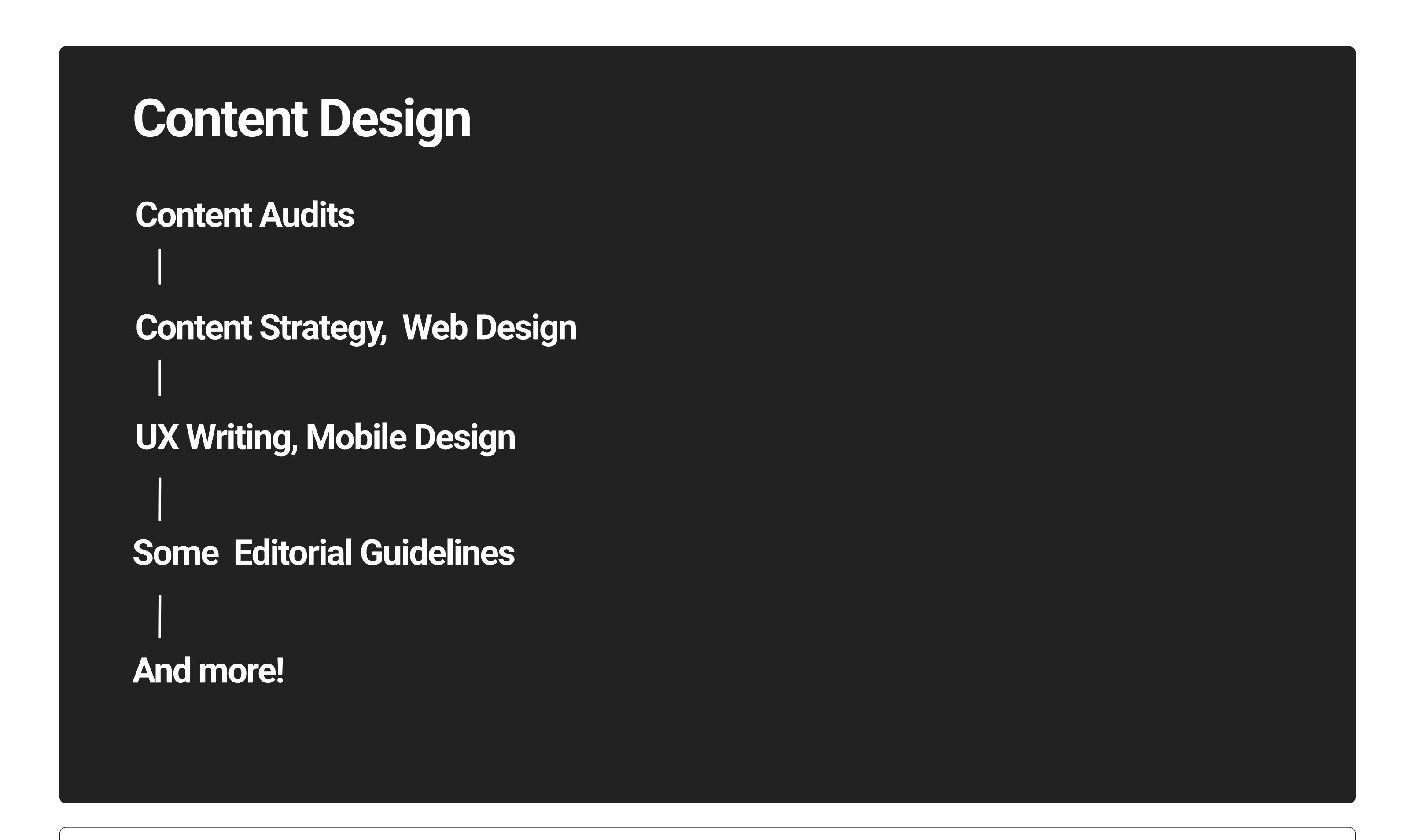
Jim Senti, MFA

Content and Experience Design in Healthcare



Experience Design

Training AI to help doctors and patients

|
Helping nurses with mass vaccination

Bringing mental and physical health together

Jim Senti, MFA

Content Design

Content Audits
Content Strategy, Web Design
UX Writing, Mobile Design
Some Editorial Guidelines
And more!

Content Audits

Universal Health and Wellness

My first task as sole UX Content Strategist was to audit product content.

The Problem

The Universal Team had built two products, (with one on the way!) with no content system in place. How might I give the products a more empathetic voice and help across team communication?

The Solution

A content audit and inventory of every product allowed me to create writing guidelines and a tonal heirarchy. Ultimately, I was able to give the products a more human and empathetic voice.

Content Audit and Inventory

I conducted a full audit and built a content inventory for three products. I customized the inventory based on team needs.

Column 1 is the section

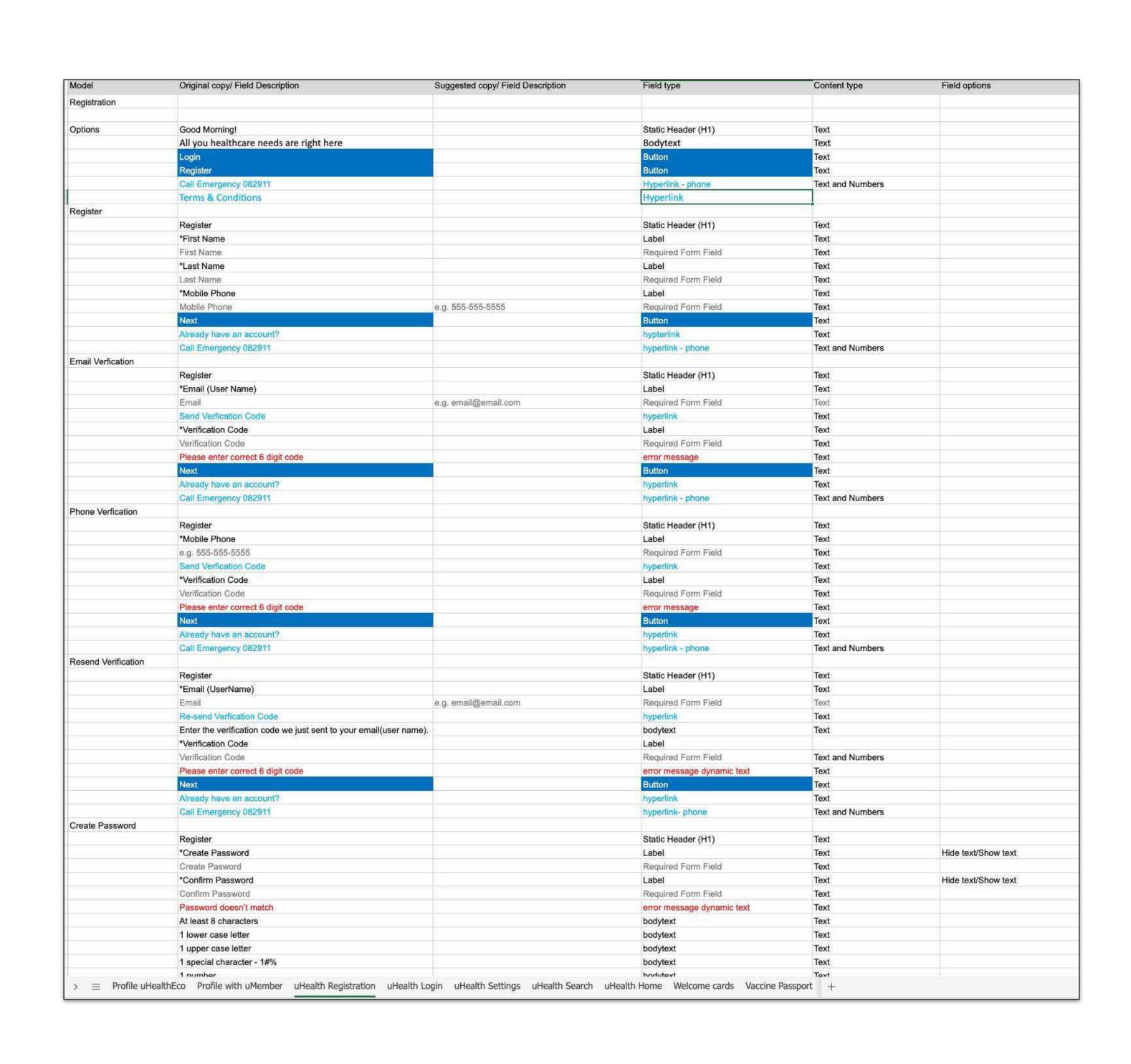
Column 2 is current content

Column 3 is suggested content

Column 4 is field type

Column 5 is UX brainstorming

Once the audit was complete it was time decide which areas to start working on.



Key Lessons

Remember you're creating a communication tool for a team.

Get it all into one place.

Ask a lot of questions.

Content Strategy, Web Design

uVax

I reenvisioned and simplified the content on a patient information and appointment card.

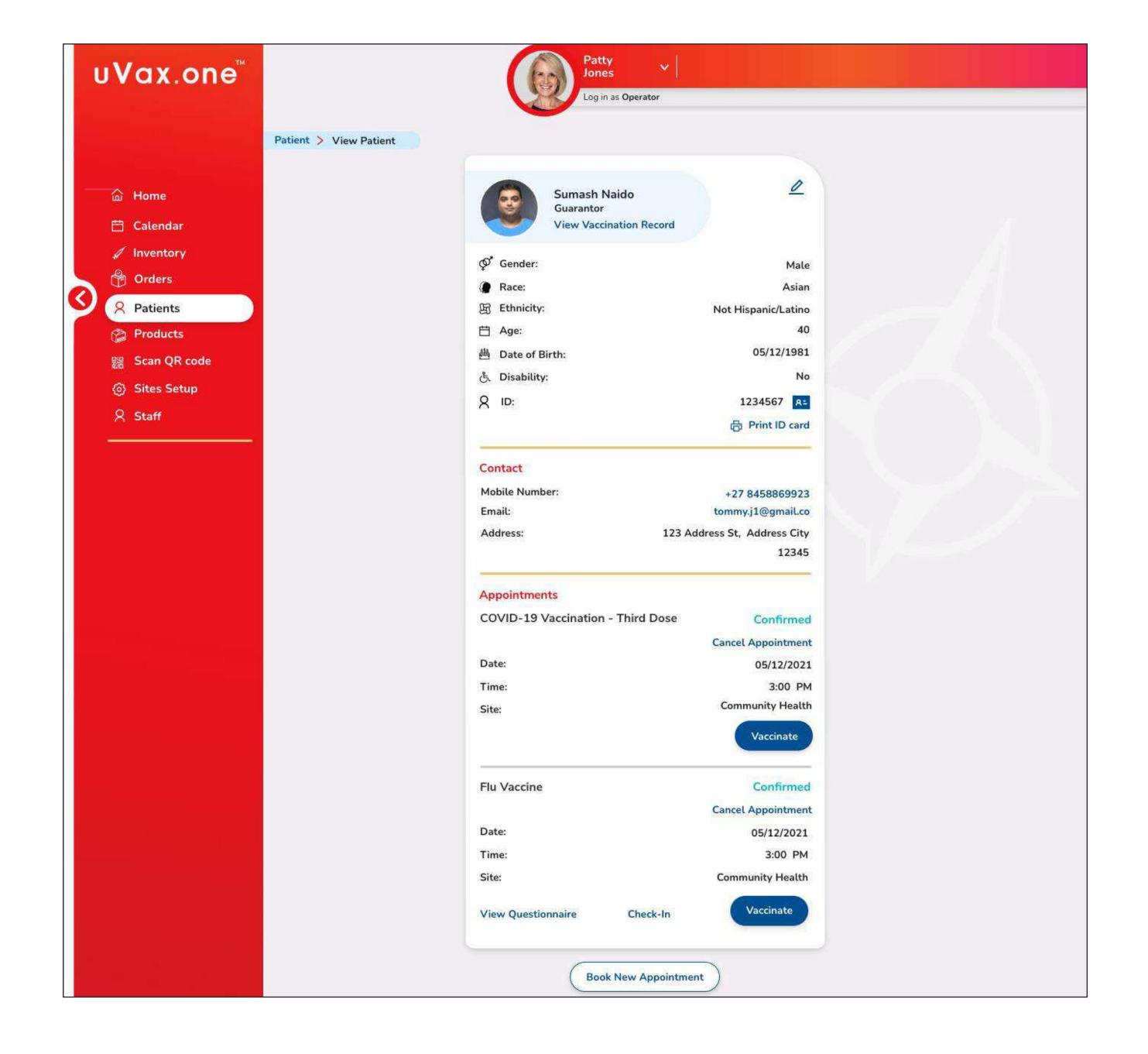
The Problem

uVax's Patient Card needed help. Nurses administering vaccinations we're saying it was "hard to read." How might we get the user through the flow quickly without making a vital mistake?

