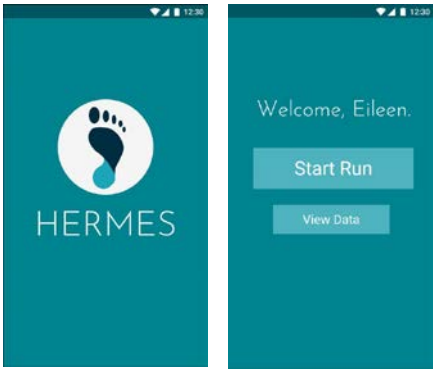
DIGITAL MOCK-UP

HERMES || SECTION AC

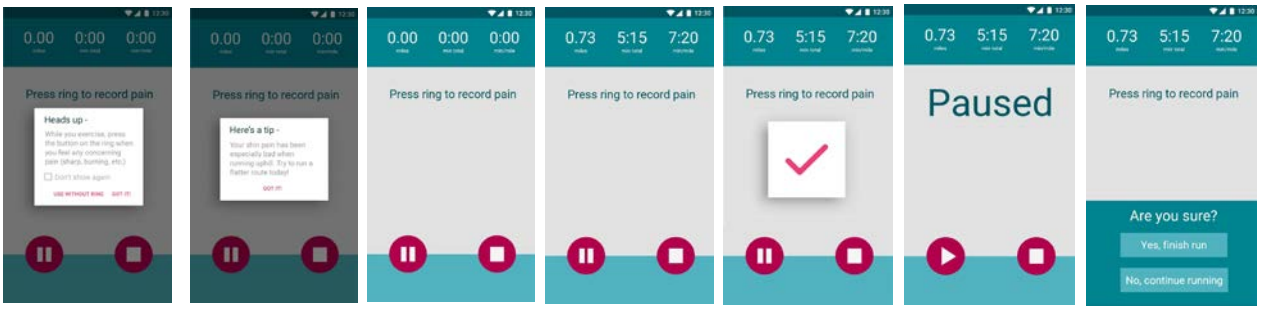
OVERVIEW

View an interactive prototype here: https://invis.io/KAEIV4PT5

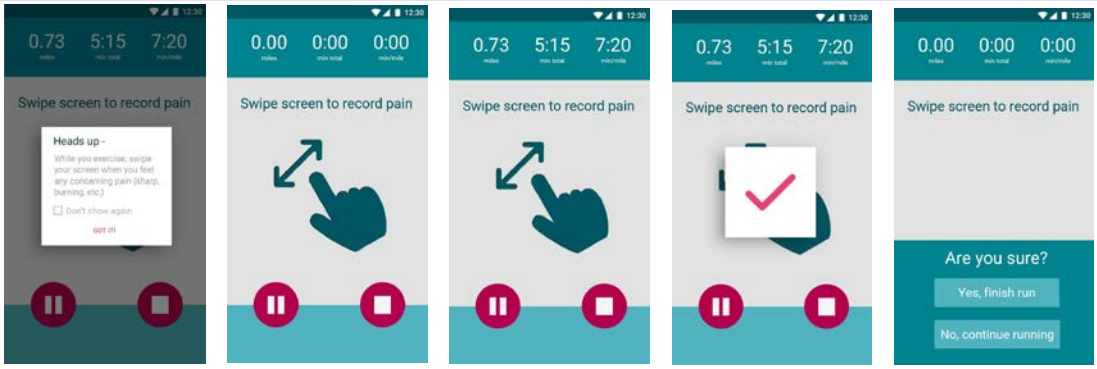
LOADING & START SCREEN



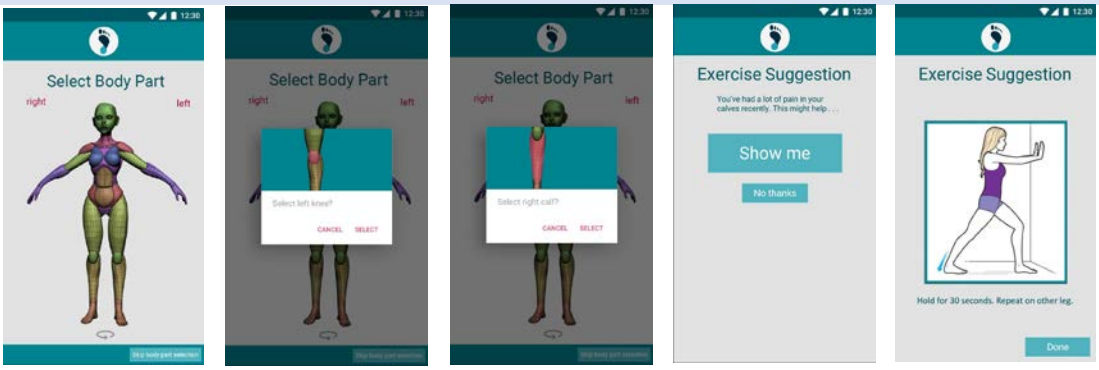
DURING RUN (WITH RING)



