

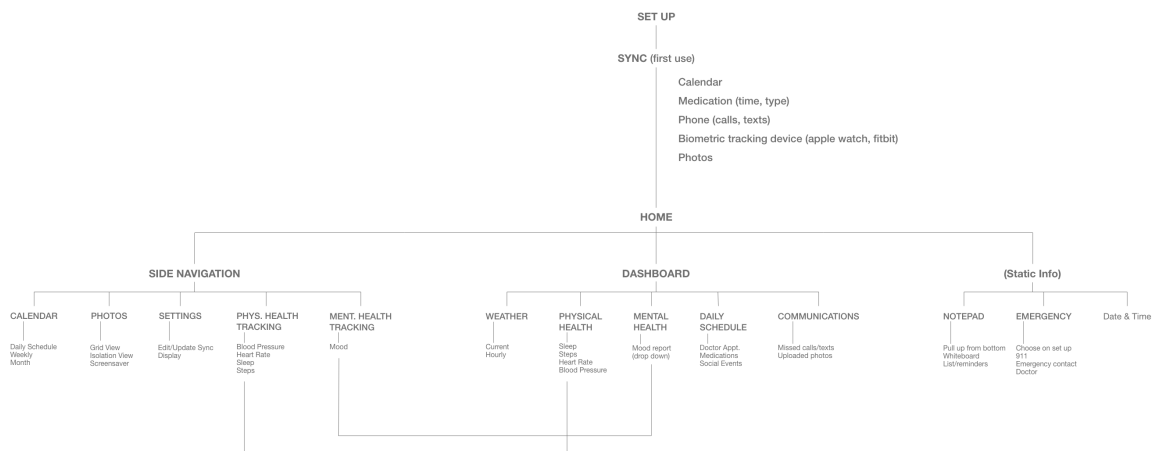
# User Interface Development

*This document explains our iteration on the graphical user interface for Bridge and how we implemented various sources of feedback and testing into the final design. A video prototype showing more screens of the UI prototype is available on the Solutions Page.*

**Features that we chose to incorporate into the Graphical User Interface were:**

- Health tracking
- Notepad/Whiteboard
- Calendar
- Notifications from cell phone
- Mood report
- Photo browser and screensaver
- Emergency Contact options
- Accessibility settings

## Structure Diagram



We created a structure diagram to document the user's interaction with the interface. To limit the amount of elements on the interface itself throughout regular use, we conceptualized a set up process that could be completed on the first use, likely done by or with a family member. This would allow the user to synch data from any existing applications or devices such as personal calendars, cellular devices, or biometric

tracking devices, and also enter information about what medications they take and import any favorite photos to use as screensavers.

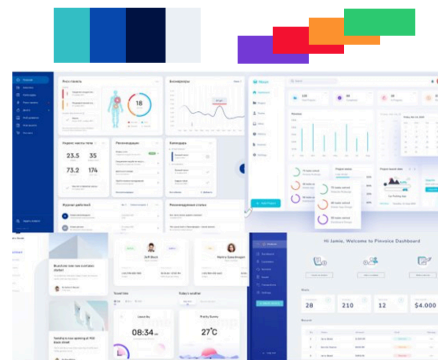
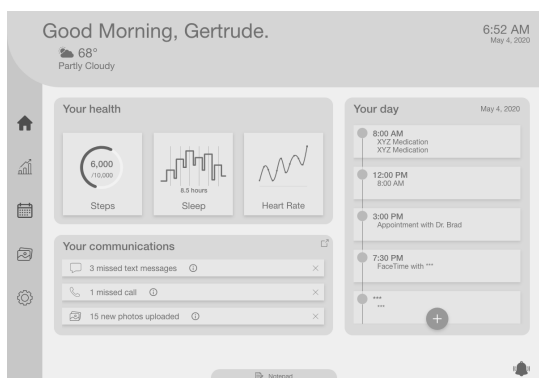
We designed a dashboard style home screen to serve as a central information hub and enable clear, unobstructed views of the information we determined to be the most important to our target demographic based on early user centered research: Weather, physical health monitoring, mental health monitoring, daily schedule, and communications.

We also included a single side navigation for the user to navigate to other detailed features and those not included in the dashboard such as their calendar and settings.

Lastly, we wanted to include static content that the user may always need access to, such as the emergency alert button, the date and time, and the notepad.

## Initial Design Direction

We then began to create mood boards and wireframes to have general visual mock-ups of what the user interface for Bridge would look like.



We hypothesized that testing might reveal the need to rethink sizing of the different modules on the dashboard, font family choices, as well as subtle UI stylistic details that could have the potential to make the product more or less intuitive to our target demographic. These were the key areas we sought out feedback for later on.

## Feedback Limitations

Next we performed usability tests on the wireframes. Due to the COVID-19 Pandemic, we were not able to conduct as many usability tests as we initially hoped to since it was difficult to get in touch with members of our target demographic. We were able to conduct testing with older relatives at home, and gain expert feedback on the UI design quality from experts at Radius. We also prepared a detailed guide for future usability testing with those in our target population to further develop the project in the future.

## Highlights from Feedback

Male, 65 years old

- Difficult to navigate the health tracking pages
- Step tracking lacks some information
- Some screens feel crowded/squished
- *How do I find previous notes?*
- *What does the bell do?*

UI Design Review Session: Professionals in field

- Rounded corners feel too elementary
- *Why is the emergency button in the corner, and what does it do?*
- *Why is the notebook tab in the bottom?*

## Final Design Direction

