

ARIELLE CERINIA CERINIA PhD

Creative Problem Solver & Strategic Thinker

HEALS Health Application

VIEW PORTFOLIO

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HEALSHealth Advisor

RPI - IBM HEALS Program

Worked to develop a health application prototype with a team of researchers. Application designed for user testing and proof of concept. Developed and executed design research methodology to aid in UI/UX design development.

VIEW PROTOTYPE

Position

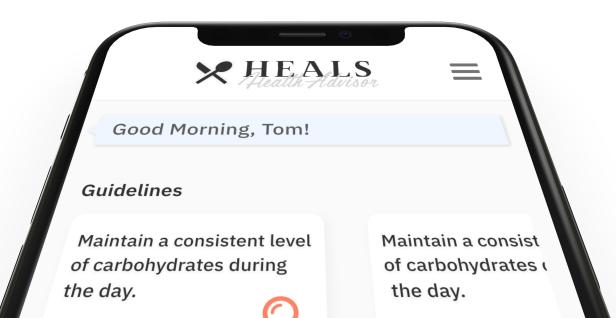
Design Research Assistantship

Role

UI/UX Designer & Front-end Developer

Tools & Technology

Adobe XD & Nuxt.JS





Team Composition

- Project Lead
- UX Researcher
- UX Designer / Front-end Developer
- Back-end Developer
- Data Scientist
- Data Scientist

- IBM Employee
- RPI Employee/PhD Student

We also worked directly with several other IBM employees and coordinated efforts with individuals who were working on projects to improve the Al.

During the design process, we consulted with a group of nutritionists that work directly with people with diabetes.



Design Problem

Individuals with diabetes are given guidelines to follow to help live a healthier lifestyle; however, those guidelines are often difficult to understand and are not accompanied by information regarding how to better adhere to them.

How do we help individuals with diabetes to lead a healthier lifestyle?

Assumptions:

Individuals with diabetes are not adhering to the necessary health guidelines.

Part of the reason why people do not follow the guidelines is that they do not know how.

If an individual with diabetes wants to receive custom guidance on better adhering to the necessary guidelines, they must go to a nutritionist or an expert.

People only do not go to nutritionists because of their high cost.

If people had custom guidance, they would follow it.



Solution

A health application that provides personalized advice for individuals with diabetes. The application should provide a detailed analysis of the individual's behaviors and use that knowledge to make suggestions about their diet. The application should be able to be fully integrated with a food logger system, and it should provide recommendations in the form of written advice or recipes.

Personalized information and advice will be provided to the individual by an Al Health Advisor. This information should be seen as most important and given the greatest weight within the end design. The application will contain advice at varying levels of personalization. For example, a user will be shown the guidelines that are most relevant to them; however, those guidelines come from a pre-defined list. The personal experience comes through in the 'why.' The novelty of the application is the ability to provide the individual with the 'why.'



Pre-involvement

User Testing

Prior to me joining the project, there was an initial proof of concept application built that was used for user testing.

Users felt...

- The design felt outdated.
- It didn't feel like a mobile app.
- It wasn't clear what the point of the application was.
- · It was difficult to navigate through the platform

The majority of user's reported that they saw value in the technology but would not use it.



Pre-involvement

User Testing: Key Findings

Overall, the Al performed below expectations

Based on the feedback from the users, it was hypothesized that the reason why it performed below expectations was because of the user experience.

The project decided to invest additional time and resources into creating a new proof-of-concept application.