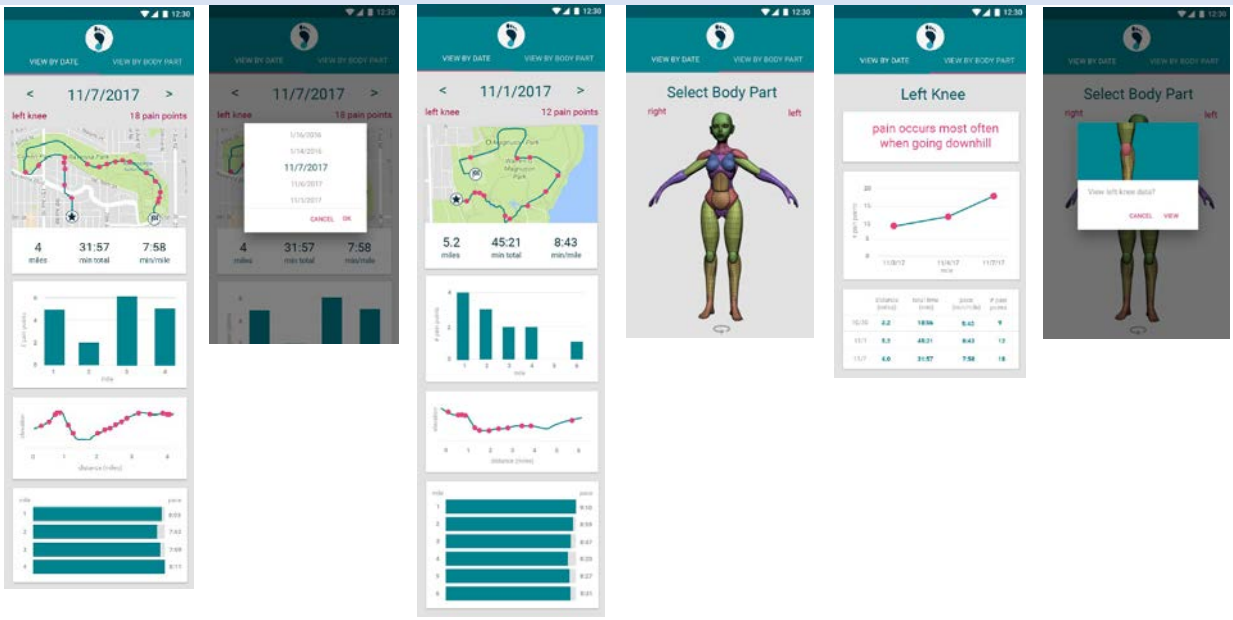
DURING RUN (WITHOUT RING)



POST-RUN



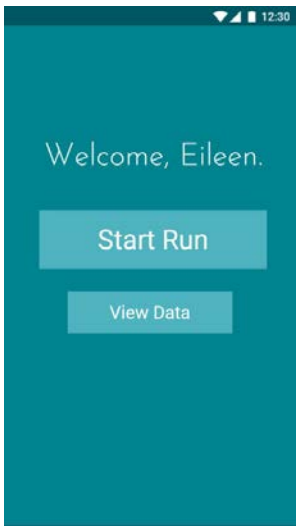
VIEW DATA

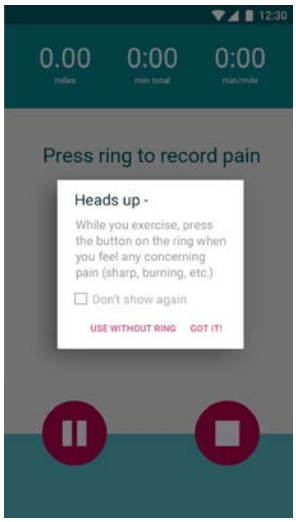


Hermes allows for users to track normal run data such as duration, distance, and route, as well as pain data. When a user starts a run in the app, pain data can be inputted by pressing a ring. The user can specify which body part they tracked after their run. Hermes also allows users to view their run data and draws intelligent insights between run data and pain data. Finally, Hermes gives users tips when they start their run regarding recent pain trends and suggests injury prevention exercises after runs have finished.

