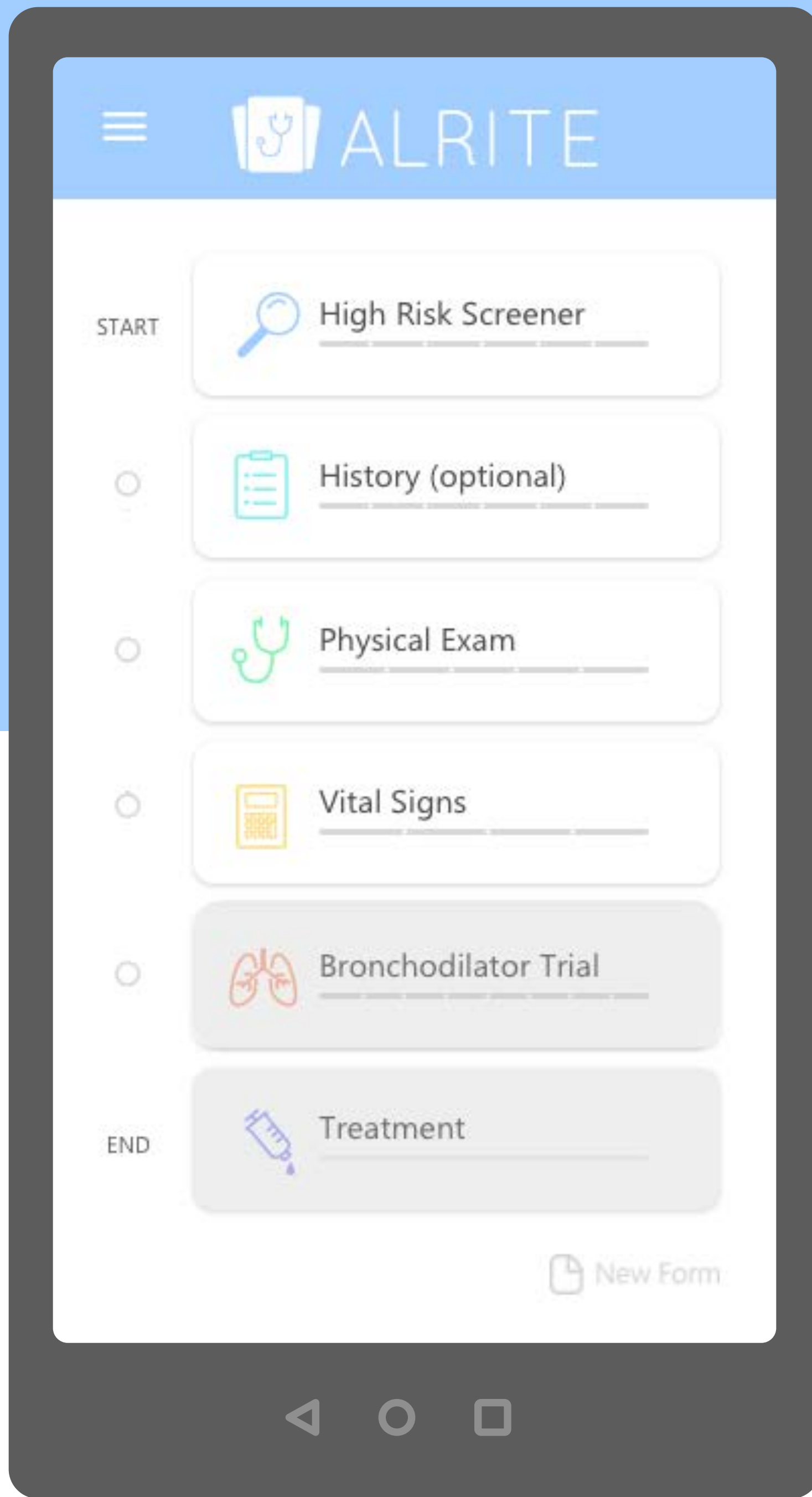


ALRITE

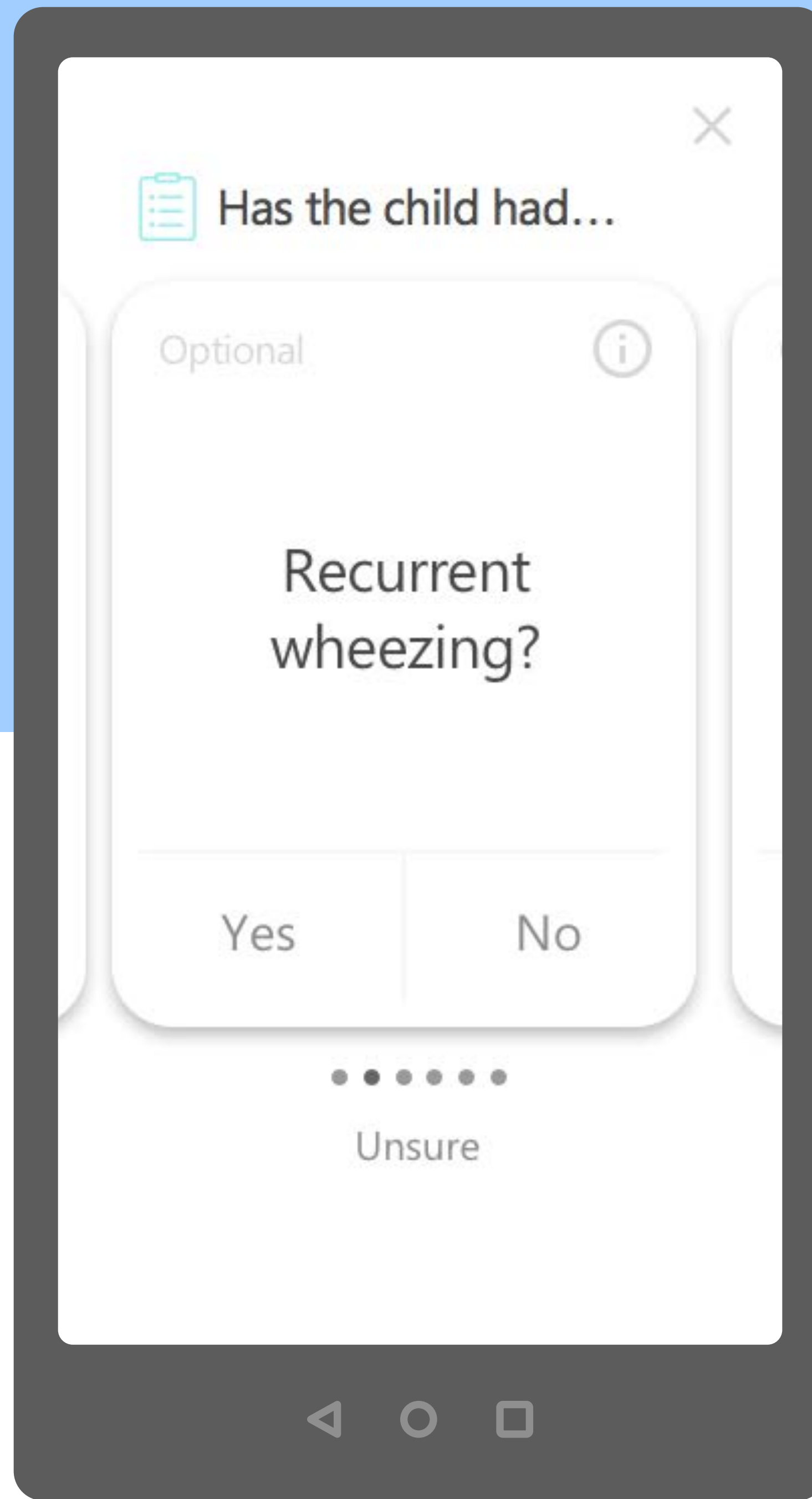
(Acute Lower Respiratory Illness Treatment Evaluation)

A decision support tool for health workers in low-resource settings diagnosing respiratory illnesses, pneumonia and asthma, in children under 5 to increase the chances of correct diagnosis and proper treatment.