Understanding the Technology

User's Personal Data Sources

Health Data

Food Log

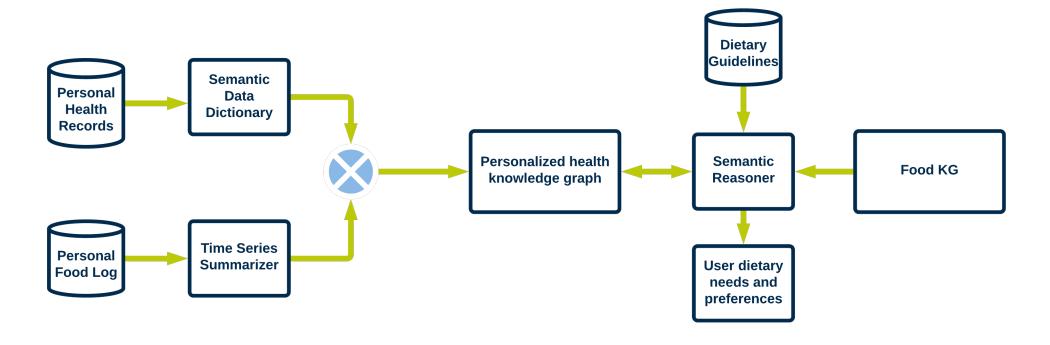
Dietary Restrictions

Preferences



Understanding the Technology

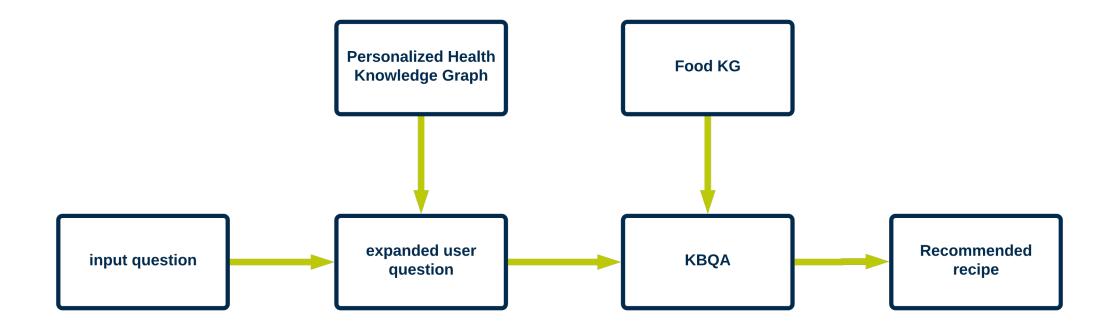
Personalized Health Knowledge Graph





Understanding the Technology

Information Diagram





Current Design

Assessment

What it does well

- Central navigation that is easy to access
- Once in the different areas of the application, there is a lot of great information available for the user
- The sitemap is simple but breaks up the information into clear areas that make sense for the end-user.

Room for Improvement

- The application has no clear 'homepage' or landing page. To get information, the user must click into the different spaces.
- The chat feature is only accessible through the main menu
- While the designated spaces are wellorganized, there is no easy way to jump between them.
- The information provided is detailed, but it lacks a clear hierarchy.



Design Considerations

How to differentiate the personalized content from the scripted/standard information?

UI/UX Should

- Communicate Authority
- Inform
- Build/Alter Behavior(s)
- Empower
- Promote a Healthier Lifestyle
- Encourage

Solution Requirements

Should differentiate the personalized content from the rest.

Not all personalized content should be considered equal—we want to highlight where the 'why' is provided.

When the why is being provided, it should be clear what it is about.

The end solution should be accessible.

Feedback should be positive and negative when seeking to alter behaviors, it is just as important to tell people what they are doing that is correct.



Research Methods

Other research methods done, but not showcased here in this case study

Competitive analysis of similar software

Looked specifically at Al software and behavior-altering/habit-building software.

Visual research and frequency mapping for color palette

Curated a series of images related to the platform's key initiative and used them to construct a color palette based on the results from a frequency analysis.

Informal discussions with nutritionists

We conducted several informal interviews with a nutritionist to get their insight into how to make the application as useful to people with diabetes as possible.



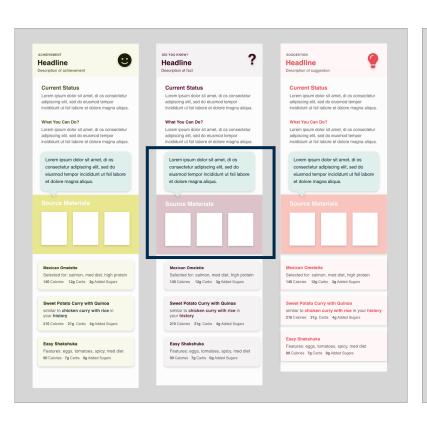
How to differentiate the personalized content from the scripted/standard information?

