

Personal Health Record (PHR) Design Documentation

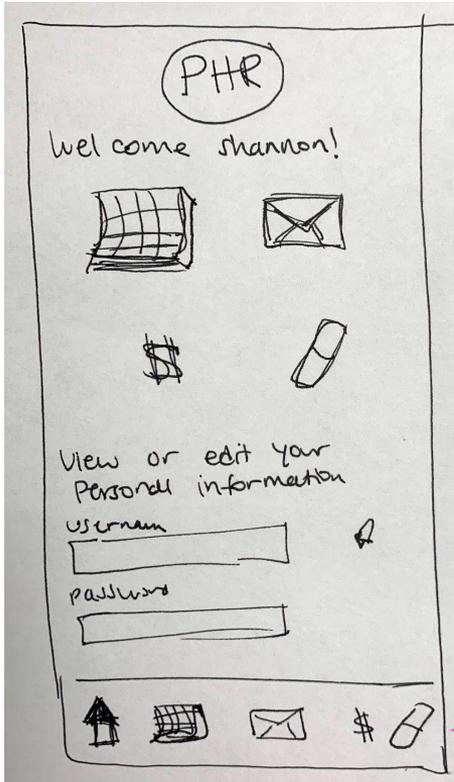
HF 770 Prototyping & Interaction Design
Bentley University
Fall 2021

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[Prototype Link](#)



Interactive Prototype Requirements

1. Safe Exploration
2. Consistency, Standards, Conventions, Patterns
3. Organization, Layout, Hierarchy, Navigation
4. Copyediting, Style, and Tone
5. Progressive Disclosure, Onboarding, Instant Gratification
6. Animation, Motion, Interactivity
7. Feedback
8. Ergonomics
9. Images and Icons
10. Aesthetics, Color, and Typography

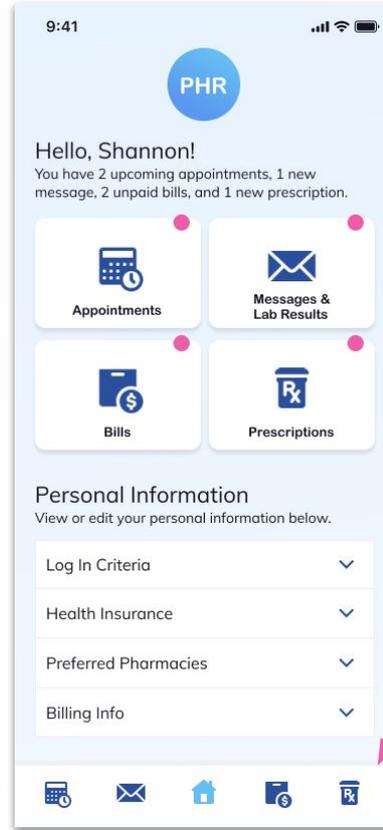


3. Organization & Hierarchy

Visual hierarchy to show most important content on top. Used headers to distinguish sections. Accordion on the bottom. Grid system throughout.

2. Consistent Pattern

Bottom nav is a familiar pattern on a mobile device.



10. Aesthetics, Color, Typography

Blues are typically associated with honesty and are very common in healthcare. The typeface, Mulish, is easy to read.

9. Icons

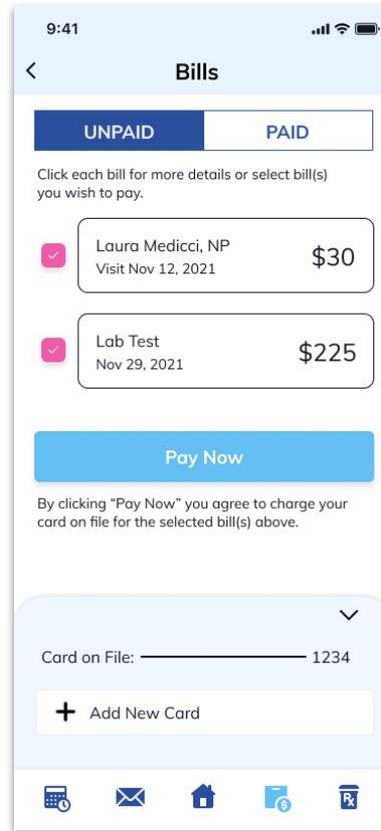
Look like a set, they are equal in visual weight. They are intuitive and text on homepage (above) confirms where they go just in case.