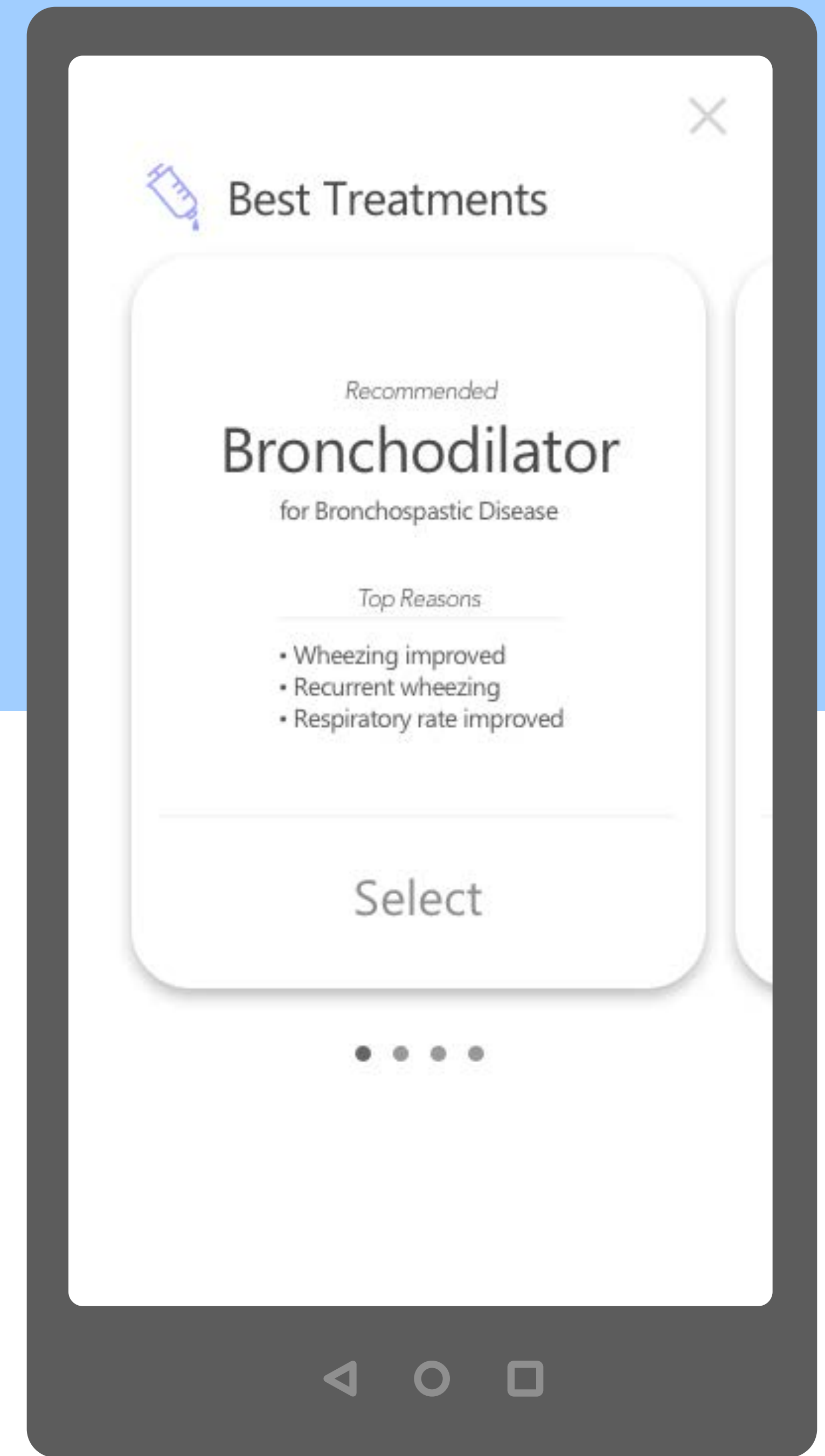
For All Expertise

Home page visually shows progress through the app and allows for easy navigation between sections.