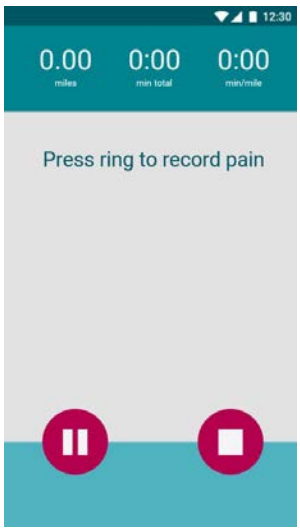
TASK 1 WALK-THROUGH

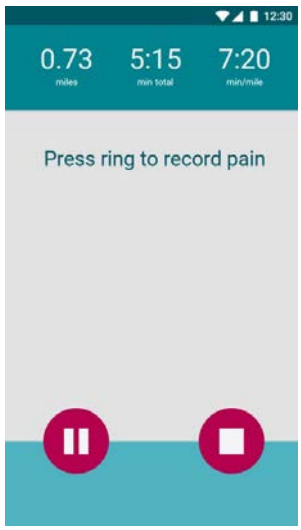
Starting a run; tracking pain in the left knee

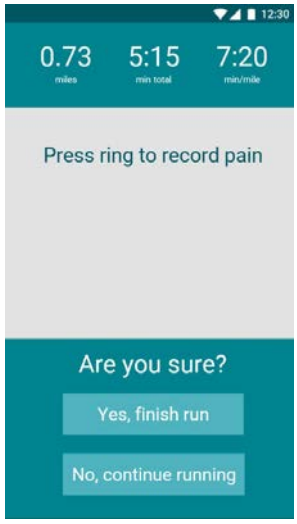




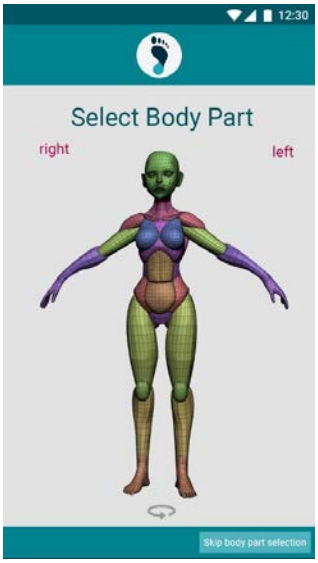
User opens the app. It loads and then the home screen appears. The user taps the “Start Run” button. A pop-up appears that explains how pain is inputted through the ring (or, allows the user to input pain through the phone screen instead).

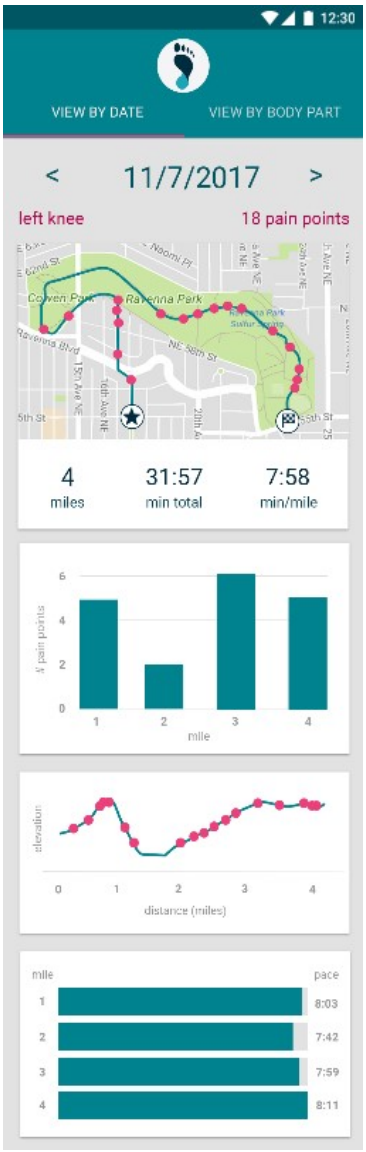






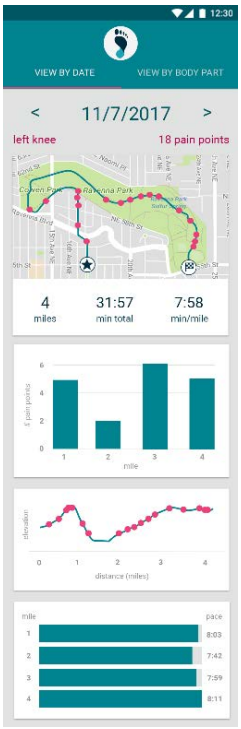
When the user dismisses the pop-up, the run tracking begins. Their total time, distance, and pace are seen on-screen. There are options to pause or stop the run tracking. When the user dismisses the pop-up, the run tracking begins. Their total time, distance, and pace are seen on-screen. There are options to pause or stop the run tracking. At the end of their run, the user taps the stop run button. The app asks for them to confirm that they have finished their run.