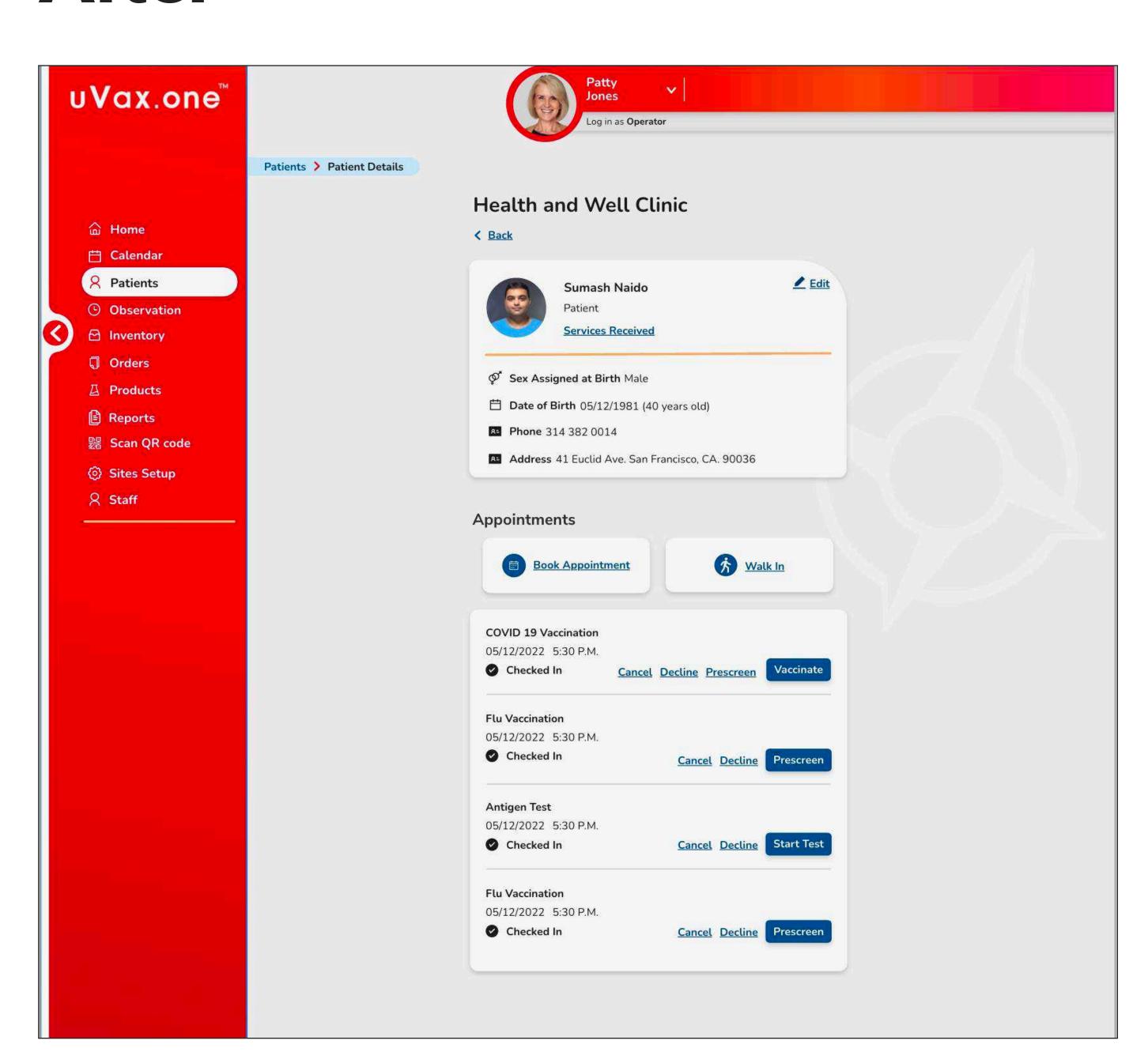
The Solution

After user tests, interviews, and comparative research I worked closely with the rest of the design team. We made some advised assumptions that we believed would work.

Before



After



Key Lessons

Clear Call to Actions (C.T.A.'s) and copy lets users know where they are headed.

Break up information, it helps users find what they're looking for.

Clear headings give users confidence.

Let images do the work.

UX Writing, Mobile Design

Unifyi

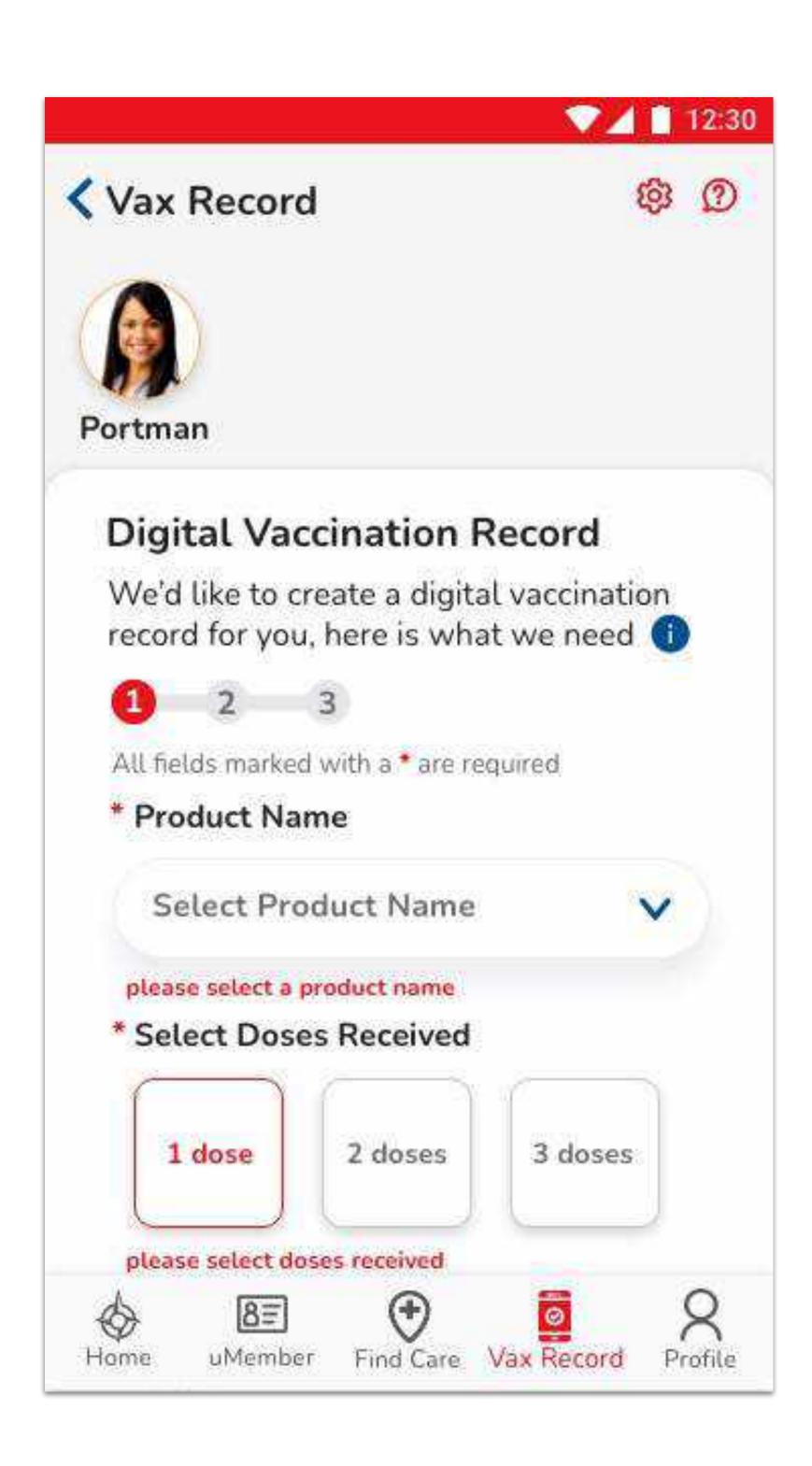
Users were uncomfortable with digital formats. UX Writing helped.

