

# 3e: Digital Mockup

## Overview



## Task 1: Adding new medicine

Screen	Steps
	<p>From the home screen, caretakers can reveal a button menu by swiping or tapping the right side of the screen. To initiate adding medicine sequence, tap “Add Medicine”.</p>

Open the lid  
and insert  
medicine bottle

The screen and a voice speaker prompts the user to lift the lid and insert the medicine bottle into any empty pod. Empty pods will begin to glow to indicate availability.

Medicine bottle  
detected

The screen and a voice will provide feedback that the medicine bottle was detected. A camera in each pod will scan the medicine bottle's label. A progress bar appears while the system is working.

Scanning  
medicine...  
80%



**NAME:** WARFARIN SODIUM TAB 5MG

**RX#:** 106551

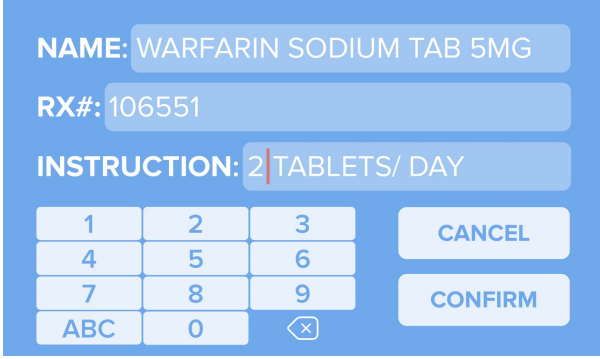
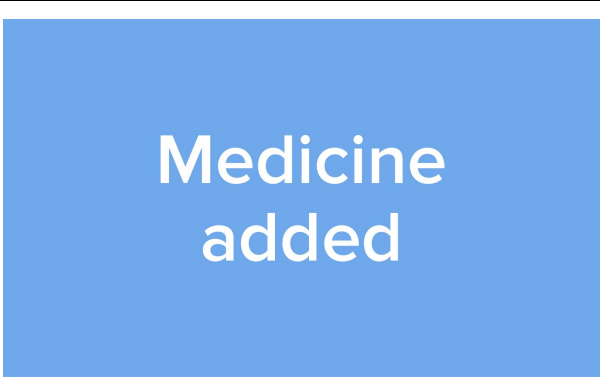
**INSTRUCTION:** 2 TABLETS/ DAY

EDIT

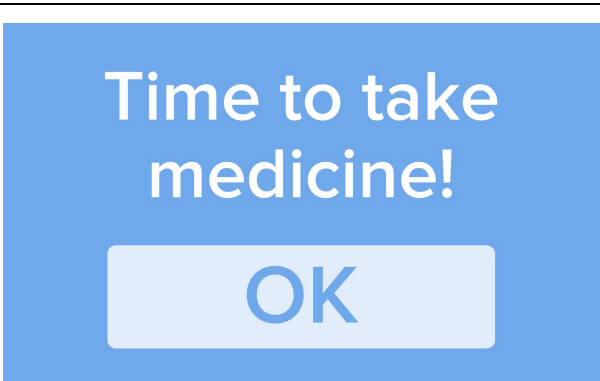
CANCEL

CONFIRM

The scanned information will appear on the screen. The user has the option to edit any incorrect information, cancel the input and confirm.

	<p>If any information is incorrect, the user can edit it on the screen.</p>
	<p>The system will provide feedback that the medicine add was successful.</p>

**Task 2: Time to take medicine**

Screen	Steps
	<p>The system alerts the user that it is time to take medicine. It will continue to alarm until the user presses OK.</p>

Filling water...



The screen and a voice informs the user as it fills the cup with water and dispenses the correct medications.

Preparing your  
medicine...

**STOP**

Please take  
medicine



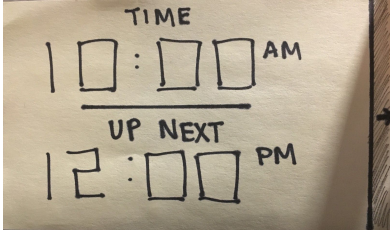

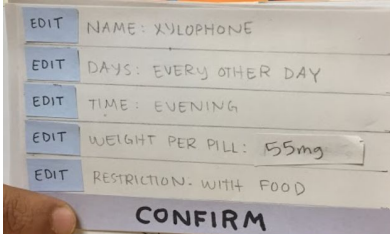
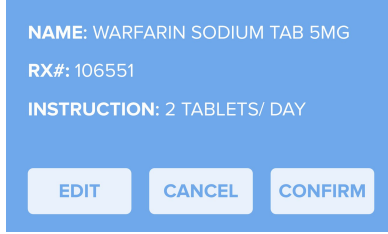
The screen and a voice prompts the user to take the medicine.

Please place  
cup back here



After a short time, the screen and a voice reminds the user to replace the cup back in the machine.

## Changes

Prototype	Mockup	Rationale
		<p>Toggle home screen menu reduces the chance that a senior will randomly mess up the settings.</p>
		<p>To save space, the medicine information screen has been condensed.</p>