2. Patterns

Ability to check more than one box is a familiar pattern

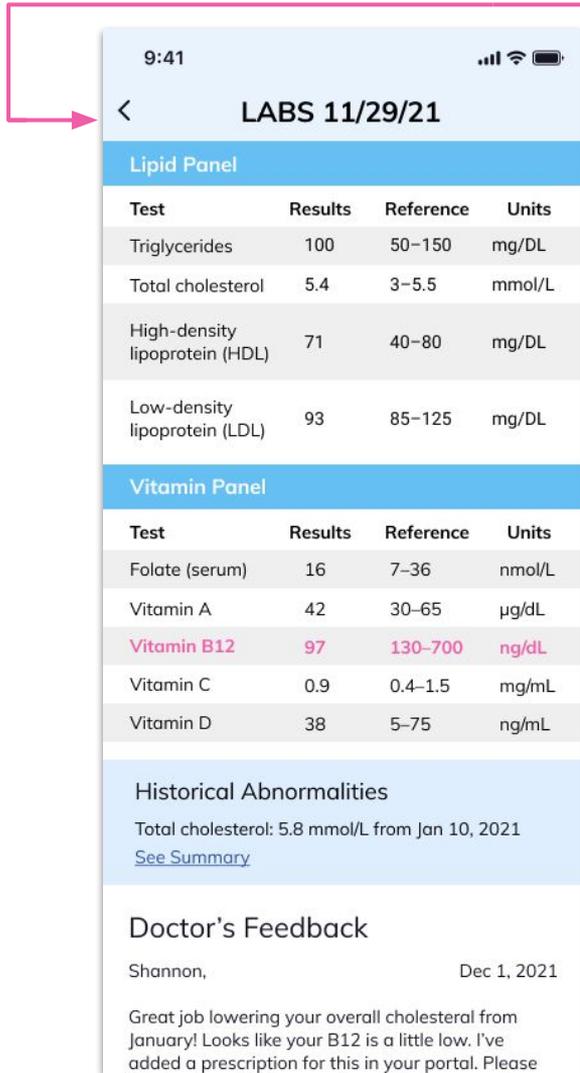
5. Progressive Disclosure

The "Pay Now" button doesn't activate until a bill is selected. Card info does not appear until a bill is selected.



4. Copyediting, Tone

Included a label to clarify that this will charge the patient.