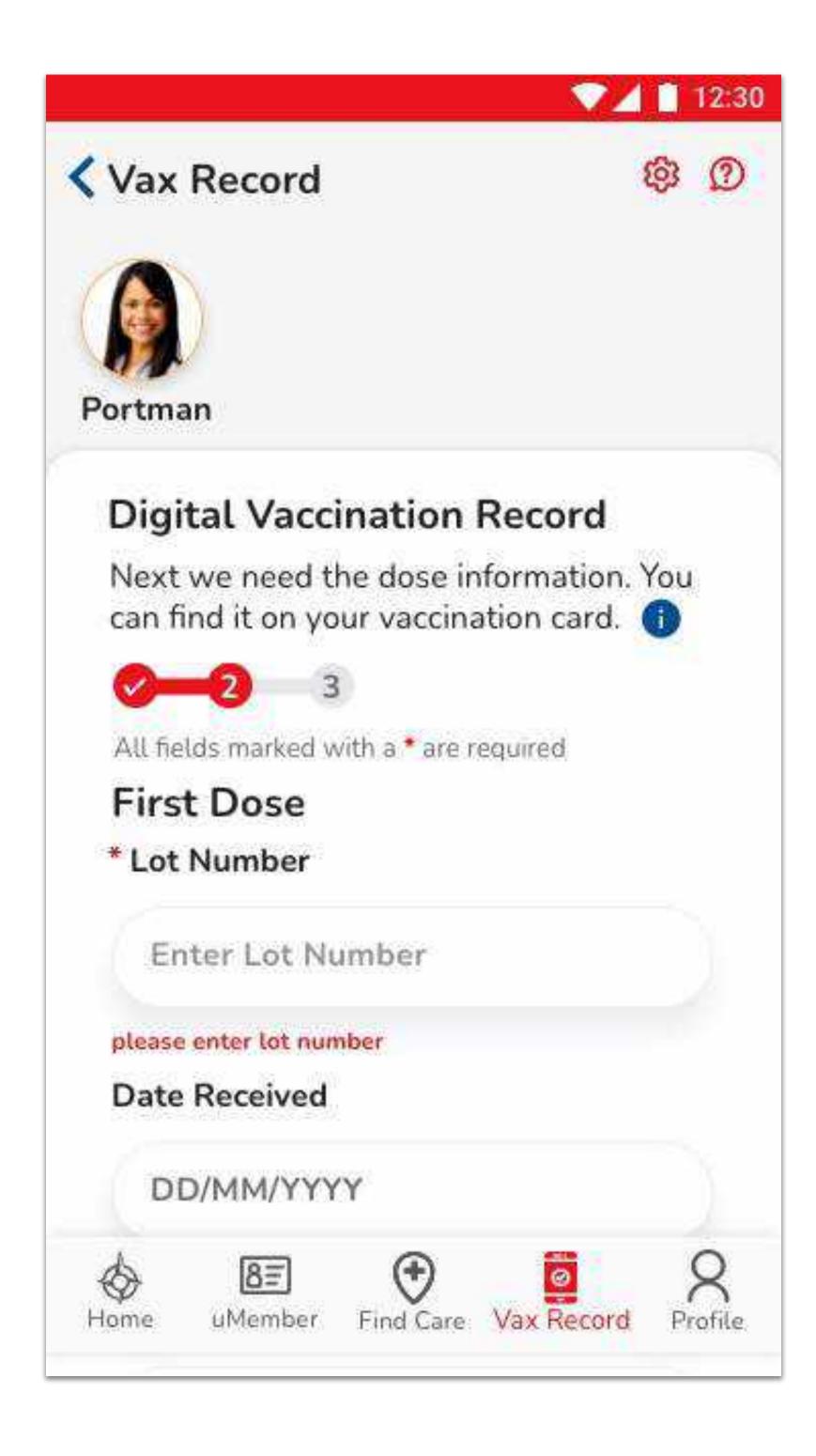
The Problem

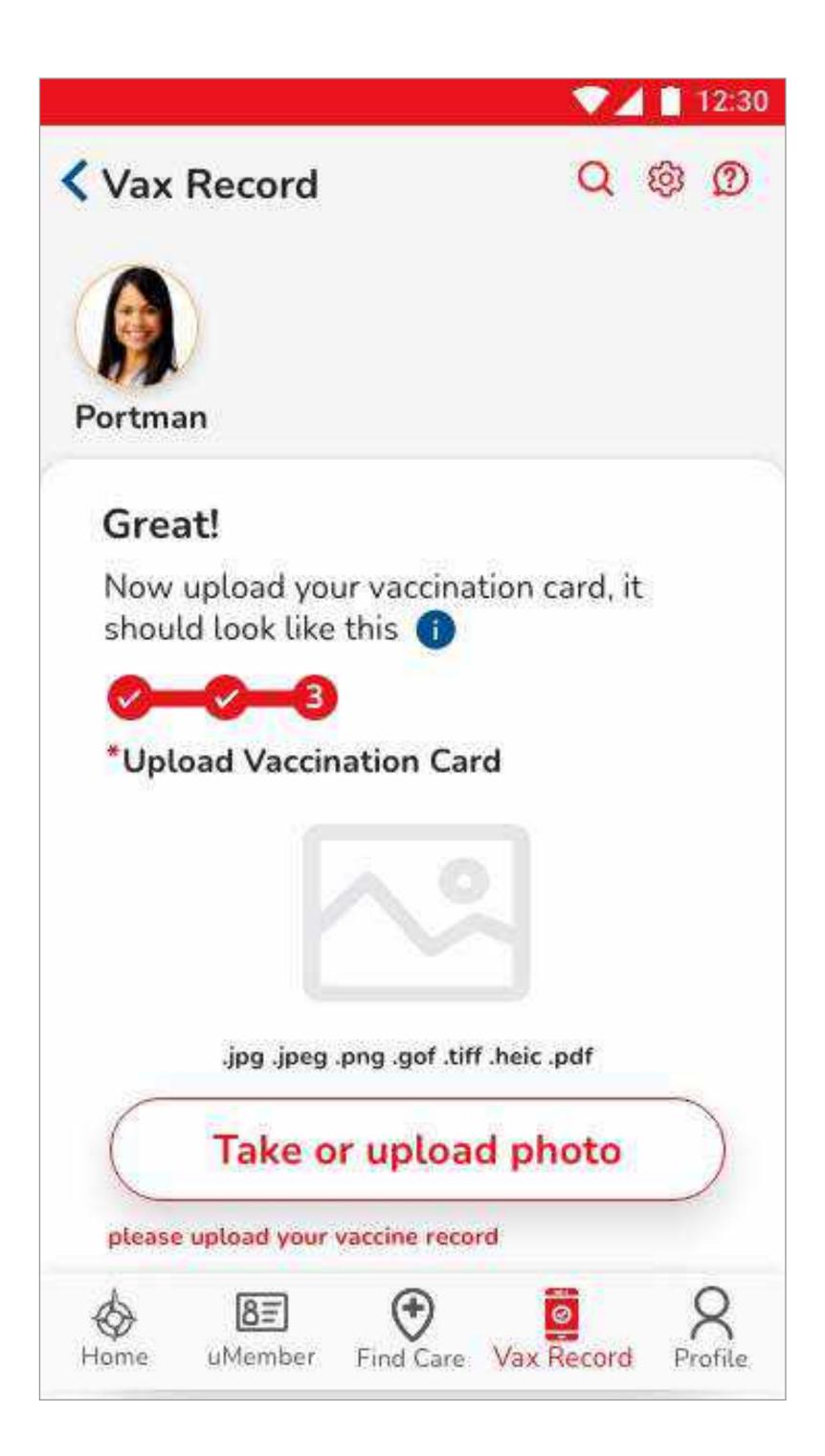
A large number of the users weren't comfortable managing their healthcare in a digital format. How might we help and guide these users?

The Solution

After reveiwing the functional requirements and business requirements, I conducted interviews and decided the ultimate goal of the content strategy for this feature was to build user confidence.







Key Lessons

Verbs in the form fields help the user move forward.

Balance concision with a conversational tone.

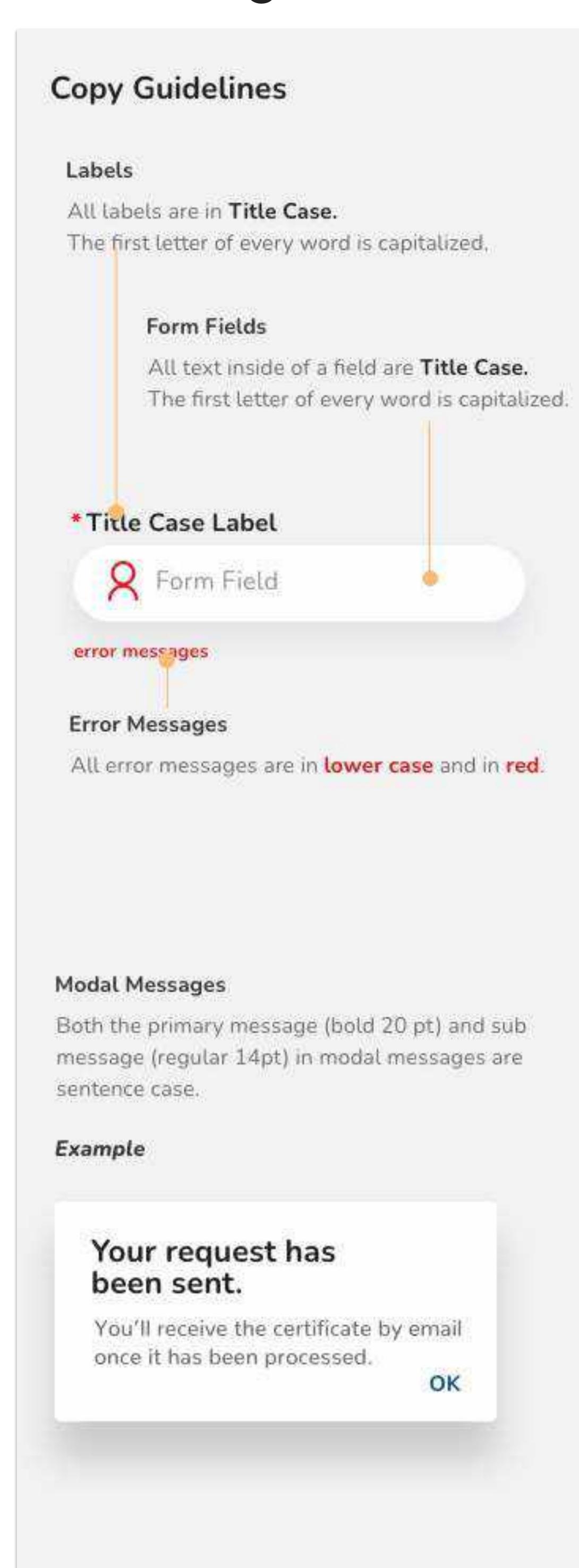
Clear visual examples are never a bad thing.

Product Editorial Guidelines

Universal Health and Wellness

As the products have grown I have established Product Editorial Guidelines. Here are a few.

Formatting



Tone

Tone Hierarchy Level 1 Headlines, subject lines, big story and headers Tone should be engaging, human, and emotional Level 2 Subheads, preheaders Tone should be more directional and informational Level 3 Body copy, subsections. Tone should conversational, supportive and instructional Level 4 Bullets Tone should be straightforward, and to-the-point Level 5 Call to action Tone should be direct, and short

