



# FOCUS ON USER AND ALL ELSE WILL FOLLOW

Līga Letina


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A photograph of a park path. On the left, a wide, smooth asphalt path curves into the distance. On the right, a narrow, unpaved dirt path branches off from the asphalt path, cutting through a grassy area. A tall, ornate white lamppost stands at the junction. In the background, there are trees, a parking lot with cars, and a row of houses under a cloudy sky. The text 'Design' is overlaid on the asphalt path, and 'User Experience' is overlaid on the dirt path.

**Design**

**User Experience**



— If the system  
doesn't solve  
your users - patient's problem,  
it wouldn't solve yours.



# Usability problems of eHealth systems

- Navigation
- Information density
- Nested and hidden data
- Misleading data sorting
- Language & terminology

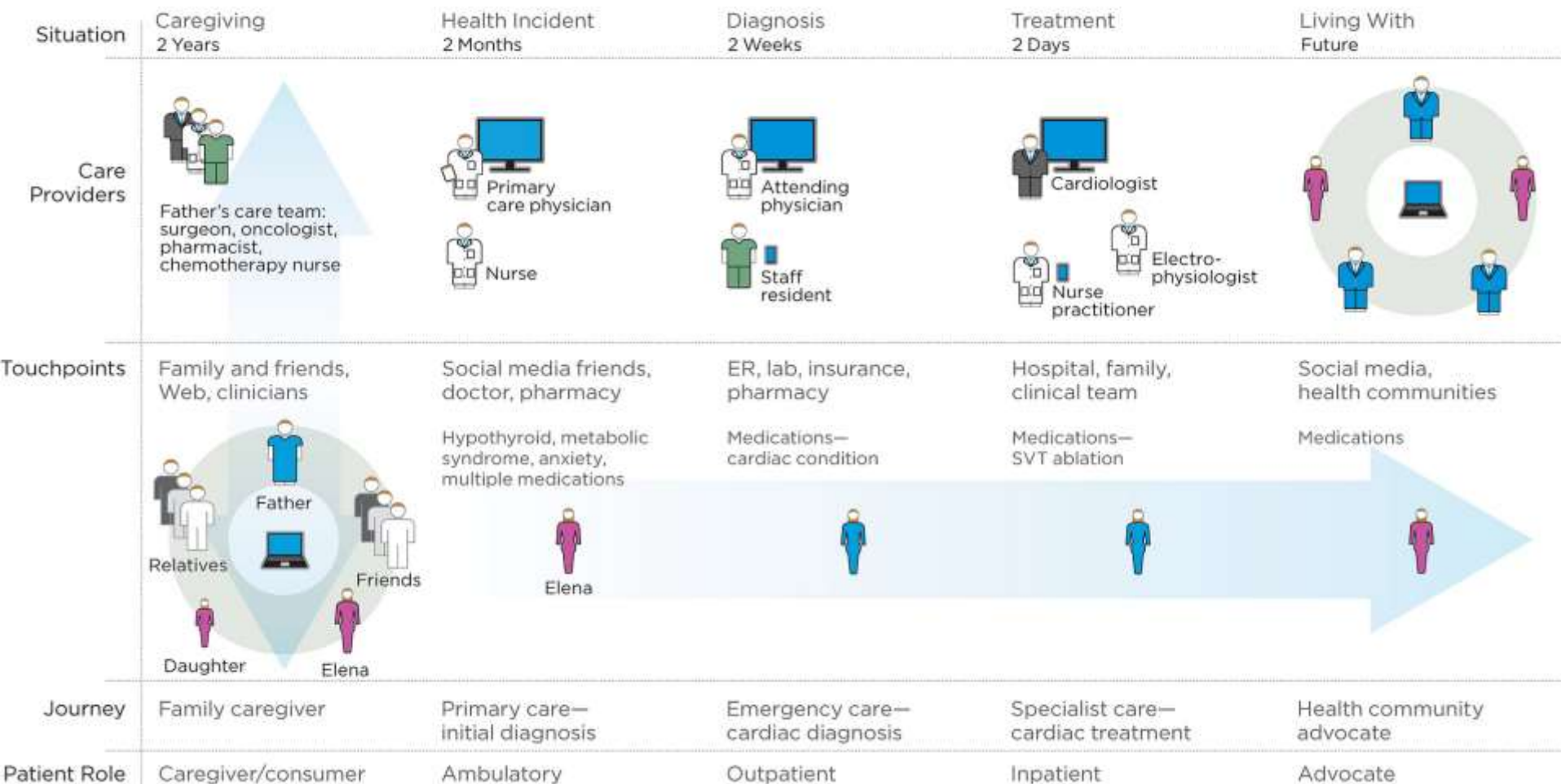


# ISO 9241-210 (2010) Human - Centered Design for Interactive Systems

- understand and specify the context of use
- specify the user requirements
- produce design solutions to meet user requirements
- evaluate the designs against requirements