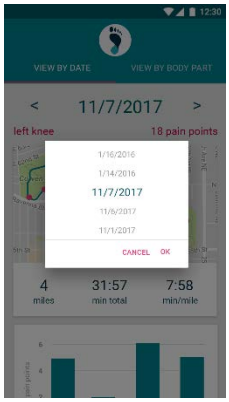




After the user confirms that they have finished their run, the app displays an anatomical map. The user selects and confirms the body area for which they tracked pain during their run (if any). After the body part is selected, the data view is displayed for the run.

LEMMA TO TASK 1



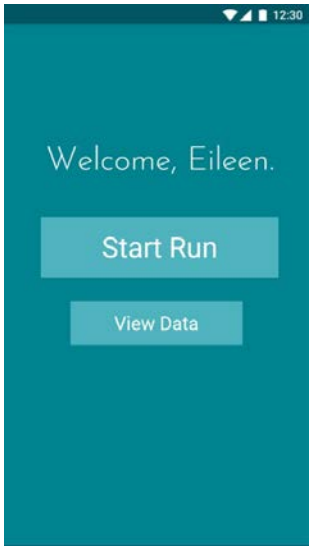


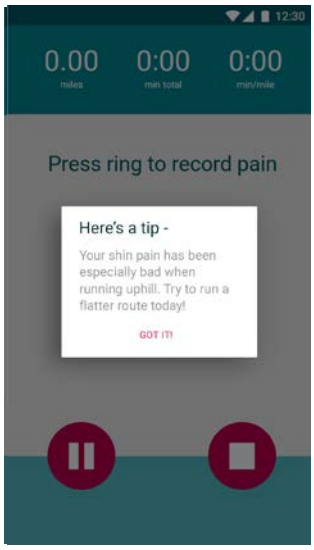
Data view displays various plots of the run data, divided into two tabs - date and body part. Data from the most recent run is shown by default. The user can switch dates by tapping the arrows, swiping, or tapping the date itself. Tapping the date will cause a selection menu to appear, listing all of the dates for which run data is available. When the user selects a different date, that date's data is shown.

It is also possible to view data by body part. The user taps on the "View by body part" tab to switch to this view; the app asks the user to input the body part of interest on the body map. It then will ask for confirmation of selection. Data for this specific body part is then displayed.

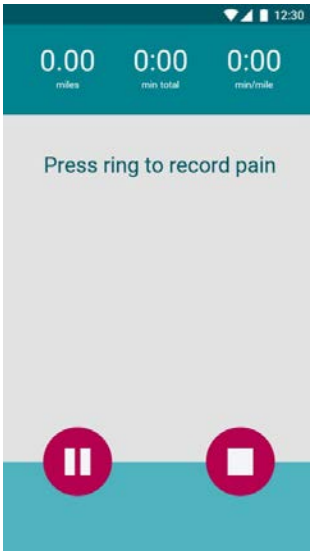
TASK 2 WALK-THROUGH

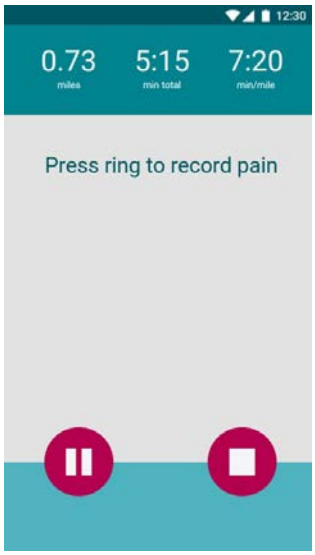
Starting a run and receiving injury prevention and alleviation suggestions.