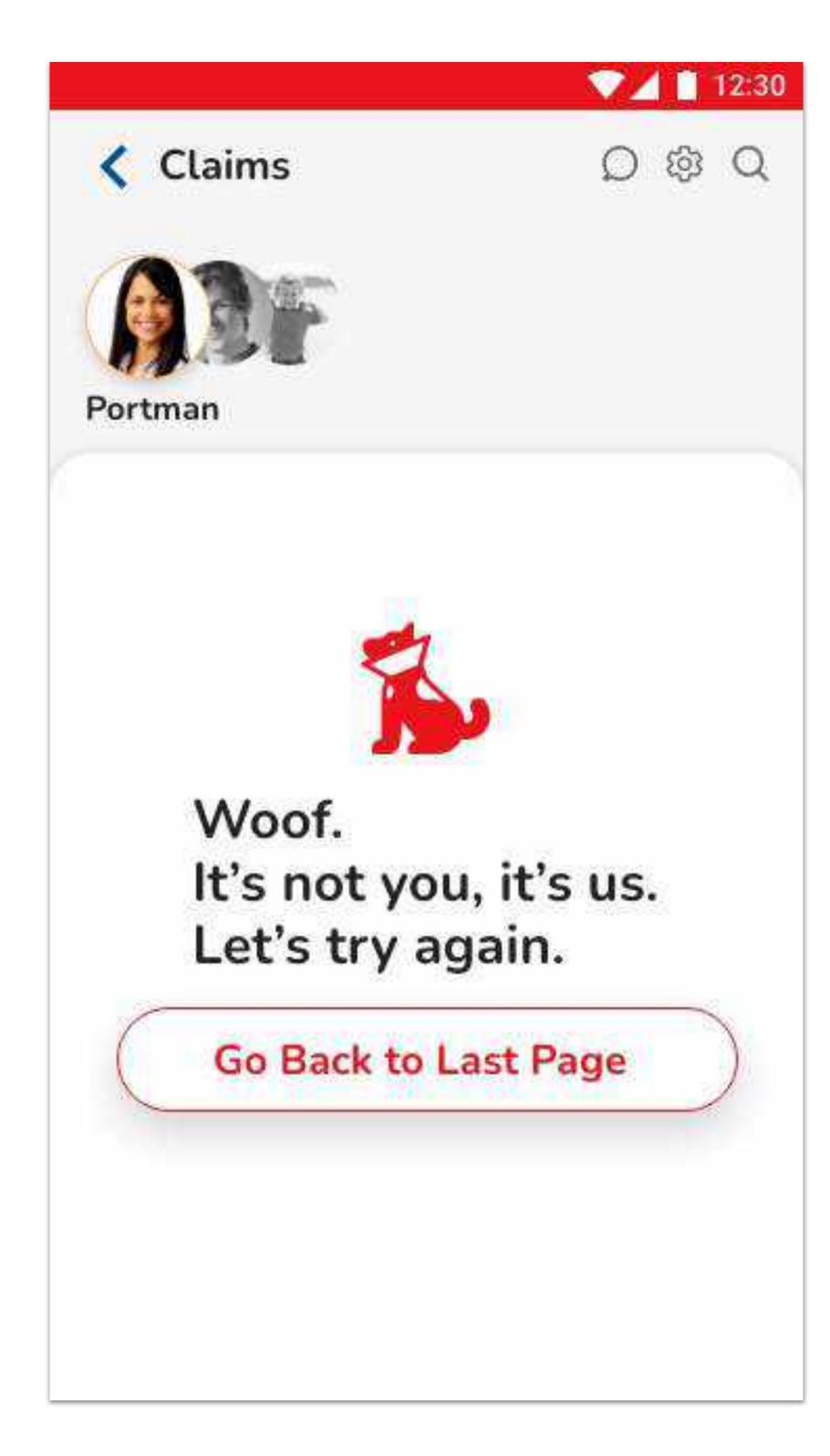
Don't and Do

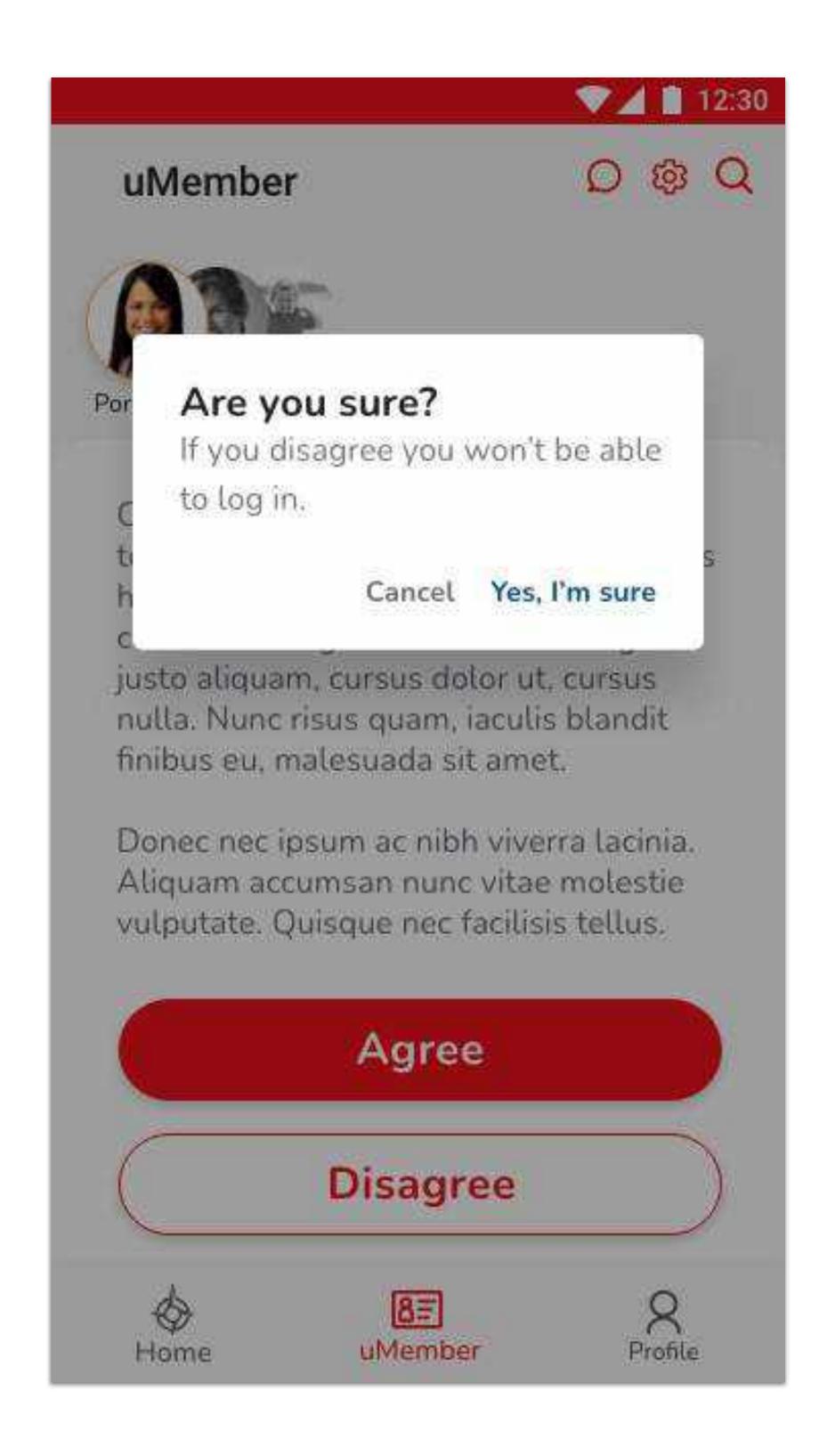
First and second person pronouns Don't say: The system is processing the request. We're working on your request. Do say: The active voice A message has been sent to your email account. Don't say: We've sent a message to your email account. Do say: Replace ambiguous terms with full sentences "Medicine Variant" Don't say: "What kind of medicine would you like?" Do say: Emphasize the outcome Don't say: Join the Universal's Newsletter. Get Healthy Lifestyle Tips in Your Inbox. Do say:

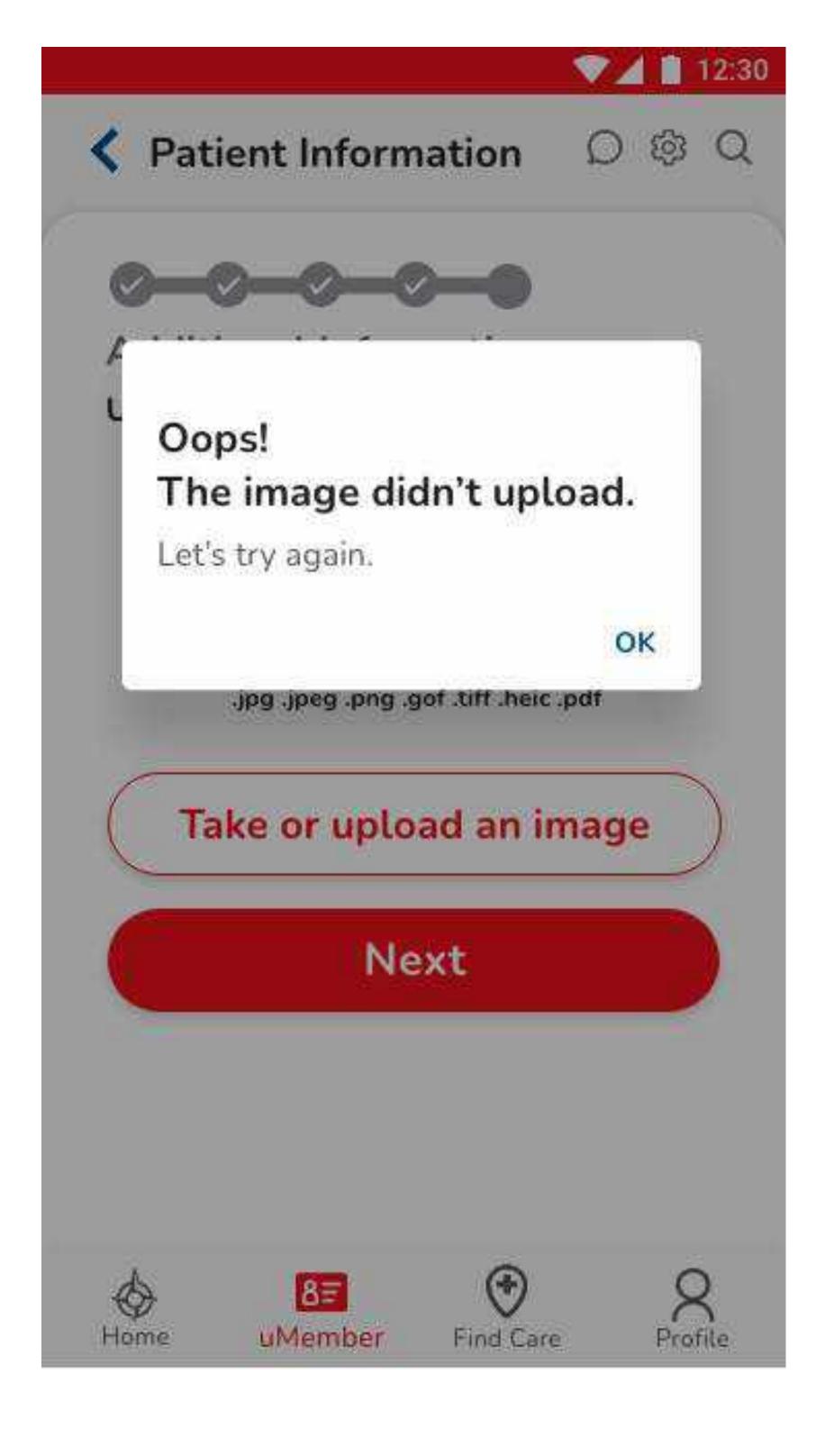
And more!

Multiple products

Here are a few more examples of some content strategy and user experience writing.

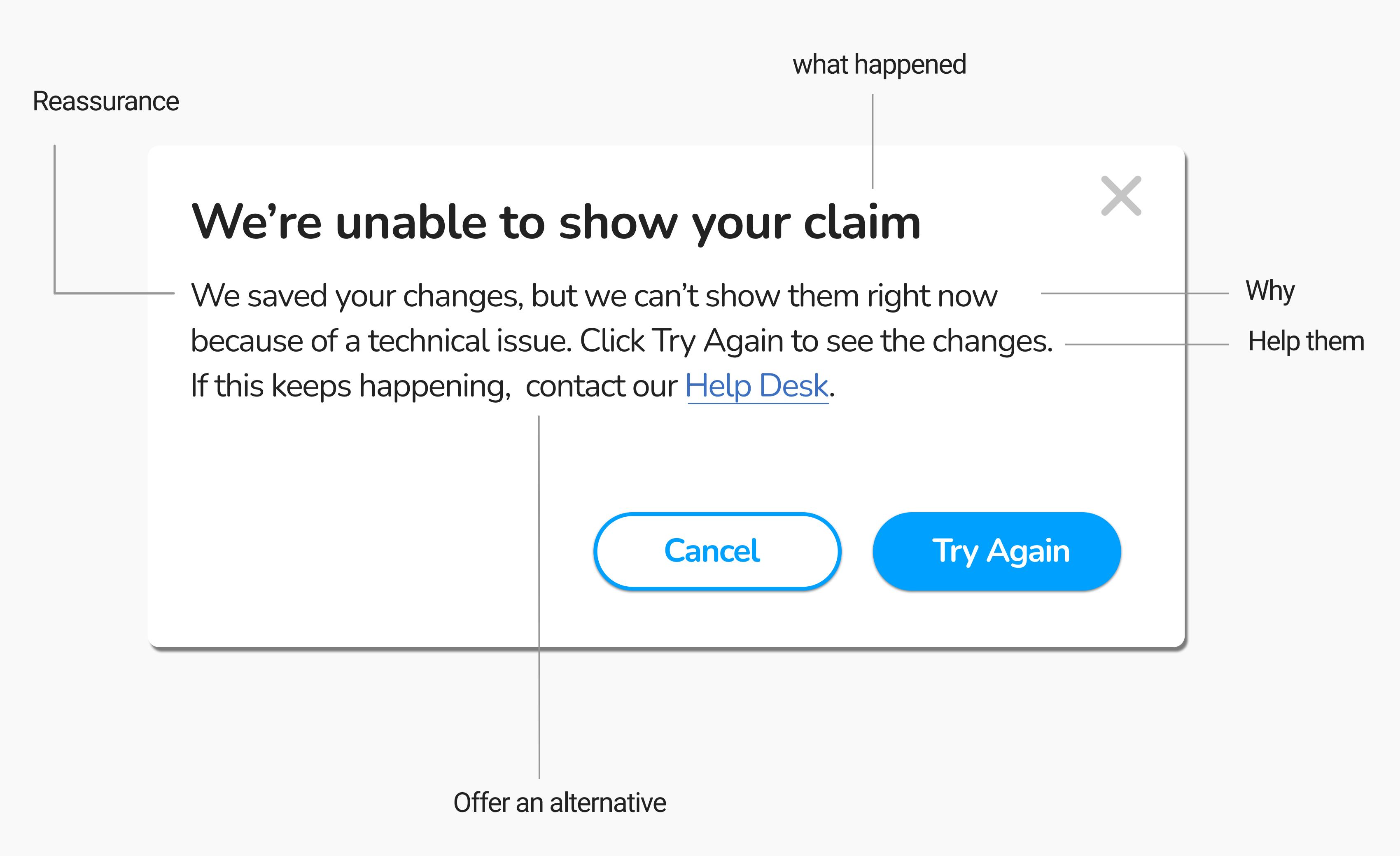






User Feedback

This modal helped our users and reduced the number of help tickets by 19%.



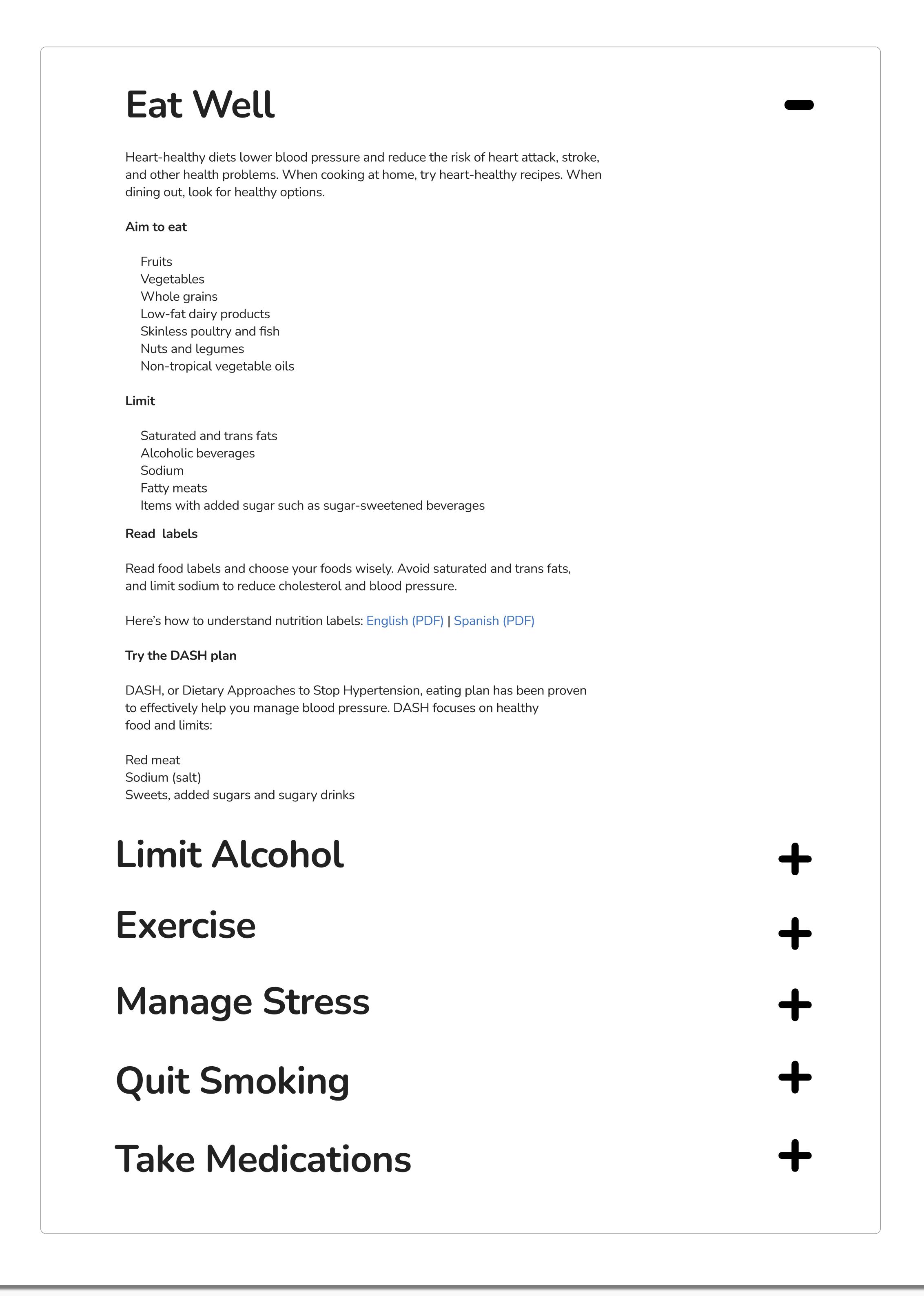
Educational Material

This Health Guide increased user retention by 40%.



