons,** and **Feather Icons** (all by Iconduck)
- **Adobe Illustrator** used for certain icons that were not available via plugin



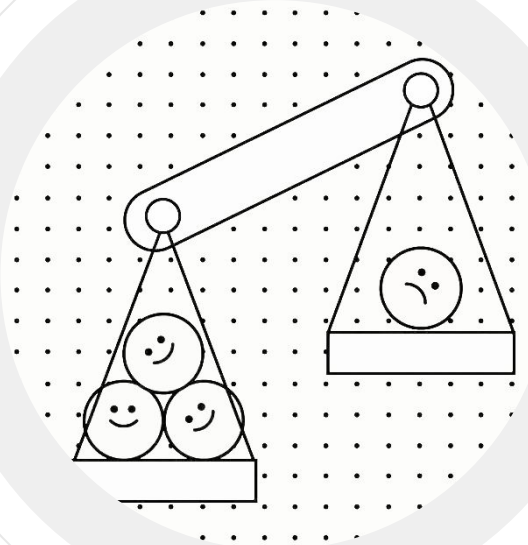
Prototype Pros and Cons

POSITIVES

- **Unified Design**
- Group **Collaboration** made easy!
- Designing made easy with **components**, **color styles**, and **snap-gridding**

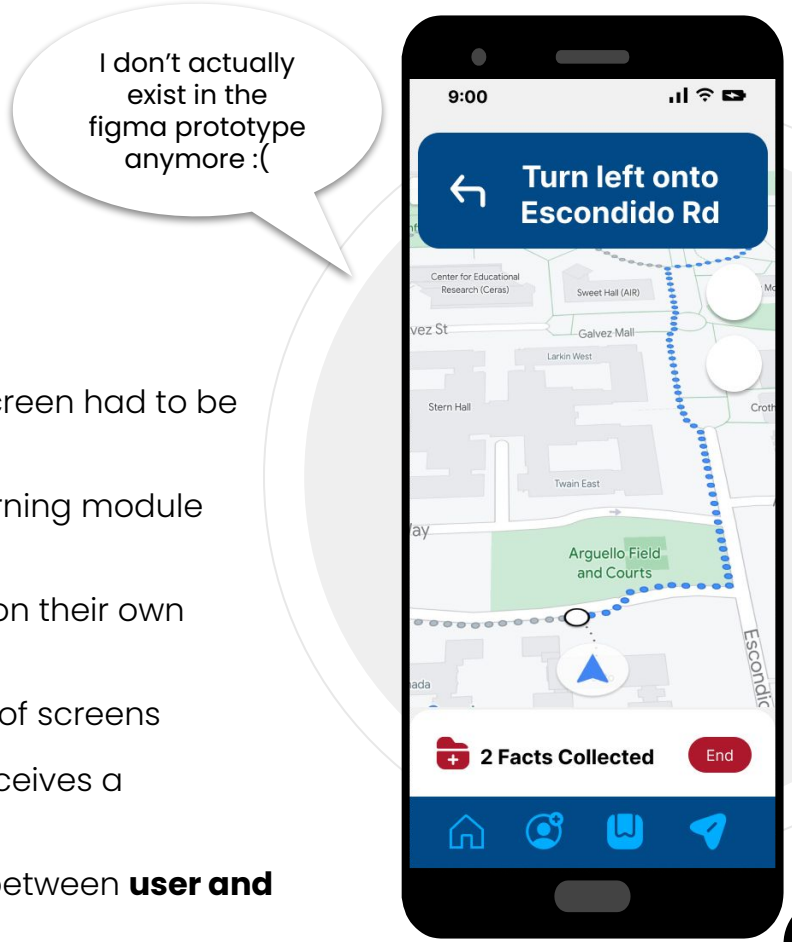
NEGATIVES

- Some **glitches** due to overloading of device using Zoom and Figma
- Number of layers can be **overwhelming**, especially if **not properly organized/named**