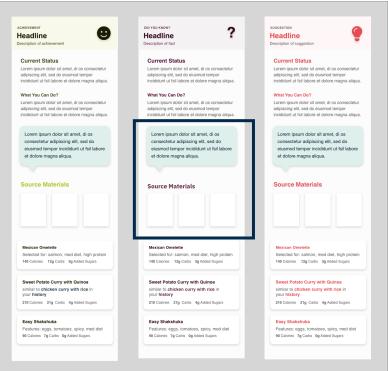
- 1. Usage of known visual indicators
- 2. Color-coded content
- 3. Saturation as personalization
- 4. Skeuomorphic vs. Flat



Usage of known visual indicators

Ul containers that contain personalized commentary on the recommended recipes or guidelines can allude to a 'chat bubble.' Chat bubbles are learned indicators for commentary or discussion.





Assessment

The usage of the chat bubble container creates a clear distinction between the commentary and the standardized UI.

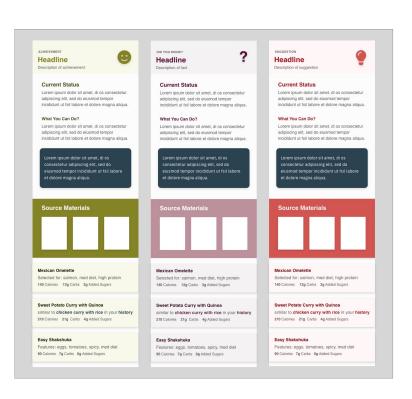
The chat indicator helps to communicate what the content is commenting on.

It does not provide an easy way for users to differentiate the varying levels of personalized content.



Color-coded content

Use color to communicate whether the feedback is positive or negative (if you are or are not meeting the guideline) and deliver all Al feedback in a consistent color.





Assessment

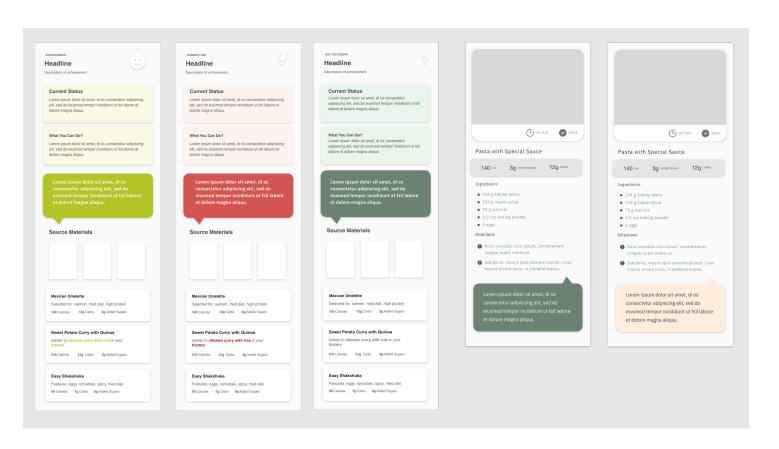
Color-coding content makes it easier to understand where the Al is providing the why, but it is unclear what the information is in reference to.

It is a known fact within the field of HCl that the usage of color alone to differentiate types of information is ineffective because if is not accessible to individuals who are colorblind. Color can be used to encode information, but it should be done so in supportive of some other method.



Saturation as personalization

The more saturated the content the more personalized it is



Assessment

People who are colorblind can see differences in saturation.