1. Safe Exploration

Back buttons and bottom nav allow for safe exploration

3. Organization

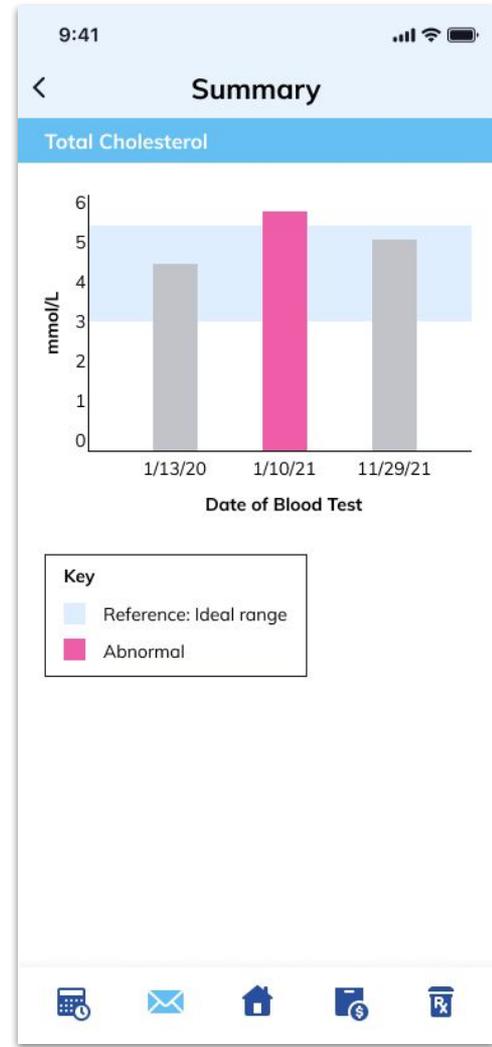
Clear information hierarchy

6. Interactivity

Summary screen swipes in from the side to indicate it is a subset of the Lab Result

3. Organization

Use of whitespace to draw attention

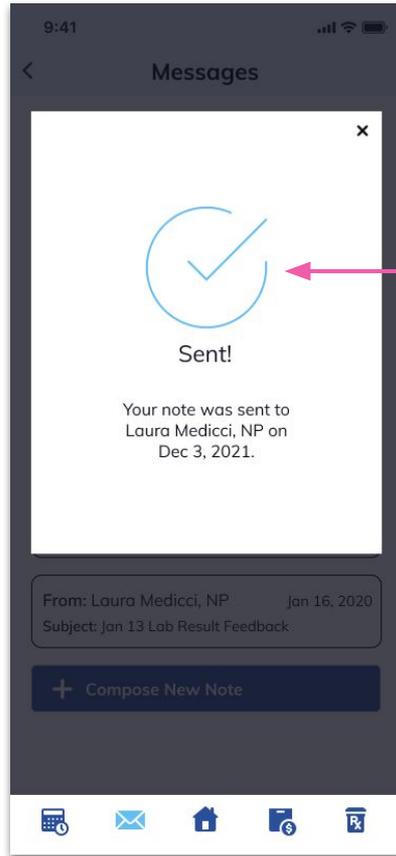


7. Feedback

After sending a message to your doctor, you will receive confirmation that the message was sent.

8. Ergonomics & 1. Safe Exploration

You can click anywhere on the screen for this message to close out.