Limitations

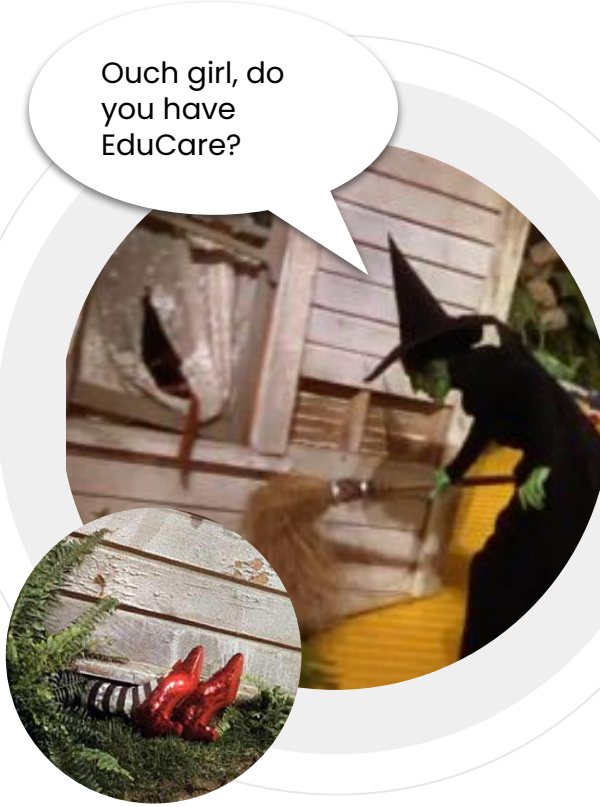
- Selectable dates on the **calendar feature** on the home screen had to be **predetermined**
- The **navigational map feature** of the scavenger hunt learning module was **not feasible** to implement
    - user no longer follows pins, but seeks out locations on their own **based on clues**
- **Not all of the buttons are clickable** due to sheer number of screens
- **Could not show individualized fun facts** (each person receives a randomized, different fun fact each day)
- Could only show messages and networking interactions between **user and one other person** due to screen and time limitations



Wizard of Oz

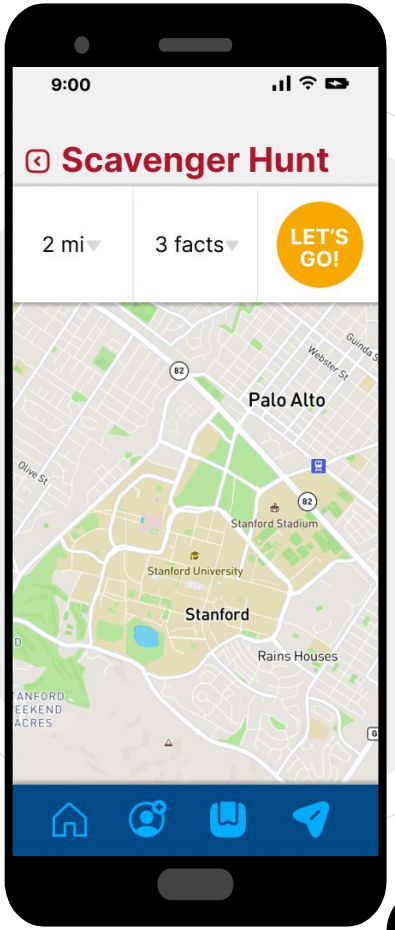
- Magically receives **different fun facts** from other users (to facilitate sharing, see: *CoStar*)
- In the scavenger hunt feature, the map **assumes the user is on Stanford campus**
- Magically **creates quiz questions** based on information that the user has seen
- These friends are **simulated**, and not actually other users on the app
- The user's **profile** is also **predetermined**

All of these features will be hard-coded in the future



Hard-Coded Features

- The **current day is static** and not accurate to the day the user tests the prototype
- The scavenger hunt module has a **static image for the map**, and **static images for the user taken photos that verify location**
- The test module has a hard coded, static quiz that is **not yet selectable**
- The fun facts are hard coded in and **not actually pulled randomly from a database based on the user's history**
- All **networking, sharing, and profile information is hard coded** and not based on the current user



