

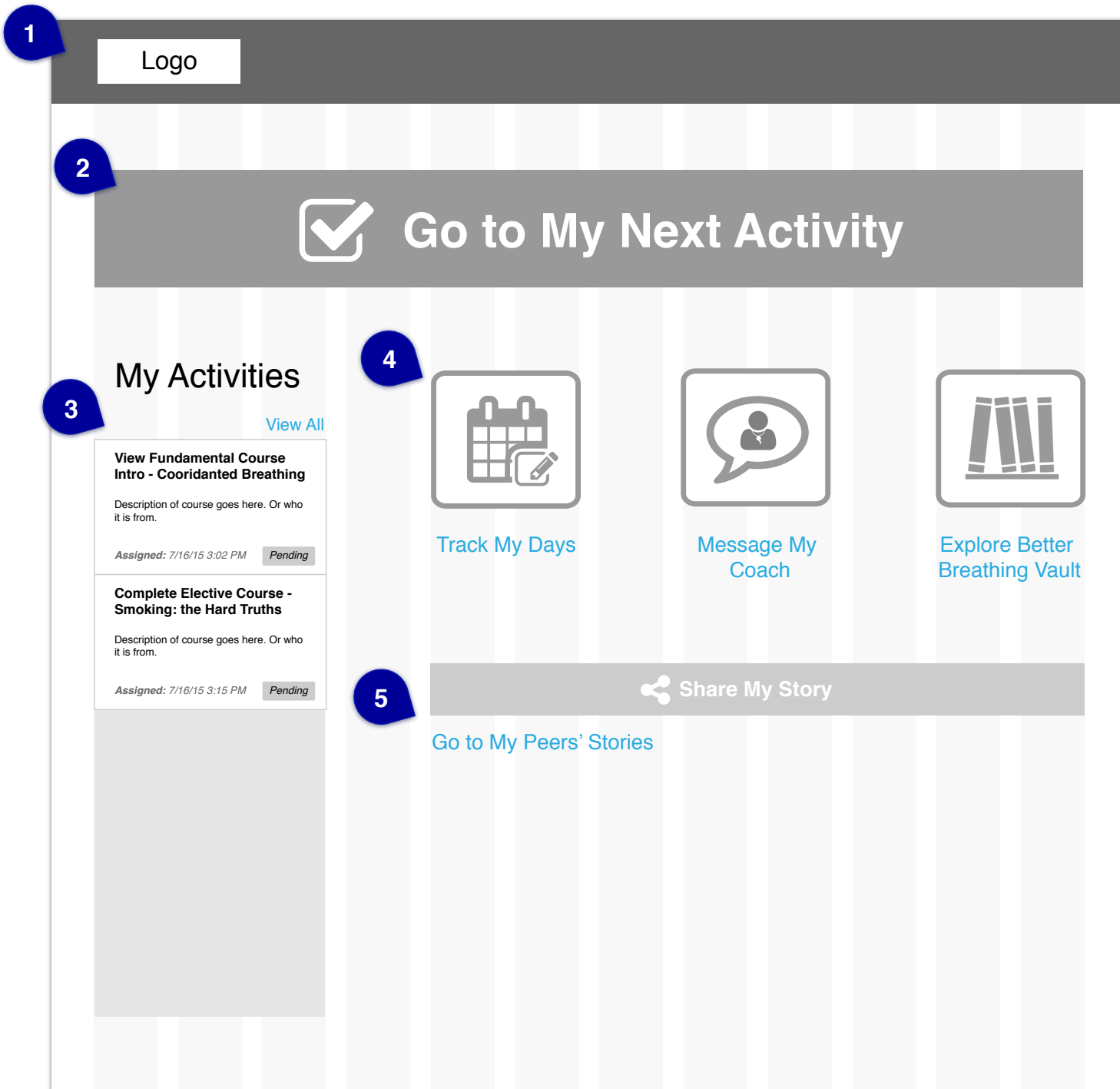
Patient Dashboard

For **ViiMed** and **COPD Foundation**
Document last modified: Thurs July 16 2015

Project Objective

Create a patient dashboard that enforces better self-management for health and wellness. In this specific iteration, the patient is managing their health with COPD through mandatory and optional courses, journal tracking, and peer coach interactions.

Patient Dashboard



Page Goal:

The new “proposed” dashboard provides users with direct access to their mandatory and optional tasks. The “new” layout enforces better self health/wellness management for the user.

1. Primary Navigation Bar - This is the default set for the whole platform client site

2. Large Call to Action Button - This is the most important element on the dashboard. The user can easily be directed to complete their next task/activity. If they do not have a lot of time when logging in, he or she spends no time looking for the option to complete their next task.

3. All Activities Queue Display - It is important for the user to easily view their task list at a glance. It will help them manage their time and also know what is on their agenda. The top most recent tasks in the queue will appear in this section. It will only display 4 tasks (or whatever the limit may be), and the user can click the “view all” link to see the full view of their queue.

4. Icons/Images with Links - This area is the “interactions” area. It will contain links to necessary locations for the user. These items are all optional/non-mandatory for the user, so the area has an alternative “look” to it to differentiate from the mandatory item(s) (i.e., the large call to action button for the next task). The icons reinforce the function behind the call to action link under it.

5. Peer Empowerment Section - There is a possibility that this section will not be published as discussion with the client is pending. However, the “share my story” call to action button encourages the user to engage with other peers. The “Go to My Peers’ Stories” link, takes the user to a “library” of peer stories (home hacks etc.). This is important for motivation and empowerment.