# Health Seeking | Patient Journey





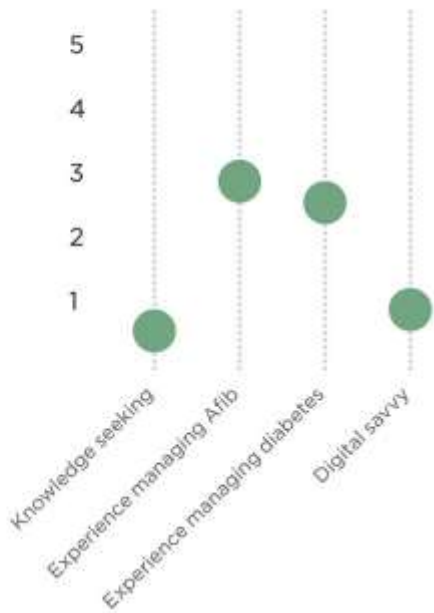
# A Guy's Guy | Tom



Profession: Mechanic    Age: 62


## "I'm not interested in taking rat poison"

Tom is a mechanic. He immigrated to Canada from Poland at age 30. Tom refuses to go on blood thinners for stroke prevention because he read somewhere that it is rat poison. He calls himself a "simple guy" and enjoys poker with his friends on the weekends, watching car racing on TV and 2 beers/night. He is divorced and does not have children. He hates technology and has been frustrated at work recently because of a new policy where he has to enter his work orders into a computer. He eats out at his favorite diner 4 nights a week, except for the weeks he sees his family doctor because "he wants his cholesterol number to be good when he does his bloodwork."

