



# How can we improve on the Children's V1 123 Device to increase patient adherence and motivation?

## 123 DEVICE

During the Fall 2019 Project, the LWC teams goals were to provide holistic solutions to improve the cancer journey experience for stakeholders.

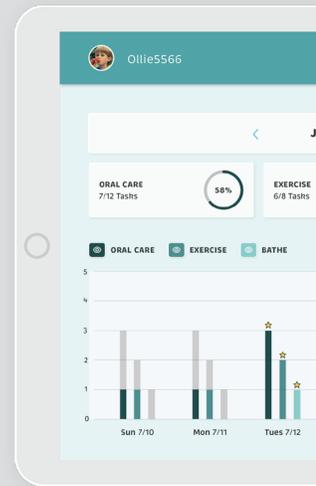
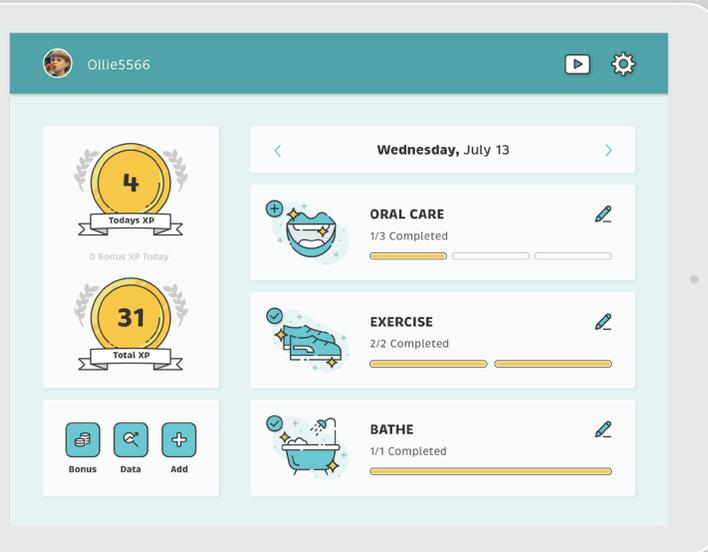
### WHEN:

Fall 2019

### SKILLS INVOLVED:

UI/UX Design  
Product Design  
User Research  
Graphic Design  
Medical Design

CINCINNATI CHILDREN'S  
HOSPITAL MEDICAL CENTER  
(CCHMC)



Challenges included understanding experiential deficiencies of the 1.0 device from various stakeholder perspectives as well as identifying opportunities and synthesizing insights into a concise strategy for improvement, and finally, continuing to add on the design improvements made in Summer semester.

## Research

The team mostly focused on improving the overall visual look the Summer semester designs to be more inclusive of all ages, as well as further expanding on the concepts of shared decision-making and incentivization/points redemption. The team also implemented a quality improvement test to compare prototype usage to overall tablet usage and determine the strengths and weaknesses of the prototype. This QI test was done by developing a minimum viable prototype and allowing patients to use the app for 1 weeks duration and then passively gathering their data.



## Ideation

The LWC team worked to implement improvements and develop a redesigned prototype.

### Improvements:

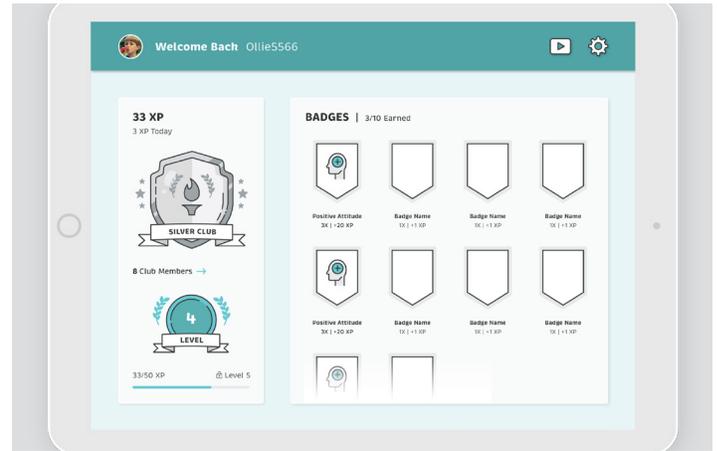
- **Home Screen**  
An updated home screen design was implemented to be more inclusive of a wider range of ages.
- **Screen Designs**  
Screens of the app address the expanded designs of feedback and shared decision making as well as incentivization.
- **Incentivization Map**  
This map explores the different avenues of complexity that could be implemented to the incentivization approach.

## Refinement

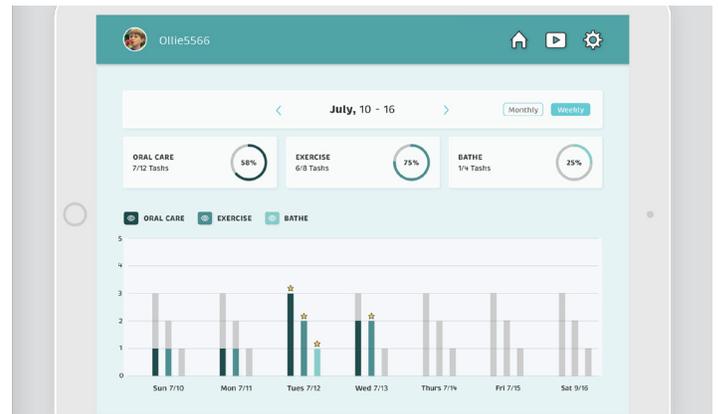
The LWC team also produced a redesigned and fully clickable prototype covering activity entry and approval, incentivization and redemption, and feedback and shared decision making. The team was also able to conduct the QI test with two patients.

### Key Benefits:

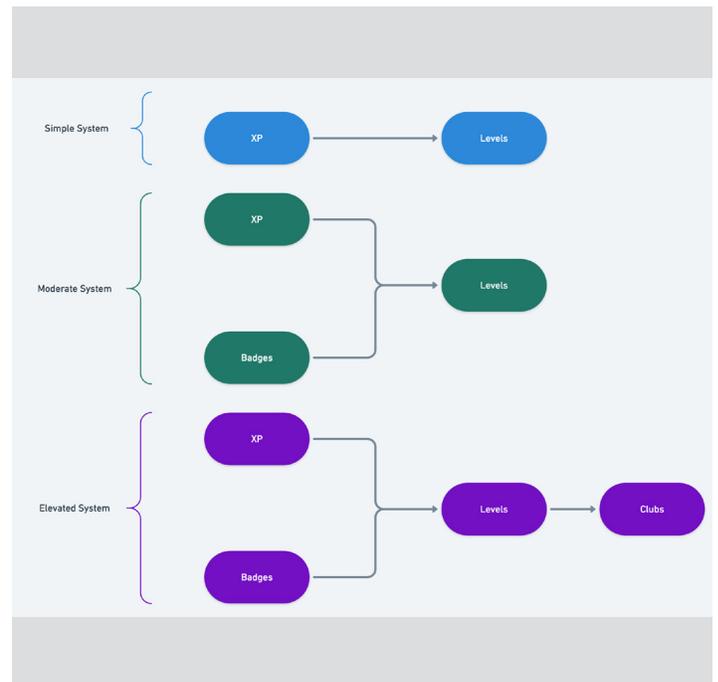
01. Improved interface
02. Appeals to all ages
03. Mapped complexities



Badge screen



Data screen



## Where is it now?

Redesigns were shared with the clinical team.