Lowering Blood Pressure

High blood pressure, or hypertension, is sneaky and dangerous. It quietly damages our blood vessels and leads to serious problems. It's vital we listen to health professionals. Let's look at some ways they suggest to lower blood pressure.



Jim Senti, MFA

Experience Design

Training AI to help doctors diagnose patients

Helping nurses with mass vaccination

Bringing mental and physical health together

Training AI to Help Doctors and Patients

Everyone is excited by the potential Artificial Intelligence (AI) brings to every aspect of our lives. Being on a health digital solutions team, we asked, **how can AI help patients?**

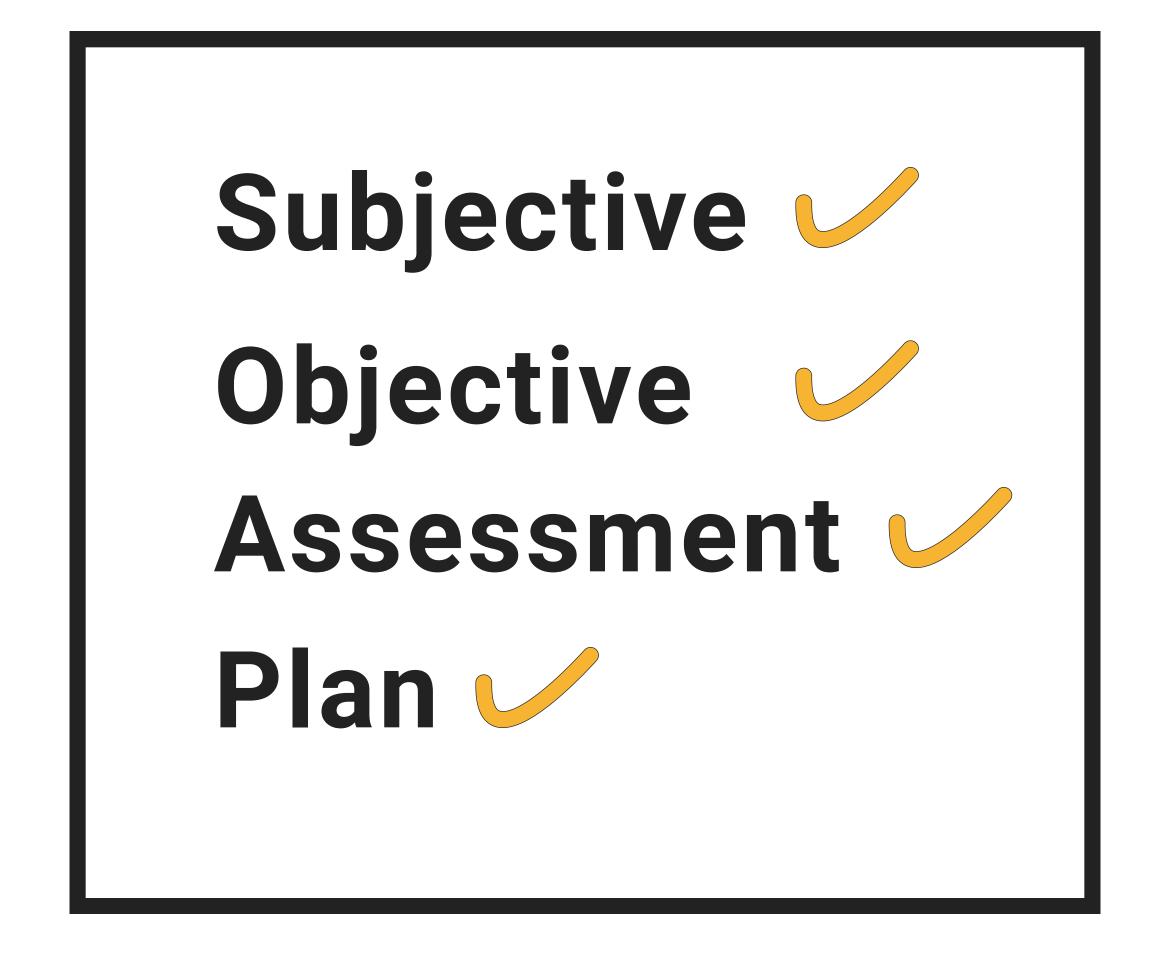
We talked to doctors.

In our discovery interviews with doctors and healthcare practitioners across many fields, **3 points stood out** - a better way to take notes, a better way to summarize those notes, and a better way to diagnose a patient.



We got a crash course in patient care.

We needed to understand how a doctor even arrives at a diagnosis. So, we pooled a team of doctors, nurses, and administrators and asked them many questions. They taught us the basics.



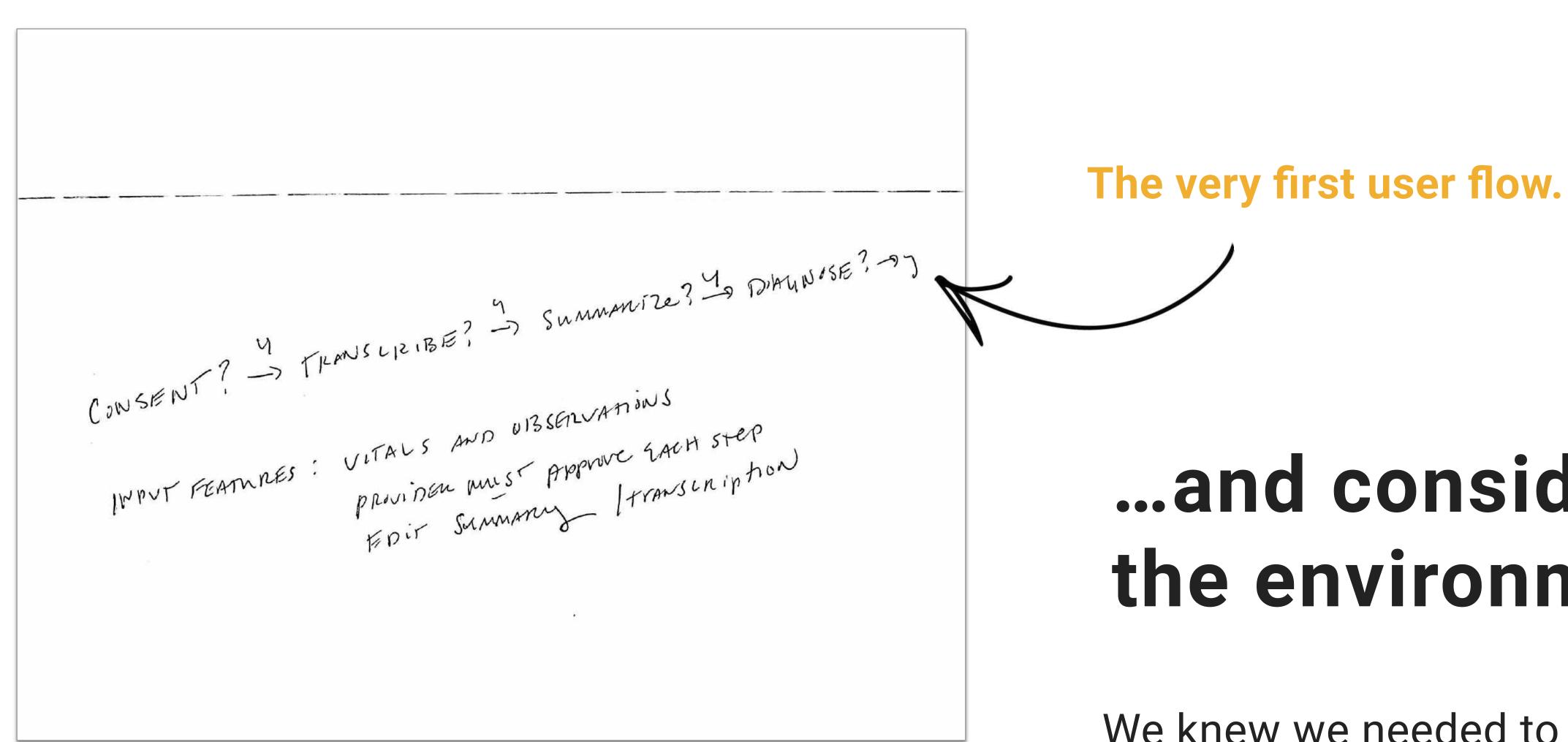


We discovered voice-to-text was key.

Every doctor spoke to how they wished AI could record the conversation with the patient and transcribe it. We then asked ourselves if our app could summarize and give diagnosis suggestions.

We created a user flow...

It was a natural choice to follow the universal care steps healthcare providers use to diagnose the patient. We followed the S.O.A.P. process and included some details we gathered from the discovery interviews.



...and considered

the environment.

We knew we needed to keep each step simple and understandable. Healthcare providers are juggling a lot and need ways to help them focus. It was essential to show the right content at the right time.

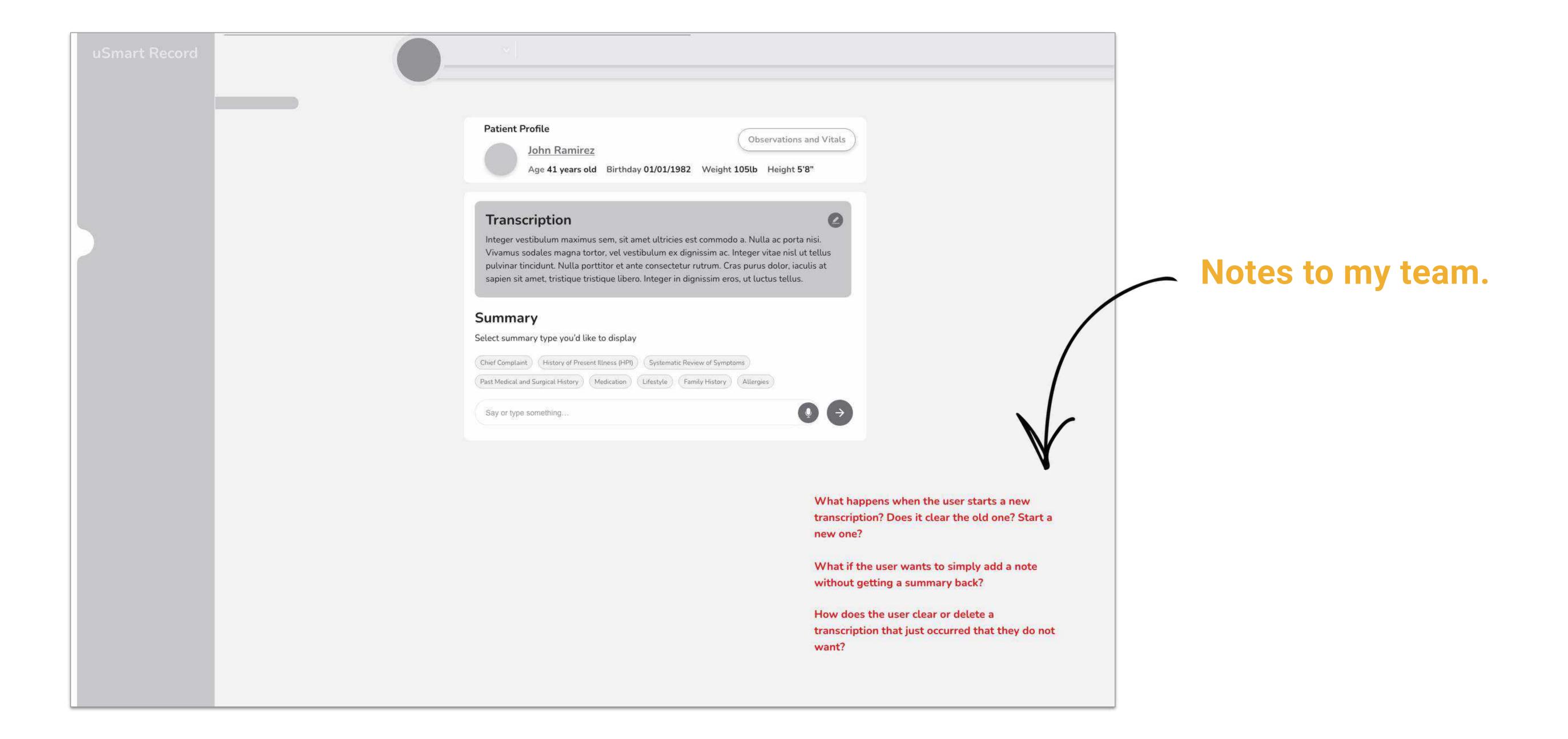


Sketches from a design workshop.