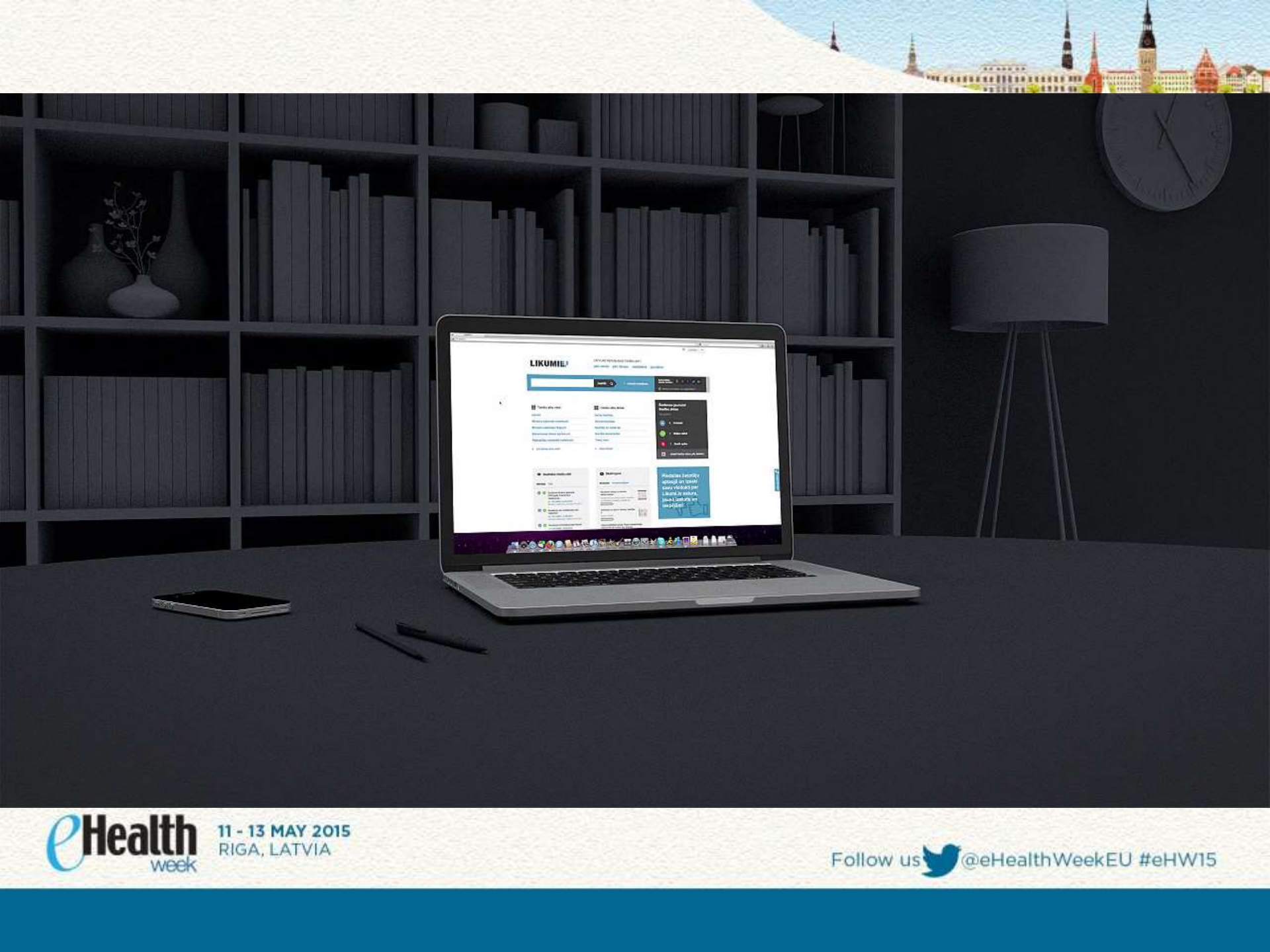


Key Characteristics	Medical History	Medications	Influencers	Frustrations & Pain Points
Identifies as a "simple guy"	Type 2 DM	Atenolol 50mg OD	Friends	Hates technology
Traditional	CAD	Metformin 1g BID	Family doctor	Resistant to blood thinners
Divorced	MI	Ramipril 10mg OD	Tradition	Gets frustrated easily
Hates technology	AF	Atorvastatin 40mg OD		
		ASA 81mg OD		





Consumer design research methods	Stage 1: Ideation and market analysis	Stage 2: Research and concept design	Stage 3: Product development	Stage 4: Beta and launch
Market surveys	<b>Important</b>	Critical	A little too late	Good for assessing market response
Focus groups	A little early	<b>OK, but not sole method</b>	Too late, except for pricing	
Direct customer feedback		<b>Initial product idea from users</b>	Useful for validation	Are we on track?
Sales and service feedback	Address emerging market issues	Useful to know desired features		Help with early feedback from beta
Customer demonstrations	<b>Is product acceptable?</b>	<b>Interactive prototype demo</b>	Useful for validation	
Concept testing	Generate concepts	<b>Build and test concepts</b>	Compare concepts to product	
Heuristic evaluation/ experience critique	<b>Very helpful</b> ; analyze existing sites and products	<b>Helpful</b> ; analyze and compare concept with current product		
Usability evaluation		Usability testing of current product to set baseline	<b>Early product tests</b>	<b>The earlier the better</b>
Web surveys		Gather and evaluate ideas		Helpful for early release feedback
Participatory/ generative methods	Gather range of ideas and latent needs	<b>Create and elaborate on concepts</b>		
Contextual inquiry user interviews	Very helpful; fit concept to user need	<b>Combine with concept walkthrough</b>		





## Results

**70%**

SATISFIED: EASIER TO USE &  
LEGAL ACTS ARE MORE ACCESSIBLE

**+12%**

USERS


**+6%**

SESSIONS



INTERNATIONAL QUALITY AWARD  
OF THE YEAR 2013  
/ FINNISH QUALITY ASSOCIATION

<http://likumi.lv/jaunumi/15>



— Involve your user  
as early as possible.  
Design for care.



# THANK YOU!



**11 - 13 MAY 2015**  
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Līga Letina

Senior UX Architect

[liga@cubesystems.lv](mailto:liga@cubesystems.lv)

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