Efficient Diagnosis

Diagnostic process utilizes card carousels to quickly answer and swipe through questionnaires.



Supports Clinical Knowledge

The app encourages health workers to engage with results using their own clinical knowledge.

PROCESS



Research

We conducted interviews with clinicians to understand the problem space and performed a competitive analysis on some competing products to analyze the design and structure.



Ideation

After identifying salient themes in clinicians' stories and successful design trends, we used sketching and group critique sessions to ideate the user flow and interface.



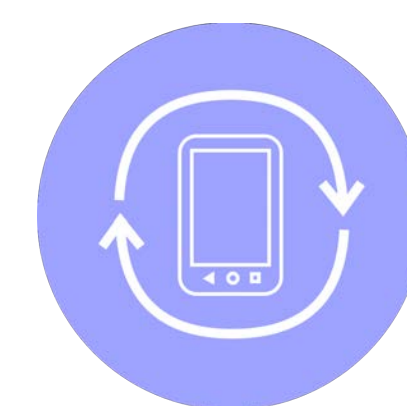
Prototyping

Low-fidelity paper prototypes tested our initial concepts. Wireframes acted as templates for the high-fidelity mockups. A sitemap illustrated the app structure and navigation.



Evaluation

We focused on 3 heuristics: accessibility, efficiency, and ease of use. Clinicians as our target users provided technical feedback and considerations in our moderated usability study.

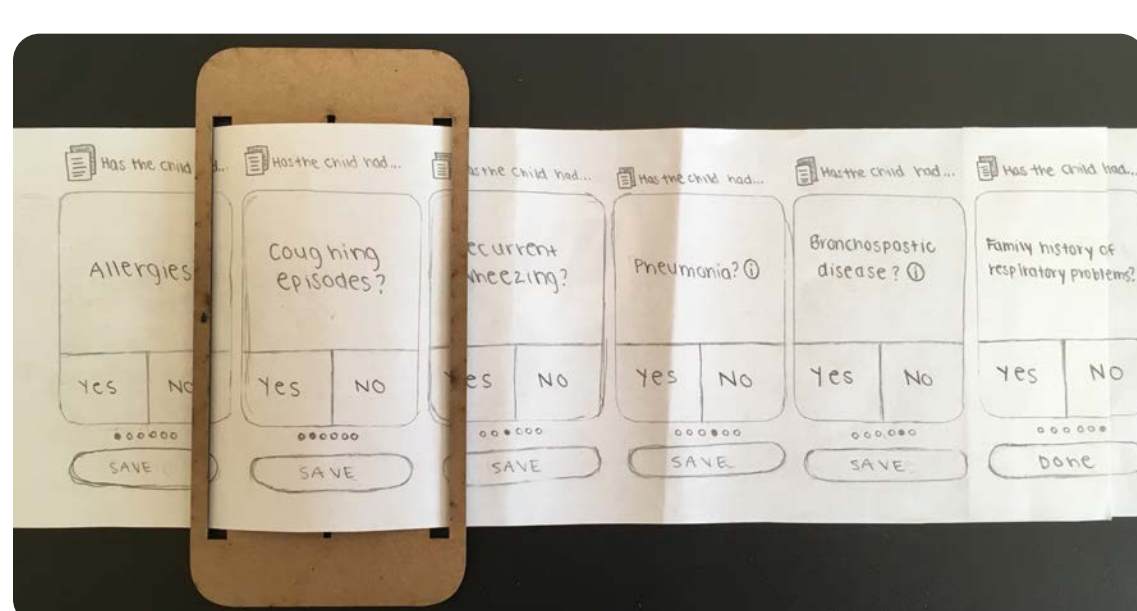


Iteration + Final

Evaluation and sponsor feedback were integrated into our interactive, high-fidelity prototype that diagnoses respiratory illnesses and recommends treatments.