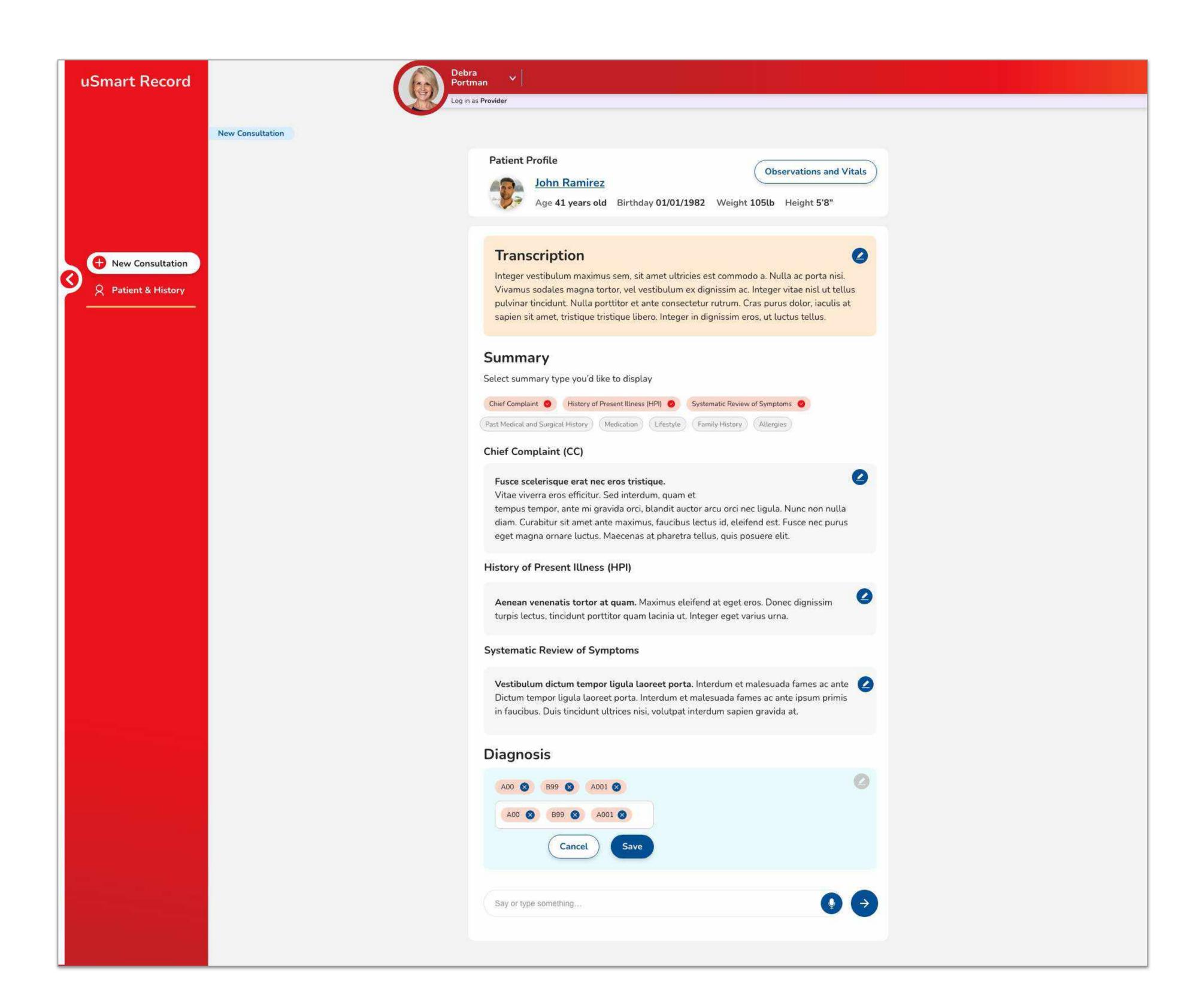
We made wireframes and tested.

Testing revealed great insights.

- 1) We can't count on a practice or clinic to be run the same way.
- 2) Doctors need to input information in other ways than just voice.



We kept designing with more user control and freedom in mind. Voice-to-text can't always be the only way to input details. So, we included the adjustments.



Key Lessons

Remember, these are tools. People use hammers in different ways. I've got a feeling diagnosis codes aren't memorized.

Keep it simple.

Helping Nurses with Mass Vaccinations

Universal.one's platform, uVax, supports over **2,000 healthcare workers across 28 clinics** to vaccinate vulnerable populations. As a part of our design strategy, I sit on weekly calls with the nurses designated as team leads across all the sites. **They had a problem**.

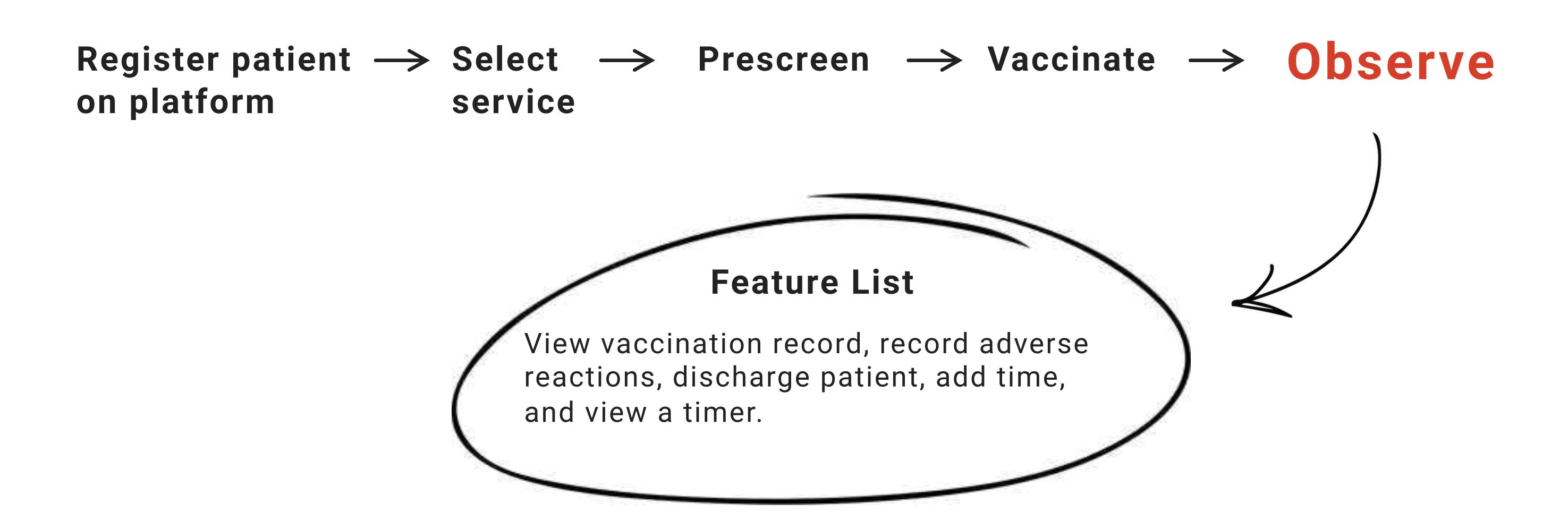


Nurses were struggling with large groups in observation.

After a vaccination, the care team needed to observe the patient for 15 minutes. The number of vaccinated patients was far higher than those on the team. It could be 50 to 1, easily. They couldn't manage to coordinate the correct timer with the right patient.

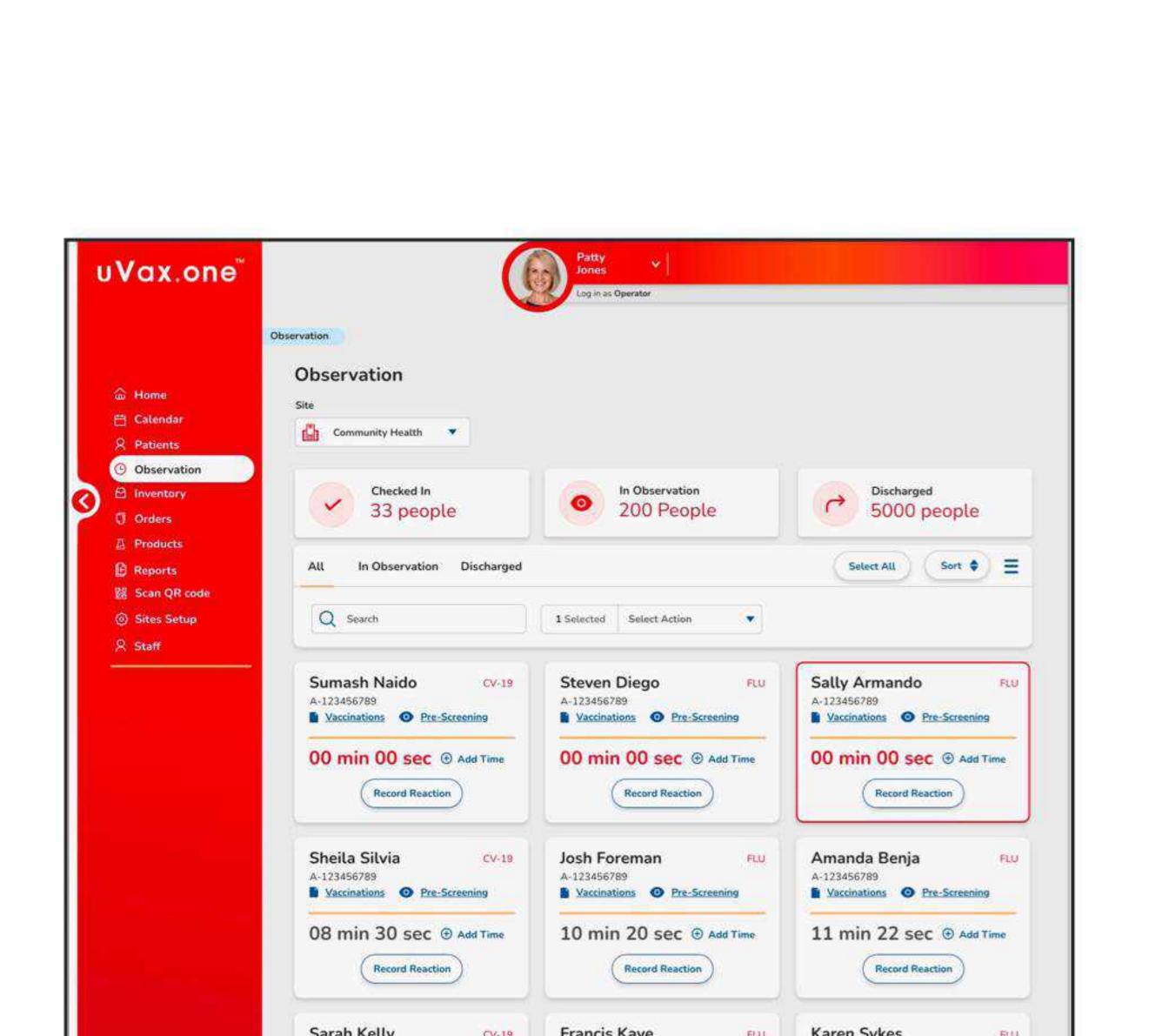
So I asked the nurses and ENTs questions.