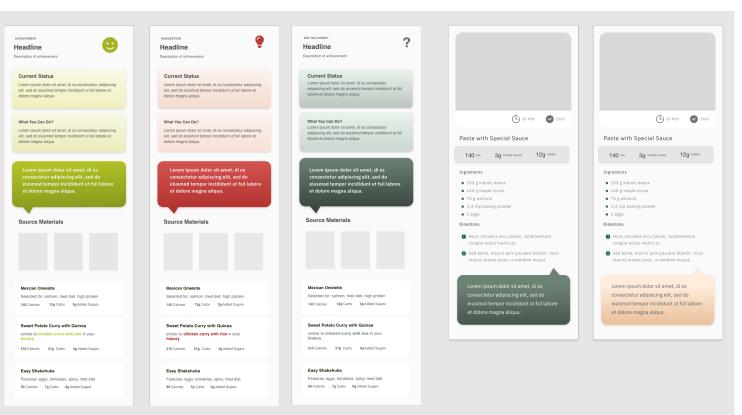
Provides a clear way to see how personalized the information provided is.

Would benefit from the inclusion of some of the previously explored methodologies.



Skeuomorphic vs. flat

Al-provided content is skeuomorphic, and standardized content is flat.



Assessment

While there is a clear distinction between personalized and scripted/standard content, the end UI comes across as dated, and the skeuomorphism makes it challenging to focus on the flat content. While we want to highlight personalized content, the standard content is still essential.

When designing the UI and UX for informative content, it is recommended to lean more toward minimalism.

It could be beneficial to allow this exercise to inform the end design by using depth to communicate the priority of content. Should be done subtly.



Visual Solution

Saturation + Visual Indicator + Color-coded Content + Depth as Priority

Overall Assessment

Each of the explored solutions had its own positives and negatives. After analyzing the outputs of each design exercise, it is clear that none of the proposed solutions can effectively meet the needs of the given design problem. Therefore, it is recommended that the end solution implore them all.

Design Solution

Chat bubble containers should be used to contextualize what is being explained.

Saturation should be used to differentiate how personalized the information is. This will also help to create a visual hierarchy within the content, where the most personalized content is seen as the most important.

Color-coding content can be an effective way to differentiate achievements vs. suggestions but should be used in conjunction with some other visual indication, such as an icon.

While the combining of skeuomorphism and flat visual design methodologies impacted the legibility of the content, it is important to note that the exercise only made use of the methodologies at an extreme level. Additional visual experimentation and research should be done on how this might be implemented more subtly.



User Profiles

User Profiles were constructed for demoing the application.



Q Jennifer Anisfeld

Accountant

Age: 35 **Weight:** 135 **Height:** 5ft 5in

Status: Diabetic, Fixed Insulin Dosing

Goal: Maintain

Likes: Cheese, Bread, Chocolate, Coconut

Dislikes: Brussel Sprouts

Restrictions: Peanut Allergy



Robert Walden

CEO

Age: 58 Weight: 285 Height: 5ft 10in

Status: Pre-diabetic

Goal: Lose Weight

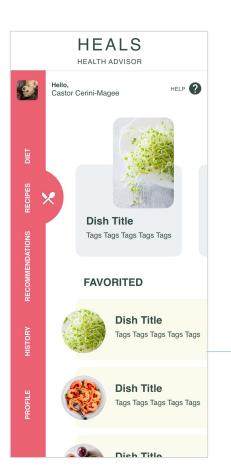
Likes: Milk, Apple, Pasta, Pizza

Dislikes: Bread, Tomatoes

Restrictions: None



Option 1

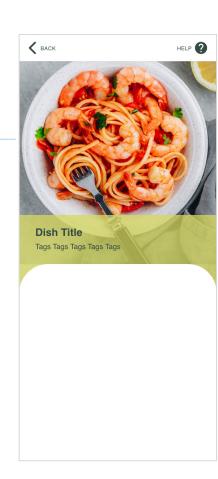


Recipe Catalog Page

A catalog of recipes for the user. The top section showcases recommended recipes that have been identified by the Al using the individual's food preference profile, their current active guidelines, the time of day, and their previously favorited recipes.

Recipe Page O

Should include the following: what the dish is, how to make it, why it was recommended, and what its nutritional information is.





