Metaphors

Adding a pill to the Calendar is like...
- Filling out a job application for potential work times
- Booking travel plans
- Setting up a group meeting
- Adding an event to a calendar
- Setting an alarm

Activity Design Scenarios

Problem Scenario: Removing Medications

Bob has just started using the Medication Task Allocator and realizes that he added a pill with some wrong information. Looking for a section to edit the event he only finds an area to completely delete the event – which he doesn’t want to do. This is an issue because on can be assured that users will make mistakes therefore there needs to be systems in place to edit or delete medication events. To alleviate this issue there can be an *edit a pill* section where the users can go back and see their listed pills. In this area they will have the ability to view and edit the medications they inserted into the UI. Because of this issue Bob decides that he must delete the event and recreate it from scratch, wasting his precious time.

Activity Design Scenario: Removing Medications

Bob has just started using the Medication Task Allocator and realizes that he added a pill with some wrong information. Bob finds the area to edit events and is able to go pull up the medication and edit the fields within the tool successfully.

Problem Scenario: Elderly

Pop is an elderly grandfather who sometimes has issues reading what is on small screens. Usually older people require more medication than the average person; therefore, tailoring to their needs is crucial. For many of the elderly they all can confirm that eyesight is an issue, among other things. The standard text for Pop is way too small and currently there is no option to help him see the screen better. Because of this issue Pop is forced to use his monocle to read the screen – this can strain his eyes and may even force him to make mistakes while adding medications.

Activity Design Scenario: Elderly
Pop is an elderly grandfather who sometimes has issues reading what is on small screens. Usually older people require more medication than the average person; therefore, tailoring to their needs is crucial. For many of the elderly they all can confirm that eyesight is an issue, among other things. The standard text for Pop is way too small and currently there is no option to help him see the screen better. To alleviate this issue an option to increase text on the screen was implemented. Although the increase in text would be helpful, it is important that the UI is simple and lightweight so this can be done, but also so they can easily understand what is going on. Now Pop can avoid using that blasted monocle so he can view and add his medications much easier and quicker.