I asked the nurses to describe to me the clinic setup and operations. I also asked what was needed when observing and discharging a patient after vaccination. They gave me the requirements. I went back to the design team to start workshopping.

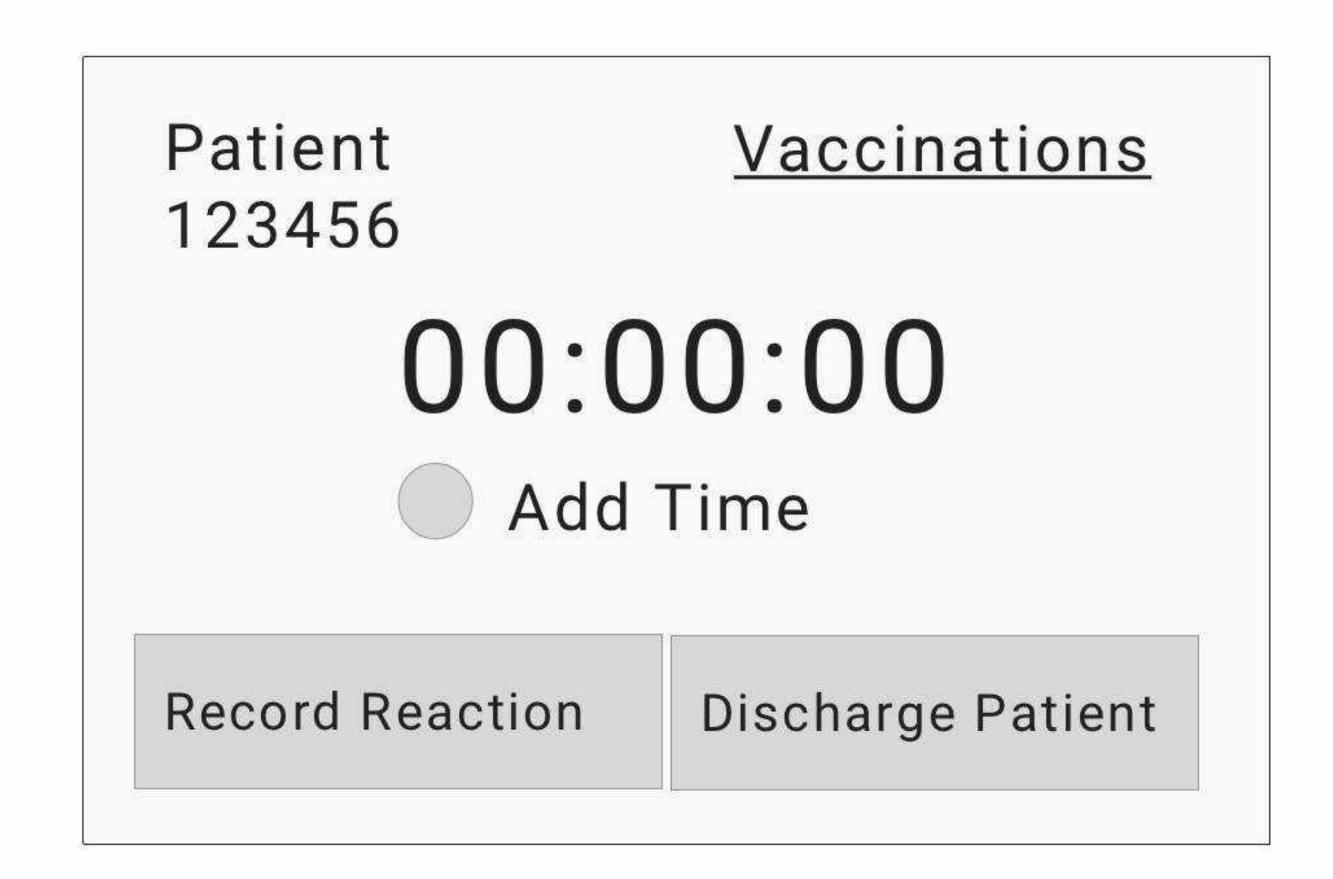


I built a low-fidelity prototype.

We did a round of moderated user tests. I made some assertions about features, so we were sure to ask which was most important and why. We made some discoveries.



Record Reaction



Our lo-fi patient card would sit on a dashboard.

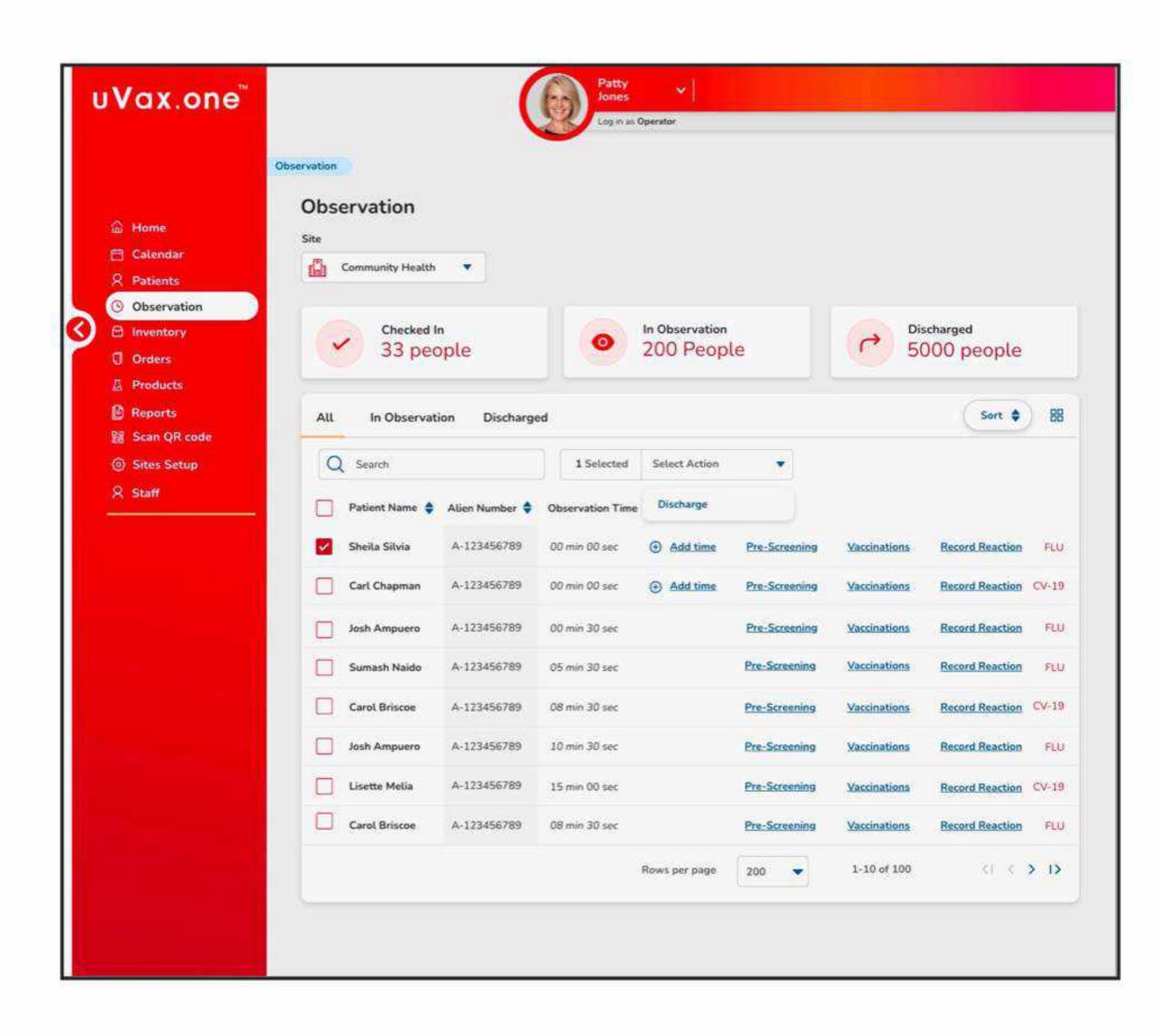
We built a high fidelity prototype.

We did another round of moderated user tests. We discovered we needed to prevent our nurses from discharging patients early and make room for more content. We also found the cards could take up too much real estate on the screen.

Now, one nurse can observe patients at scale.

14 min 22 sec @ Add Time

Record Reaction



We implemented tactics to slow the user down created an option for another view in case the nurses needed to see more patients at once.

Key Lessons

Always consider the environments in which your user will use the product. It affects behavior. When working on a part, consider the whole.

Always test your assertions.

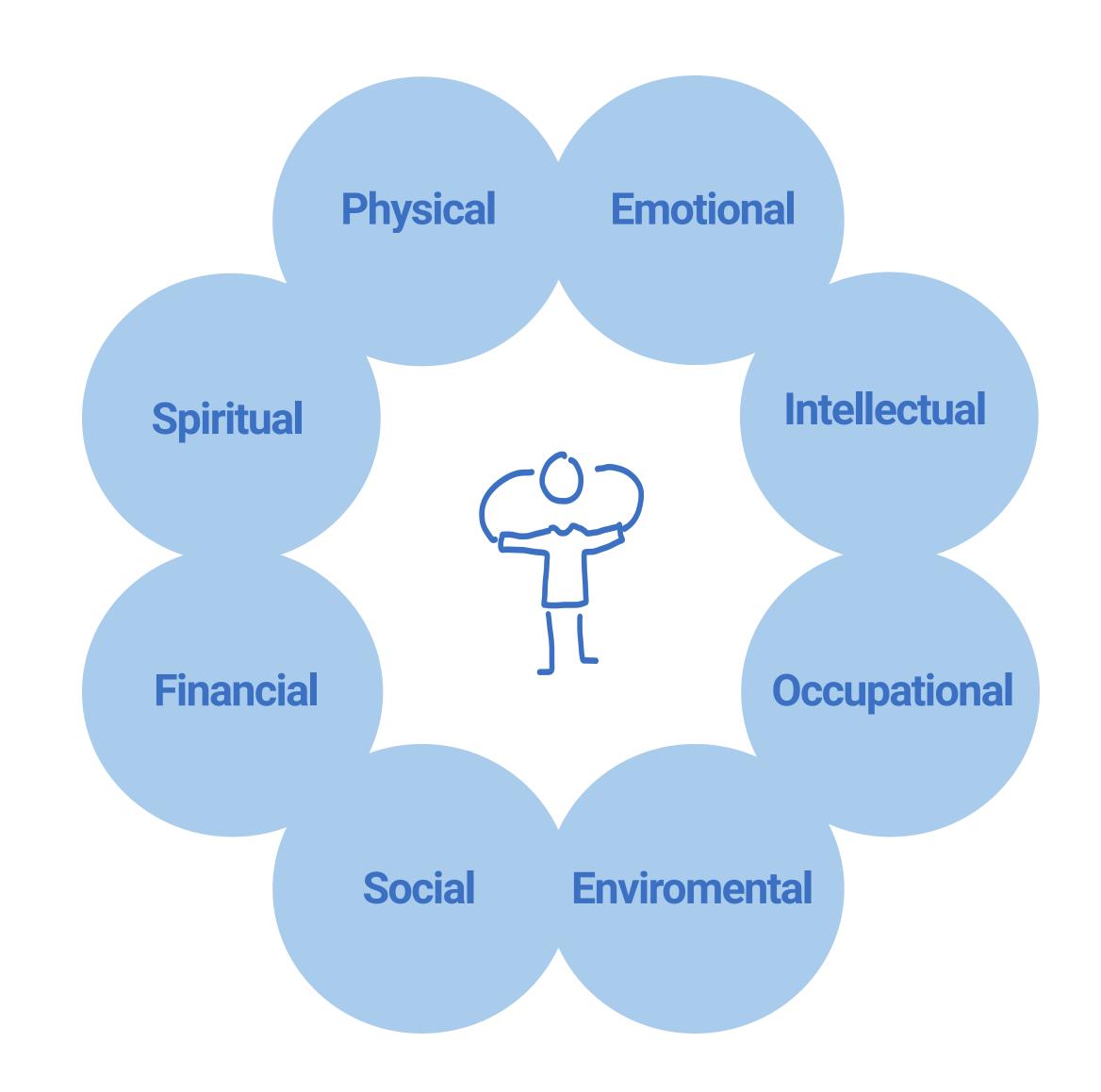
Bringing Physical and Mental Health Together

Employee physical health and mental health are plummeting. Even though Physical and Mental health are interconnected, folks still juggle different apps and programs to support what they perceive as other areas of their life. **An employee wellness manager came to us with a challenge.**

Can one app help people in every aspect of life?

Employee wellness programs typically use the **8 Dimensions of Wellness** to support employees.