2. Pattern

Tab design

9. Iconography

Consistent, simple & clear

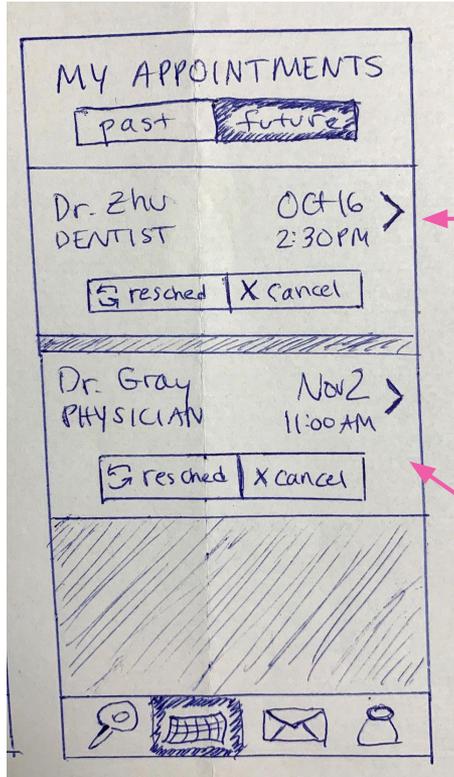
2. Pattern

Card design

8. Ergonomics

“Compose New Note” is closer to thumb

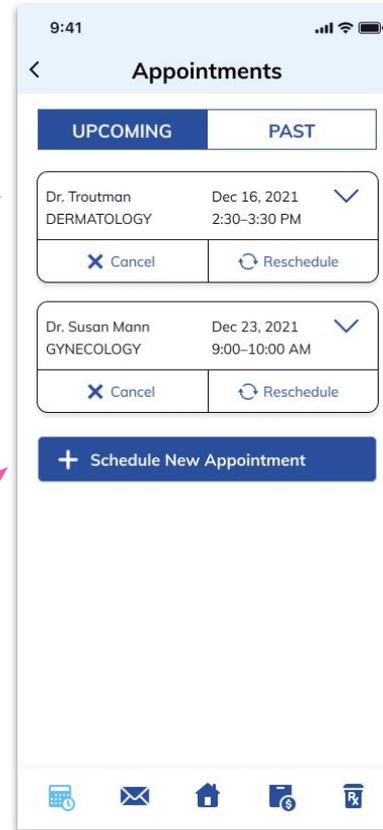




3. Hierarchy, 2. Pattern & 5. Progressive Disclosure

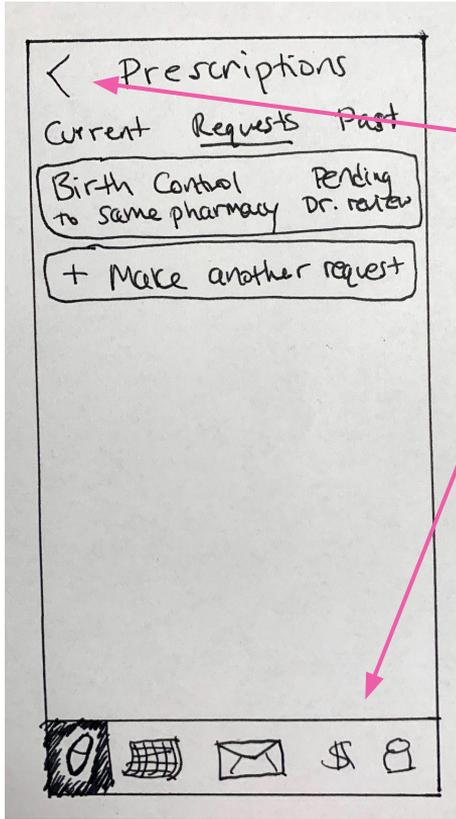
The most important information about your upcoming appointment is revealed. To see more details, one can click into each card.

8. Ergonomics
Moved "cancel" button farther from the drop-down arrow

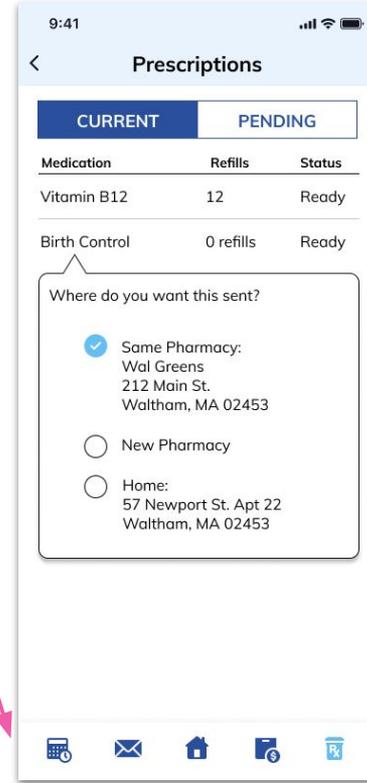


2. Pattern
Tabs are a familiar pattern on a mobile device.

8. Ergonomics
The button to schedule a new appointment is closer to thumb.

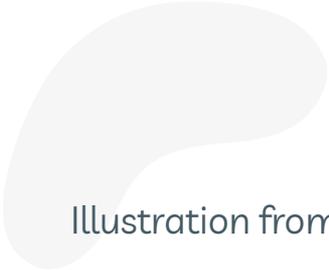


1. Safe Exploration
 Back buttons throughout prototype in combination with bottom navigation provide safe exploration.



2. Patterns & Consistency
 Tabs are a familiar pattern used consistently throughout this mobile app.

2. Pattern
 Choose 1 option/radio button



Resources



Illustration from Trafalgar PTY LTD 2020. Retrieved via Figma Community.

Iconography from Icons8. Retrieved via Figma Community.

Designing Interfaces by Jenifer Tidwell, Charles Brewer & Aynne Valencia.

Thank You!

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