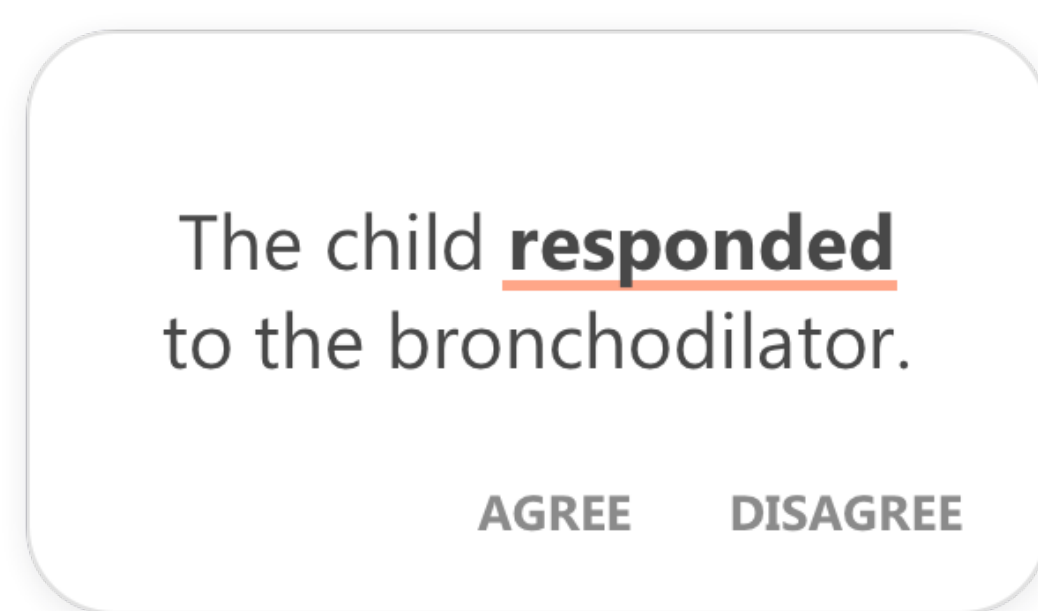
FINDINGS

“The app process should be quick so nurses can direct attention back to the child.”
INTERVIEW



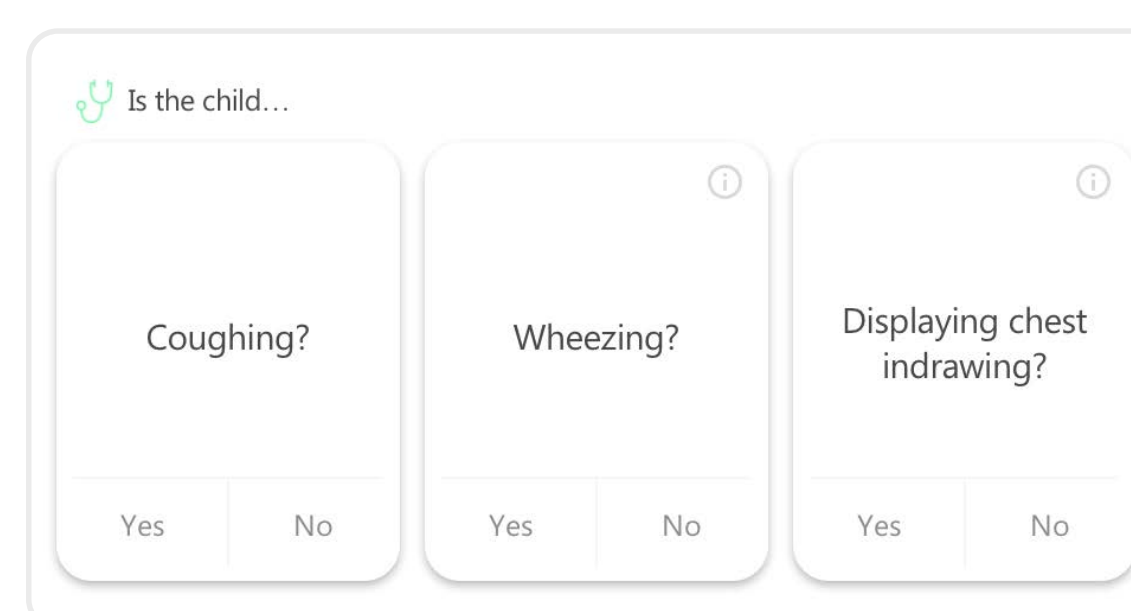
Questions arranged in card carousel style