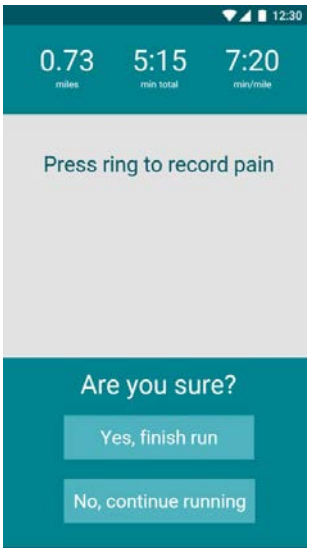




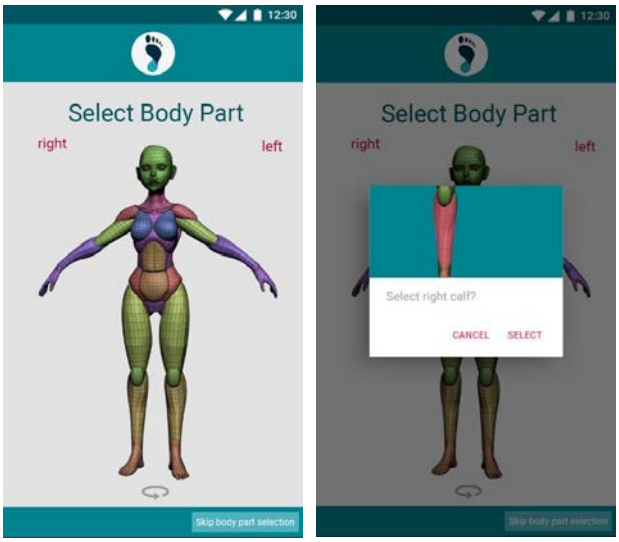
User opens the app. It loads and then the home screen appears. The user taps the "Start Run" button. A pop-up appears to tell the user that they have been experiencing more pain when they run hills. It suggests that they run a flatter route today.



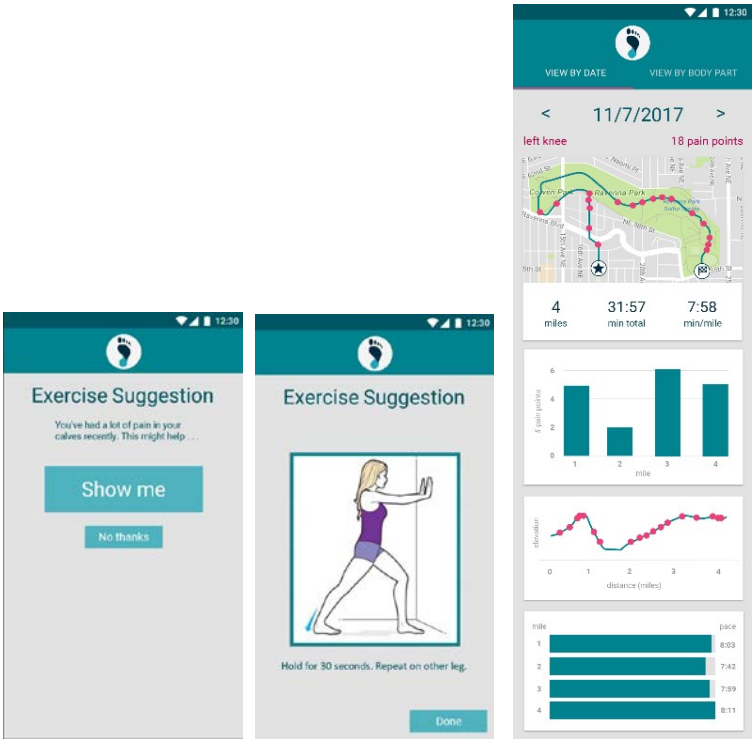




When the user dismisses the pop-up, the run tracking begins. Their total time, distance, and pace are seen on-screen. There are options to pause or stop the run tracking. At the end of their run, the user taps the stop run button. The app asks for them to confirm that they have finished their run.

