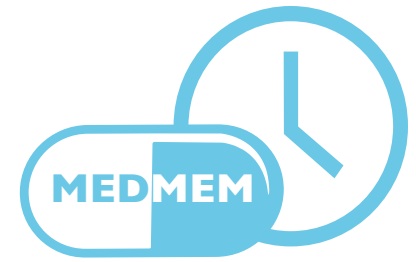


FIELD STUDIES

FIELD STUDIES



We ventured into the field to conduct interviews with users. Our goal was to learn the methods that patients and caregivers utilize to manage their medications.

Insights

- Field studies provide invaluable context and understanding of the user experience.
- It is not uncommon for patients to miss a dose of their medication.
- Patients primarily utilize visual cues to remember their medications.
- Standard pill boxes can be difficult to open. Two compartments opening at once can cause spilling.
- Participants desire a medication system that is organized, adaptable, persistent, habitual, and low tech.



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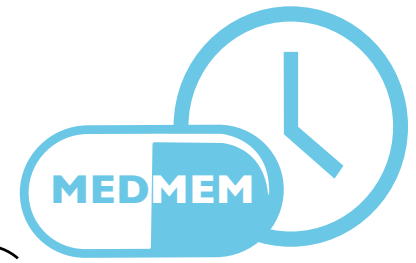


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RAPID PROTOTYPING

RAPID PROTOTYPING



Rapid prototyping was an integral part of our design process. It helped us determine the feasibility of different form factors and test them with users. Using rapid prototype techniques we were able to adapt to user feedback quickly and with minimal expense.

Insights

- Creativity in the face of technical difficulties can foster innovation.
- Don't be afraid to scrap ideas and start over from scratch.
- Sometimes you have the right idea but the wrong material.
- Prototyping allows users to fully interact with your design.



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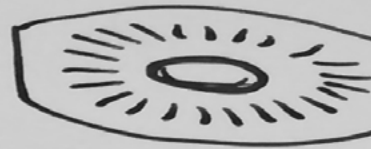
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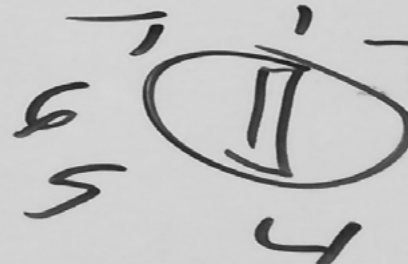
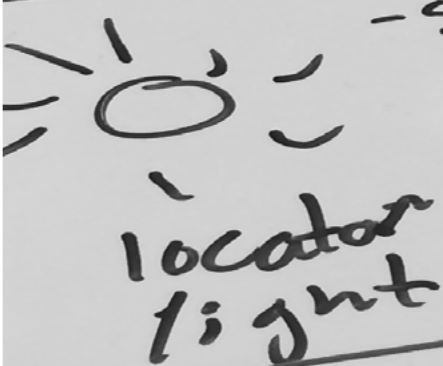
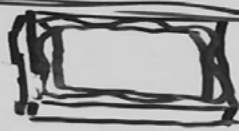
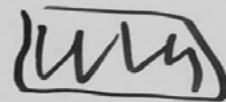
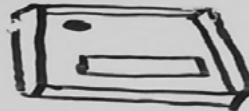
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relationship - terminal
labels
Setting a label
lights (now) = 1 light
connecting = magnet
lock



skidues

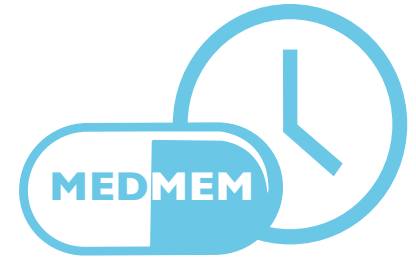


h.



COLLABORATION

COLLABORATION



Working in teams can be challenging in high pressure situations. Over the course of this project we learned the importance of flexibility. Our ability to adapt to the changing demands of our project contributed to its success.

Insights

- Be flexible and adapt to change
- Your first idea might not be the best idea.
- Be considerate of your team members and act professional.
- Leverage the talents and strengths of your team members.
- Don't take criticism personally.



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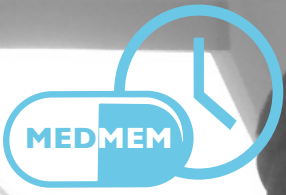
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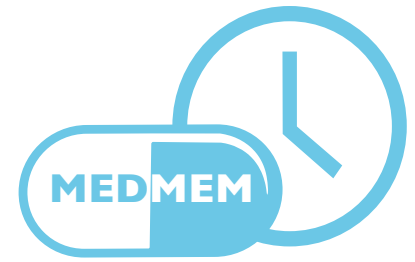


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EMPATHY

EMPATHY



To gain a better understanding of the unique challenges associated with mild cognitive impairment, we simulated a virtual dementia tour experience by stepping into the user's shoes.

Utilizing the following tools, we tested the features of our prototypes:

- **Glasses** that emulated the experience of impaired vision.
- **Noise Canceling Headphones** paired with white noise track to impair hearing.

The goal of this exercise was to evaluate the usability of our product and to understand the struggles that dementia patients face.

Insights

- It is important to consider light intensity and hue.
- Audible reminders need both of high & low tones.
- Integrating visual cues helps reduce cognitive load.



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