“Technology cannot replace having good clinical skills but it can supplement them.”
INTERVIEW



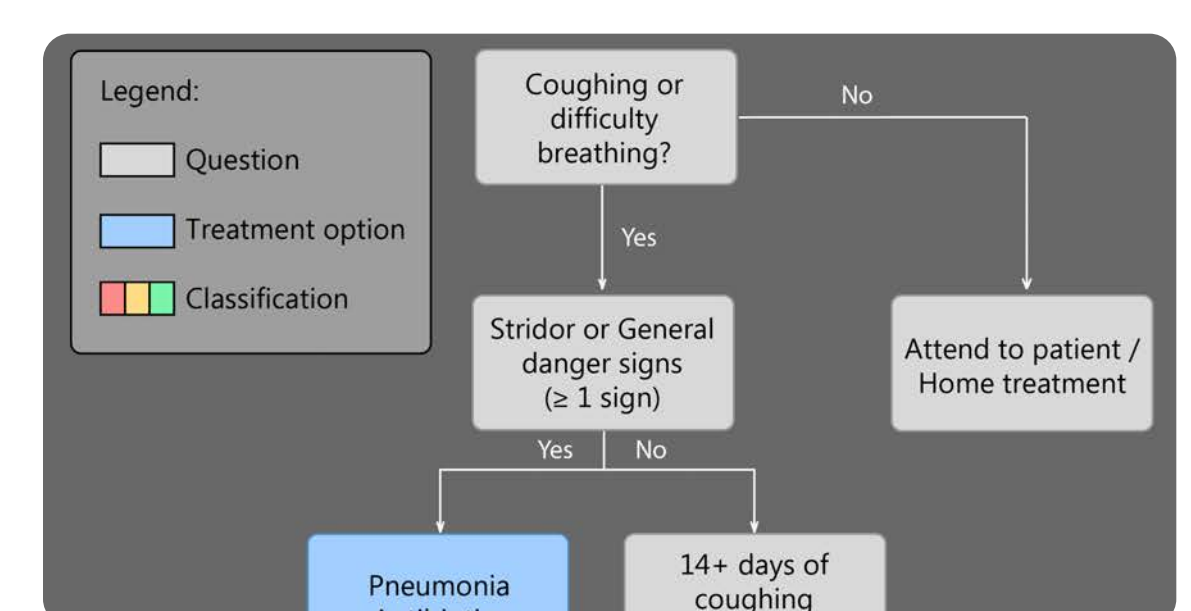
Popup asking for confirmation to bronchodilator response

“Textual information can be broken up and condensed into different screens.”
COMPETITIVE ANALYSIS



Minimalistic cards headed by overarching question

“Be transparent about how the app makes decisions and what resources it references.”
USABILITY STUDY



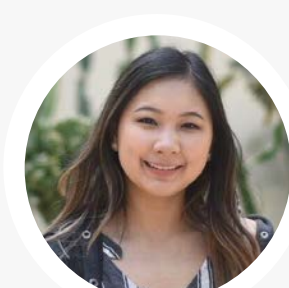
Inclusion of ALRITE's decision tree algorithm



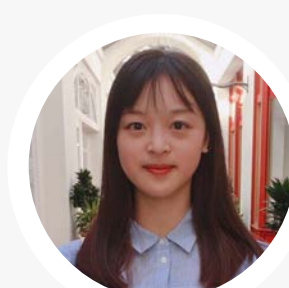
Lauren Antilla



Anastasia Erofeeva



Kelsey Fukuda



Tiffany Lan