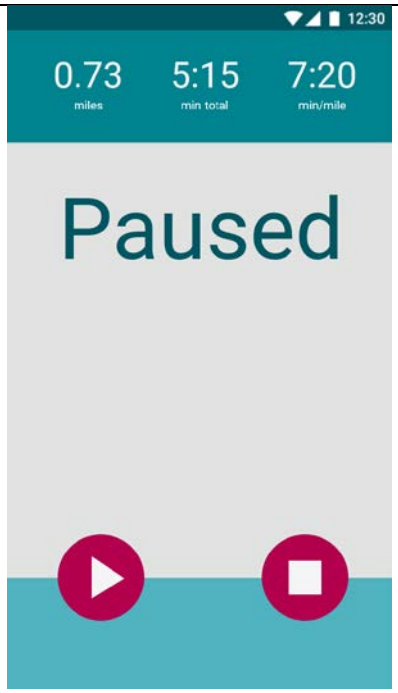
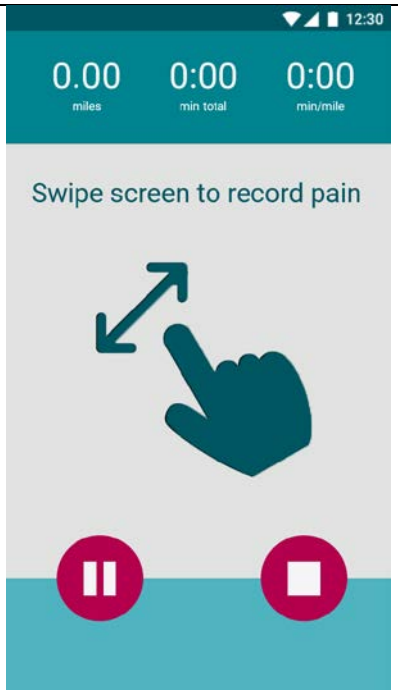
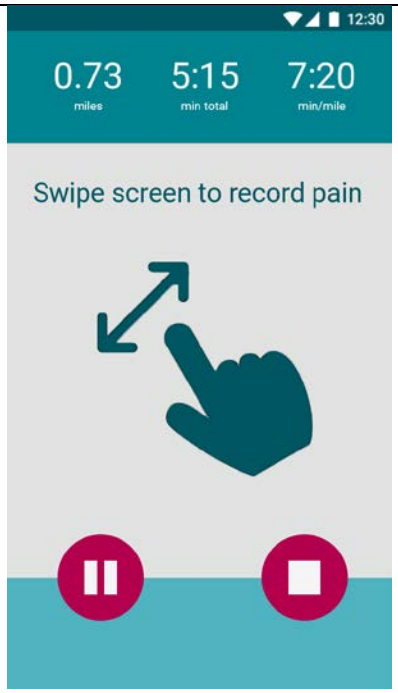


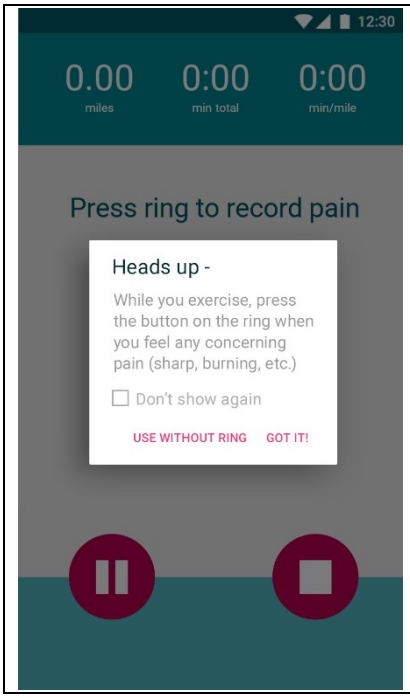
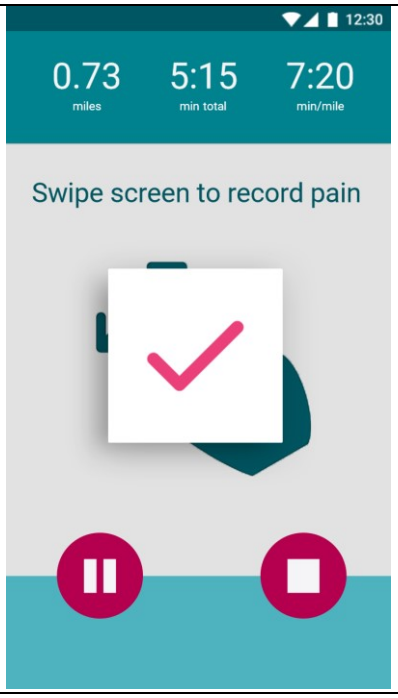
After the user confirms that they have finished their run, the app displays an anatomical map. The user selects and confirms the body area for which they tracked pain during their run (if any).



A screen appears, informing the user that they have been experiencing a lot of pain in a certain body part recently. It offers the user an option to see an injury prevention exercise. If the user taps “Show me”, an animated guide to completing the suggested exercise appears. The user taps “done” when they have finished the exercise, and they are brought to the data view screen.