Option 1

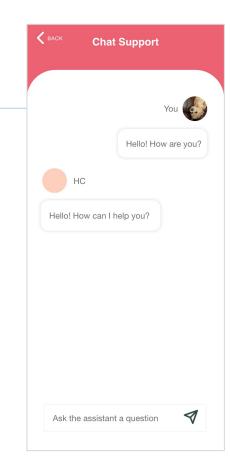


Profile Page

Where the user can view their information, update their details, and link up to any integrations.

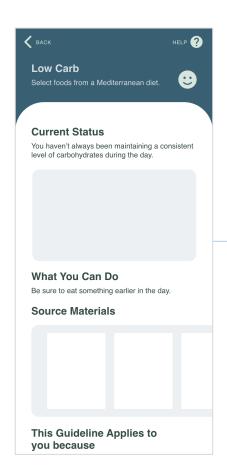
Health Advisor Chat

Area of the application where the user can ask the Al questions and get recommendations





Option 1

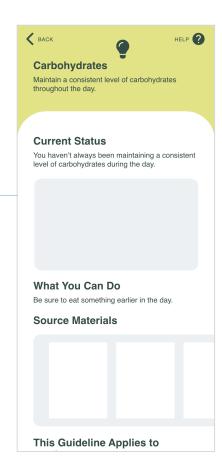


Guideline Page (Achievement)

Page showcasing an achievement that the user has completed. This is a specific guideline that the user is adhering to that they previously weren't or that is frequently not met by individuals with their condition.

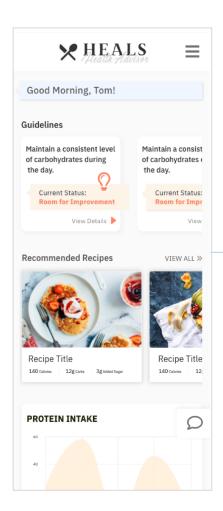
Guideline Page (Suggestion)

Page showcasing a suggestion that the Al identified for the user based on a guideline that they are currently not meeting.





Option 2

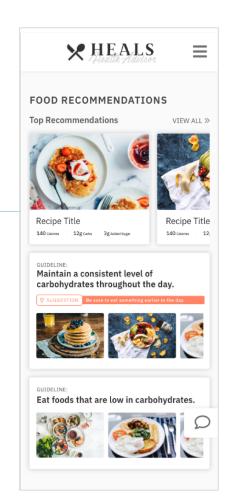


Application Homepage

The top of the page features a chat message from the advisor to the user. The message will contain a personalized message for the user that could be a reminder, fact, or suggestion. The rest of the page features a series of sliders that are representative of the different sections of the application.

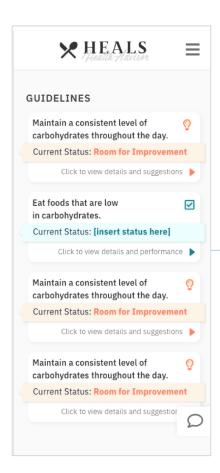
Recipe Catalog Page O

Recipes are shown to the user based on their active recommendations. As the user scrolls through the page, they are presented with recommended recipes based on their user food and dietary profile.





Option 2

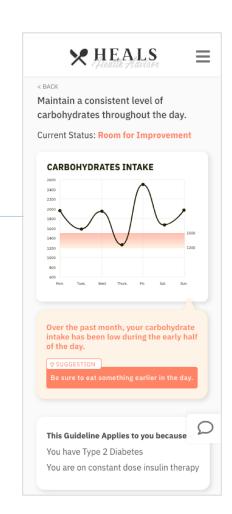


Guidelines Page

A list of the dietary guidelines for the individual's condition and how they are currently performing. When the user clicks on the card, they will be navigated to the guideline overview page where they can get additional information on their performance and how to better adhere to the guideline.

Guideline Overview Page O

An overview of an individual guideline and how the individual is performing against that guideline. The page contains an overview of the user's performance with information explaining it. In addition, there is additional literature where the user can go to find out more about the guideline and why it is essential, as well as a list of recommended recipes.





