

Headache Relief App.







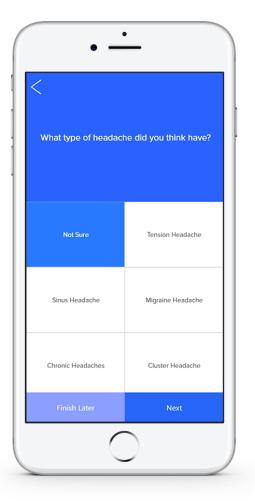
LEVELHEADED OVERVIEW

Introduction, Info Graphic, Project Findings, Project Objectives, Competitors, Target audience

Introduction

What is LEVELHEADED?

LEVELHEADED is a mobile application that helps users suffering from frequent and infrequent headaches with tools that will make it easy for users to understand the complexities of their headaches. Users will be able document their headaches, view detail reports, learn new ways to relieve headaches, and share their experiences with other users.

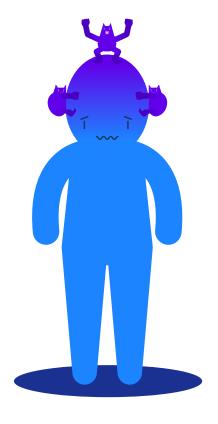




Introduction

What are headaches?

Headaches are one of the most common ailment disorders in the world. Most people if not all have occasionally experience the symptoms of the common headache – tension type headache, which can make you feel numb in the head or feel like you have been hit by a sledgehammer. Migraine headaches on the other hand can become extremely disabling, preventing the sufferer from doing activities.





Info Graphic

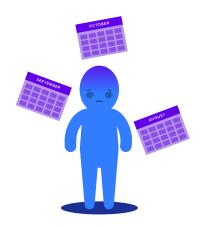
Headache Research



Tension type headaches have affected 90% of the world population.



1 billion of the world population have suffered a migraine and 114 million have suffered it chronically.



Chronic headaches can last over a period of 3 months.



Project Findings

The Problem

Most individuals who suffer from headaches have a hard time figuring out what is causing them, and in turn do not know how to properly combat them. There are a lot of causes and symptoms of any given headache, which makes it harder for the sufferer to properly identify.

The Solution

To create a headache diary that could properly identify the type of headache a sufferer has, and find proper treatment to combat the headache through rest and exercise.





Project Objectives

Mission Statement

Most individuals who suffer from headaches have a hard time figuring out what is causing them, and in turn do not know how to properly combat them. There are a lot of causes and symptoms of any given headache, which makes it harder for the sufferer to properly identify.

Project Components

Brand identity

Logo

Colors

Typography

Application

Diary/Journal

Viewable headache timeline

Establish a growing community

Create a exercises for relief

Marketing

Print ads

Web site portal

Motion graphic promo













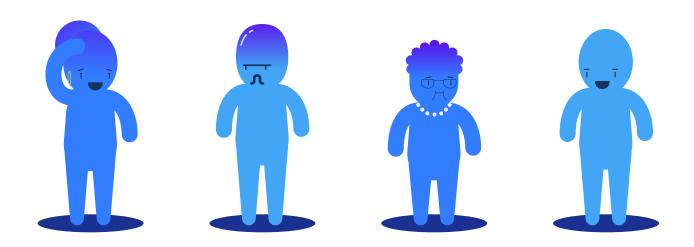
Introduction

Competitors

iHeadache, Migraine, iMigraine, Migraine Buddy, and My Pain Diary consist of unique features that set each other headache application apart, and each of these headache applications include their own variation of their headache diary/tracker. While some features are valuable in supporting headache relief and recording headaches, however some of the features are narrowed down to a specific headache.

Migraine and iMigraine's has features that delivers headache information, goals, and analytics, but it's aimed at users who suffer from migraines rather than all types of headaches. Another goal from researching competitors was to find what made their user experience strong and what made it vulnerable. Figuring out the user's journey through these apps helps to understand what they are thinking when navigation, but also understand the developers' intentions.





Introduction

Target audience

Levelheaded targets users who suffer from headaches daily and chronically. The targeted users can be any gender, age, and background -- headaches don't discriminate. Users who want to find more information and interact with individuals who experience similar experiences.



USER EXPERIENCE DESIGN

Early Sketches, Sitemap, App Features, Task Flows

Early Sketches

LEVELHEADED app content ideas and conepting navigation.





Wireframes

Early wireframe versions















User Testing

The objective of this usability test was to find how the participants interacted with the LEVELHEADED prototype. Seeking out their behaviors, motivations, and wants will let us know what aspect of the app they found valuable, useful, accurate, and accessible. Uncovering any information from these users will help in refining or redesigning aspects of the navigation, content, and interface design.

LEVELHEADED Task

You have been having a headache for the past three days and you want to document its symptoms for reference. Additionally, you want to find some proper relief to reduce your discomfort. You also want to know about other people like you who are currently dealing or have dealt with headaches.

LEVELHEADED Prototype

https://xd.adobe.com/view/888bc6a9-0b36-427f-8ec3-3a34fa73721b/

The User Participants



Jayleon Jordan



Samantha Hernandez



Eddie Beccera



Rita Hernandez



User Testing Findings

Observations

Participant Sam finished the task at 4 minutes and a half, while Jay finished in 6 minutes. Eddie finished a little over 5 minutes. Both users seem to navigate through the prototype, but several times when recording their headache information they both stopped to re-read the questioner or go back to the previous screens. I also noticed that they were trying to re-click different symptoms. Users seems to spend a troubling amount of time selecting their medication. I noticed that users moved their head in to look closely at the screen when they were navigating the community screens - probably because the text is smaller than other parts of the app.