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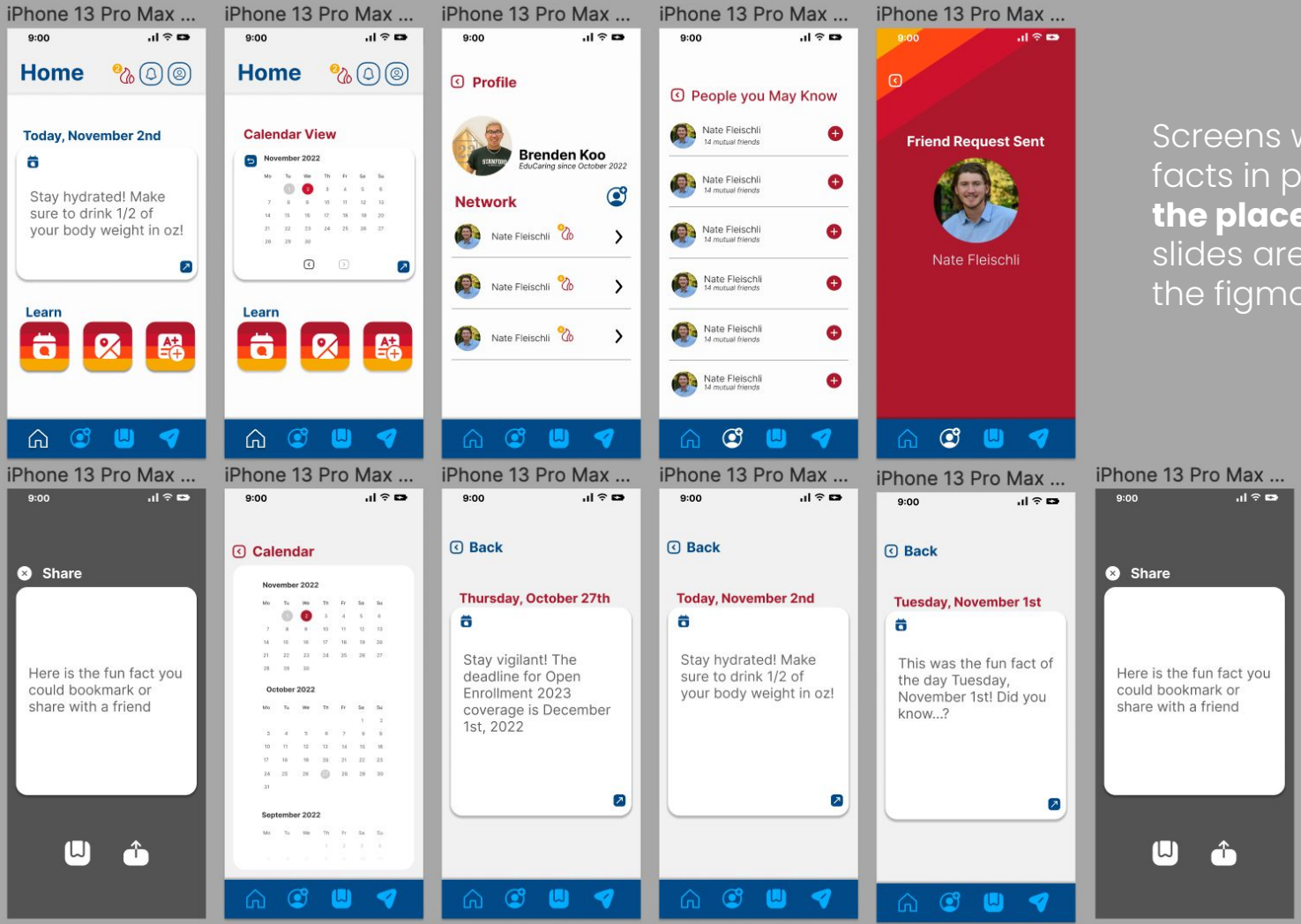
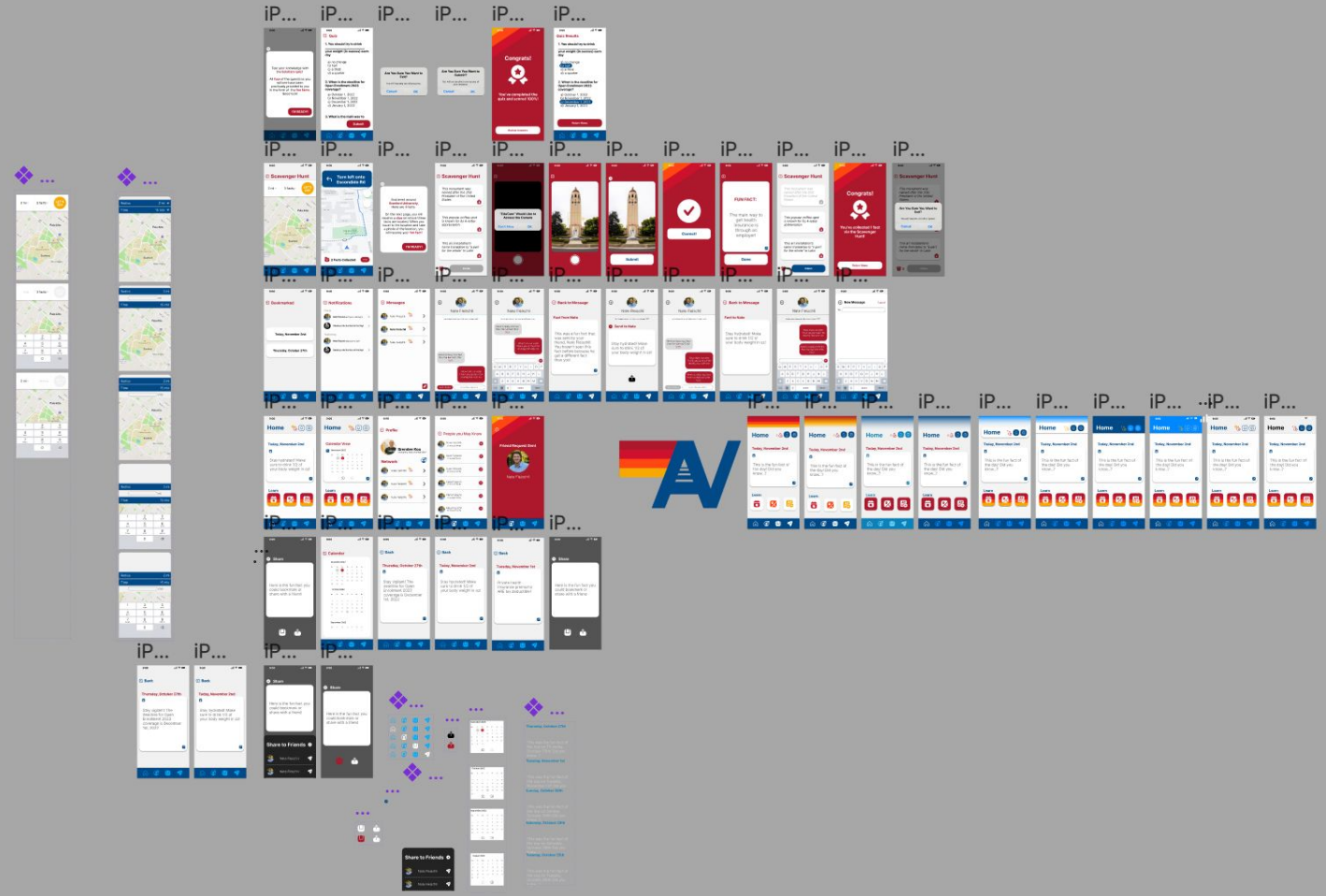
Appendix

And Link to Figma Here



Screens with the actual fun facts in place (**instead of the placeholders!**) The slides are not updated, but the figma is!

The sharing screens are not personalized by day because any screen can navigate towards it