ADDITIONAL SCREENS

	Tapping the pause button will pause the run tracking and cause the pain input to be ignored. Tapping the start/play button will resume the run while tapping the stop button will result in the normal finish run workflow.
 	Alternative input screens. If the user chose to input pain data via screen swipe rather than using the ring, these would be the screens shown during the run.

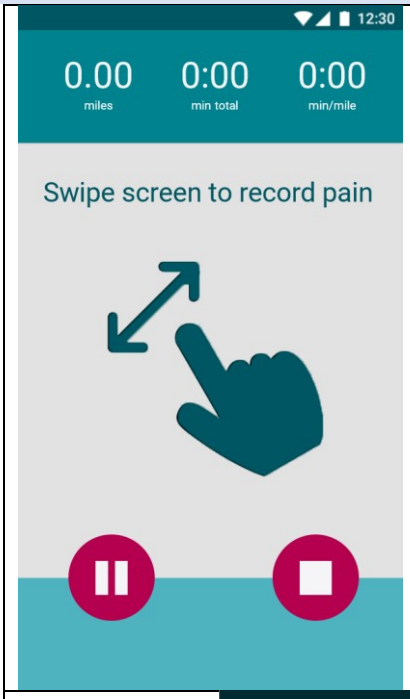
		When the user chooses to use the application with or without the ring, a check pops up and then fades, leaving the correct UI on the screen (showing the swipe prompt for non-ring input, or the press ring prompt for ring input).

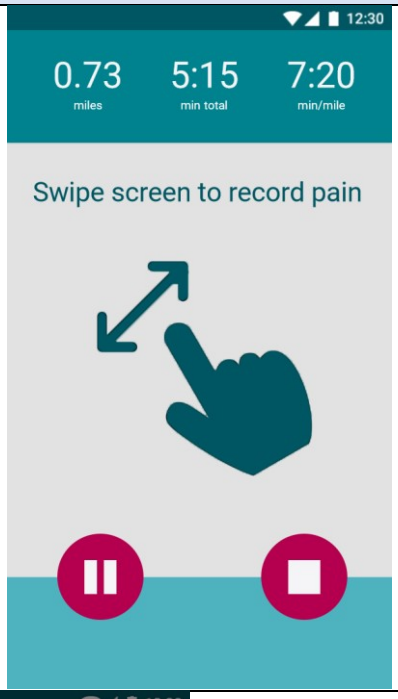
CHANGES

DISCUSSION

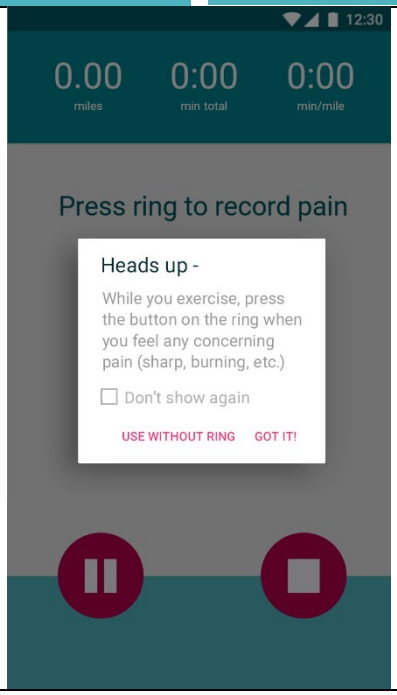
When moving into digital design, there were many small changes made from the paper prototype. However, the broader picture of the user interface did not change drastically. When working in a much higher fidelity medium (Photoshop vs. pencil and paper), we had to make decisions about specifics in our design – elements such as precise button placement, font sizing, and use of icons. We also had to make decisions about color and font type. The font (Roboto) is standard for Google Material Design, which we followed for our digital design (this also influenced decisions such as having tabs near the top of the screen and organizing data plots using cards). The logo font is Josefin Sans, which we chose because we wanted a font that felt strong and stable while still being relatively minimalist. We chose two contrasting color palettes for our color schema throughout the design. Our primary color is teal-blue because it is easy to view on a screen and has a steady/calm aesthetic. Our contrasting palette is based on strong, dark pinks because we wanted a color that would pop against the blue.