The 8 dimensions correlate. Each dimension can affect the other.



We worked with subject matter experts

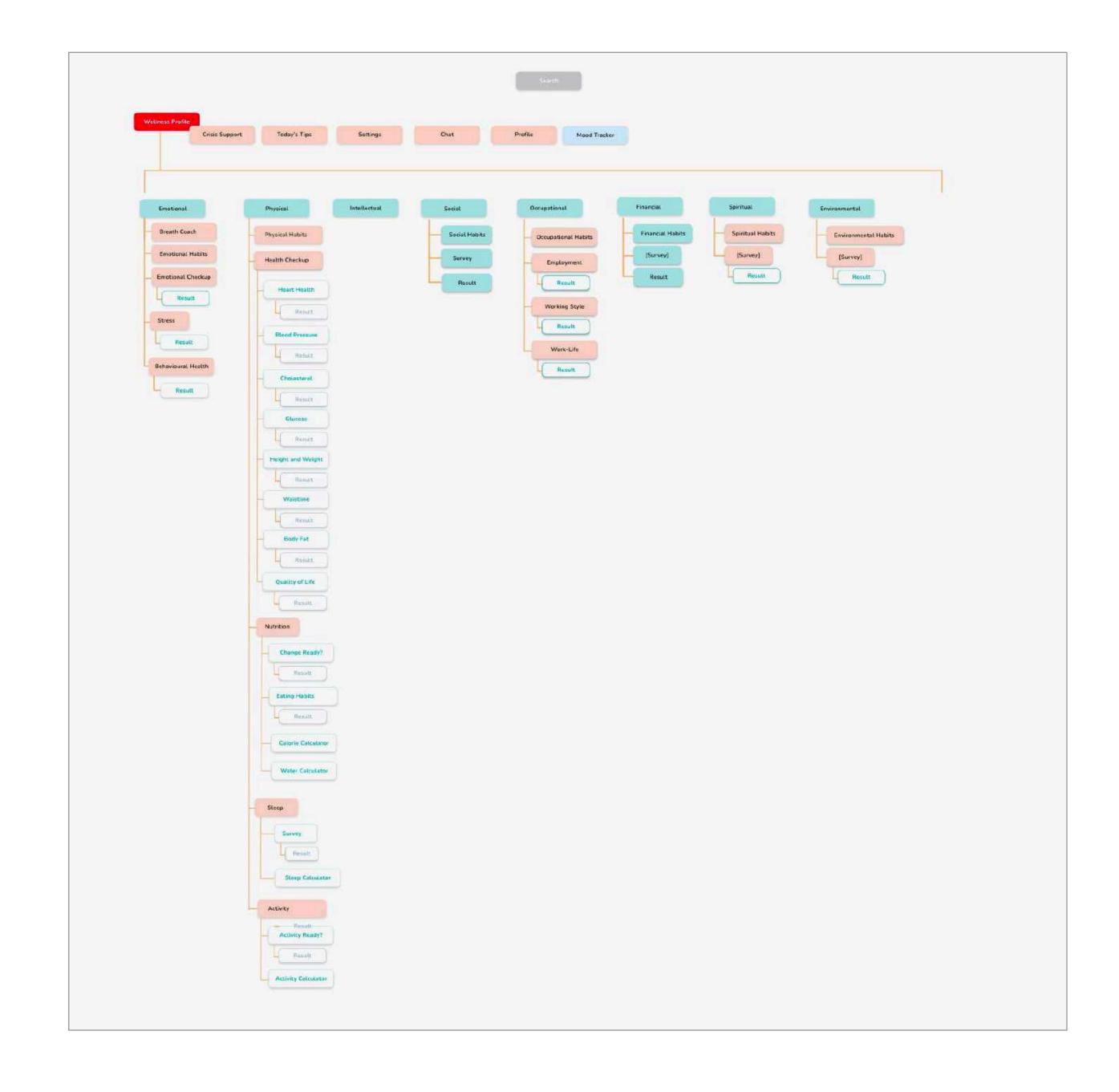
Our design team worked closely with nutritionists, psychologists, and healthcare professionals to ensure the content was vetted and evidence-based. **The proposal had a lot of content - with many features** - surveys, calculators with scored results, and health guides with customized tips. It was time to organize it and make sure the content was relatable.



I organized the navigation with data.

As lead Content Strategist, I immediately asked questions and surveyed the subject matter experts. The answers would help decide what areas of the app were most important.

We built an Information Architecture from that feedback and ran a card sort to test it.



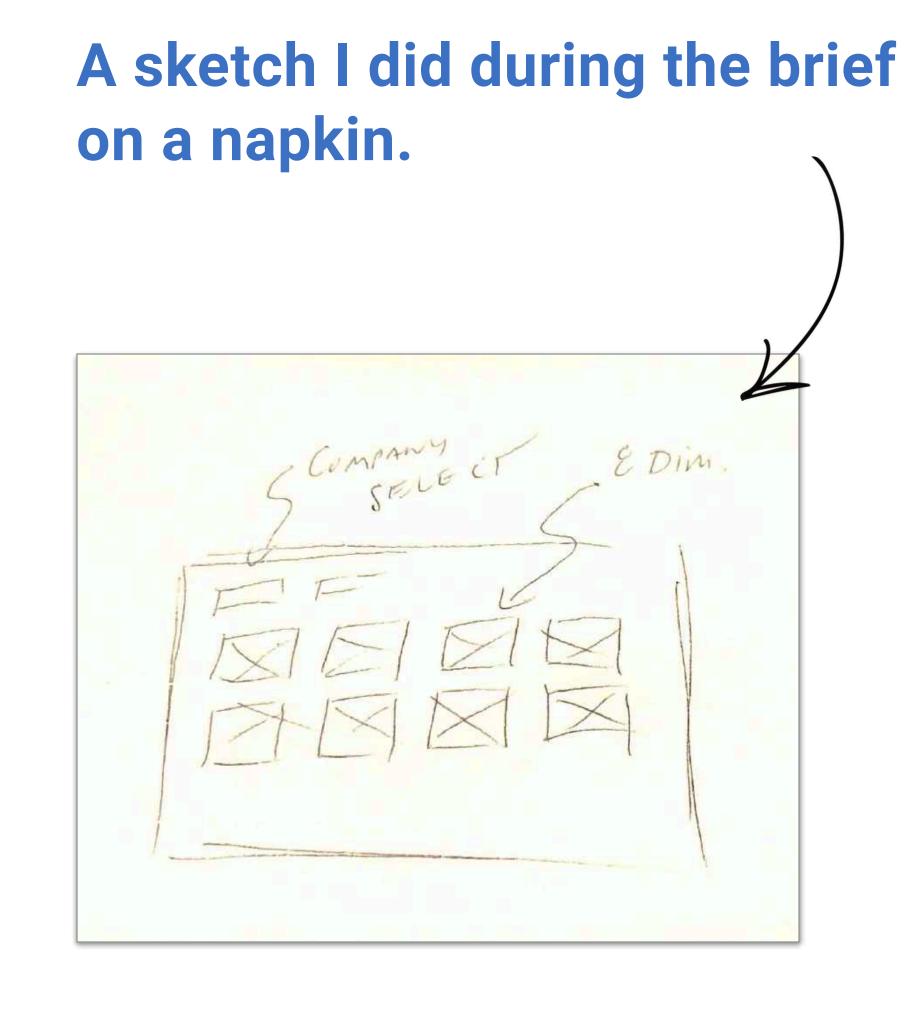
Writing for User Experience and Products Author and Editor Jim Senti, Content Strategist & UX Writer, Universal.one What is UX Writing? "User Experience (UX) Writing is the process of creating the words in user experiences: the titles, buttons, labels, instructions, descriptions, notifications, warnings, and controls people see. It is also the set-up information, first-run experience, and how-to content that gives people the confidence to take the next step." Torrey Podmajersky, Strategic Writing for UX, O'Reilly Media, 2019 Brand and UX, Differences in Approach Effective products, like brands, have a voice and personality. Brand voice and product voice are often similar. However, how they execute that voice can be different. We refer to the copy experienced on or within a product as User Experience (UX) Writing, UX Writing is implemented differently than other forums (like marketing emails, for example). UX Writing requires a set of rules that do not follow typical grammar rules (like the guidelines in Grammar and Mechanics.)

I reviewed and translated all of the clincal content.

I had to find a way to ensure the subject matter expert's content was 1) the same tone and voice and 2) relatable. So, I wrote a product editorial style guide to keep myself in check.

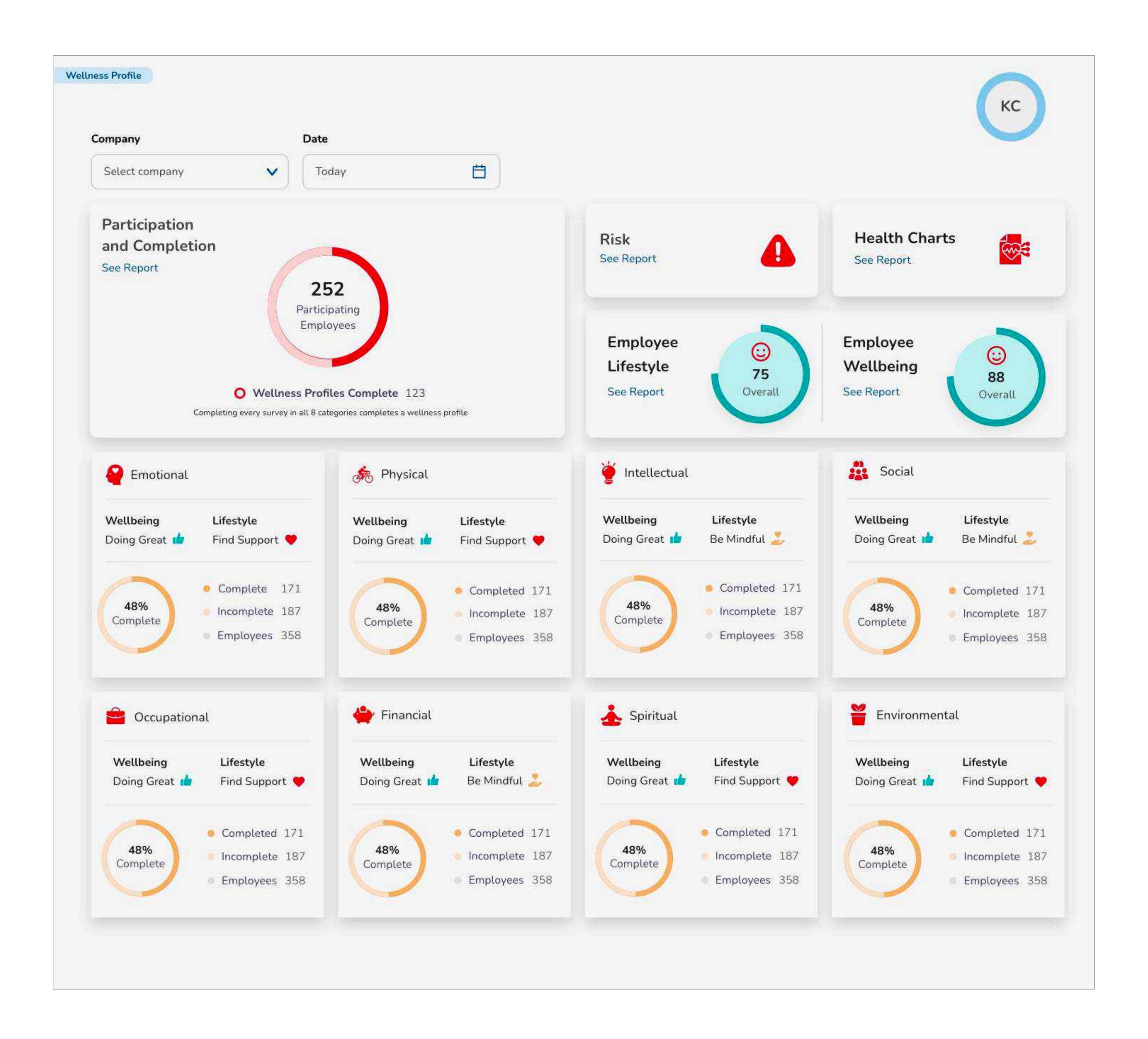
Our client threw in a request.

They wanted dashboards. The employee wellness manager wanted to see a top-level view of employee wellness.



Showing content at the right time.

We learned what content our employee wellness team wanted on hand when they logged in. We created dashboards after I led a few design workshops and moderated testing sessions.



Key Lessons

Break big projects into small parts. Small things make big things.

Please keep the first design simple and lean.

When in doubt, follow a process or create a procedure that involves quality assurance.