Final Design

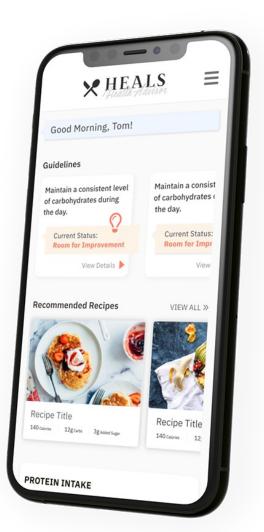
Implemented Solution

User Flow: Prototype

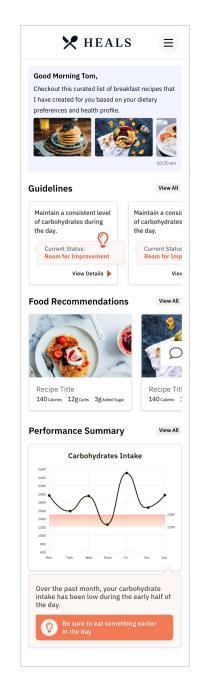
<u>View User Flow</u> <u>View Prototype</u>

2023 Design Revamp

<u>View Prototype</u>

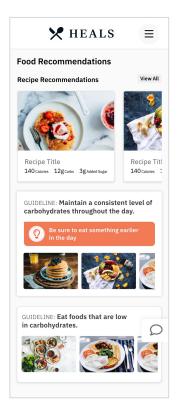






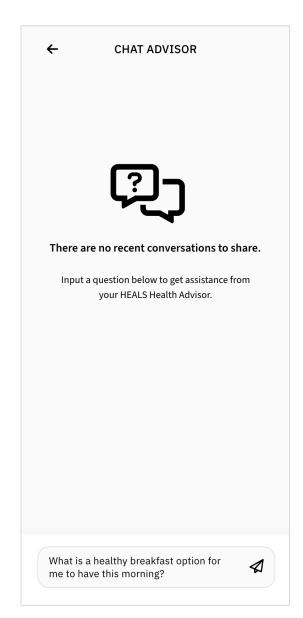


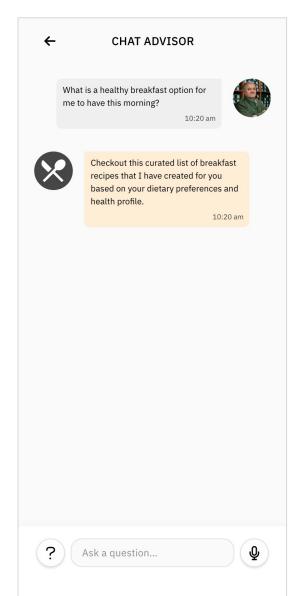






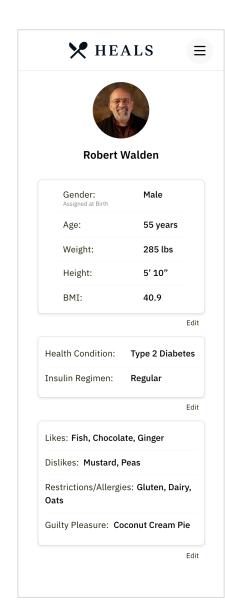


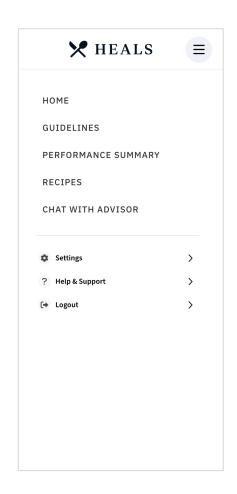




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Take-A-Ways

Importance of properly set expectations/definitions of done:

At every meeting, new requirements were being added to the software, and changes to decisions that were previously agreed upon. In addition, it wasn't easy to get people to provide me with content/information. Through this process, I learned that it is extremely important to document decisions and request information as early as possible.

Clear definitions of what features currently exist in the software:

Throughout the development process, it was difficult to determine what features existed within the Al software and what the team wanted it to do. This information upfront can help prioritize and remove any inefficiencies in the development process.

The value of working with a team of people:

For most of this project, I worked by myself. Having someone to help solve problems and learn with would have made things go a lot faster and led to better end solutions.