SPECIFIC ALTERATIONS

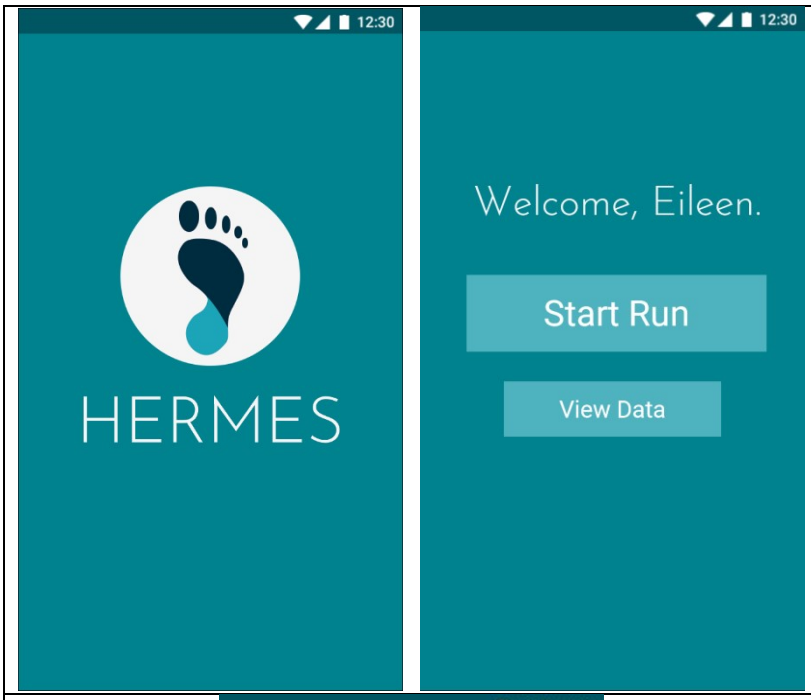


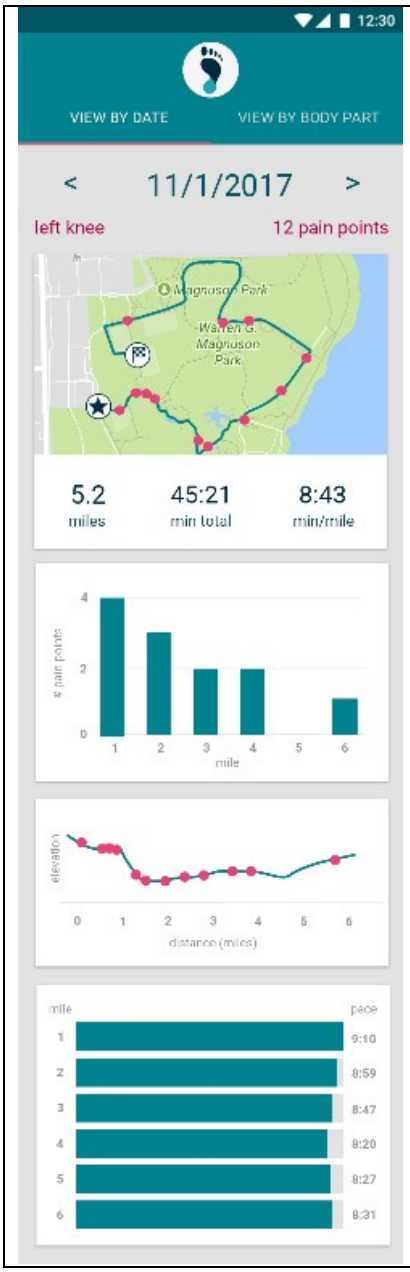


A swiping icon was added to more clearly display the appropriate user input method.



As discussed in the last assignment, we are now offering input of pain points through a ring (while retaining a "back-up" option of offering input through the phone's screen).

<table>
<tr>
<td> 
</td>
<td>We made slight aesthetic-related alterations to our home screen. Working a digital format allowed us to more easily compare various design options, which led us to make minor changes here (Different string and layout).</td>
</tr>
<tr>
<td> 
</td>
<td>Additional data was added to the data view by body part, per requests from usability studies. This was confirmed to be possible (given screen real estate, etc.) when creating the digital mock-up.</td>
</tr>
</table>



The style of the “View by date” and “view by body part” sections was changed.

For both, data view is organized in a “card” style – each plot has a distinct container, to be consistent with Google’s Material Design design guidelines.

For “View by date,” in order to create a clear hierarchy (more attention to the date, and less so to the body part), we made the font larger and centered it. The two arrow marks on the sides help show that swiping side-to-side to change the date shown is possible. Bar graphs were also added to make the pace information more image-based, and to keep it consistent with the other cards.

Similarly, the title “Left Knee” was made larger in the “view by body part” tab to keep the screens consistent, and to draw more attention to the body part being shown.