User Response

Eddie said, "The colors of Community message board are too dark and text has is too white, but I like the rest of the colors.".

Rita noted that she wanted more screens to play with the Journal. She also, thought the Community text was too small.

Jay said, "I really liked the experience of logging my symptoms. I think there should be a way to unlock an option that you clicked on. For example if you clicked the pain location on the

top of your head you should be able to click it

again to deselect it."

Changes

Fix misspellings and change the language. Revamp the medication selecting process – make it known to users when selecting and exiting the selection process.

Change the dark color scheme (night mode) into something more legible, as well as increase the size of text.

Sam said, "Once you enter the type of medicine and you enter how many mg and etc..., I was looking for an "enter" button to exit the screen. The "X" button can be confusing to users, which may think all their options aren't saved. I would recommend a "enter" button or a simple "click off screen" option. I attached the screenshot for your reference."



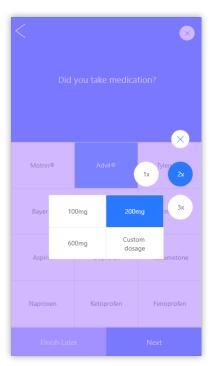
User Testing Findings

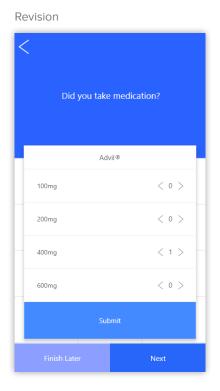
Popup

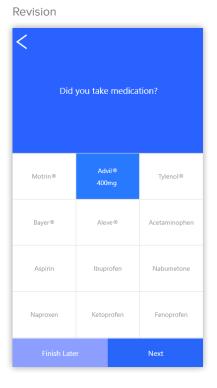
The users spent too much time on the medication dosage popup screen. They had trouble leaving the screen, the "x" button above wasn't an obvious choice for the users so they would spend some time clicking around trying to get rid of the popup. The new popup is designed to be simple in a list form, and instead of giving them an "x" exit button given them a Submit button for assurance that dosage will be accounted.

Prototype Revision

https://xd.adobe.com/view/e5f18fbe-ae9d-4db3-869f-6c1728346d5f









15

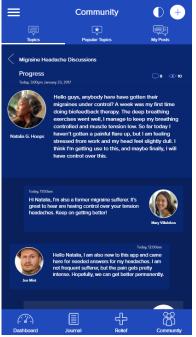
User Testing Findings

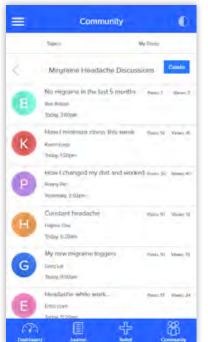
Legibility

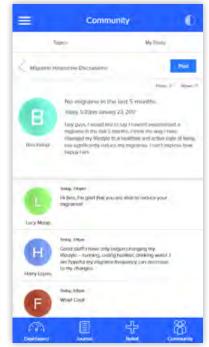
It was apparent from observations and feedback that legibility was a problem. Colors, text size, and hierarchy of buttons cause discomfort when navigating the Community, a social hub where users can interact with each other. In the new Community revision the colors are a lot less harsh, the text is larger, icons switched to text, creating a thread post and creating a post to a discussion is clearer.

Revision









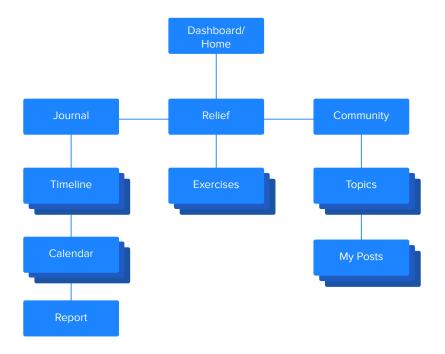
Revision



User Experience

Sitemap

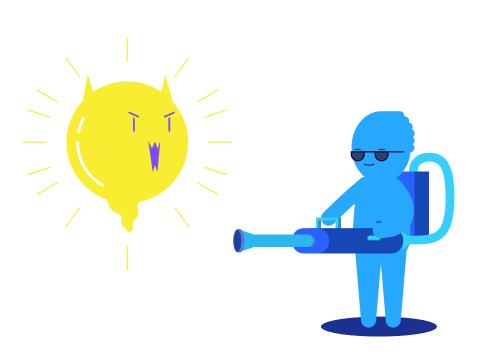
Levelheaded is categorized by three levels: "Journal", "Relief" and "Community." Each level offers there own unique features that will help support people with headaches.

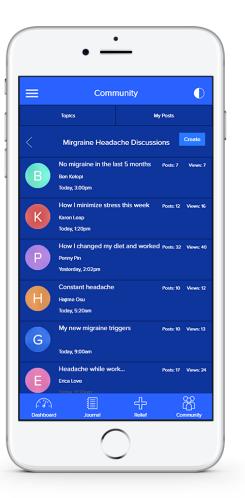




Nightmode

Night mode allows the users to change their app interface into a darker color scheme. This allows users who are suffering from migraine symptoms to view the screens comfortably.

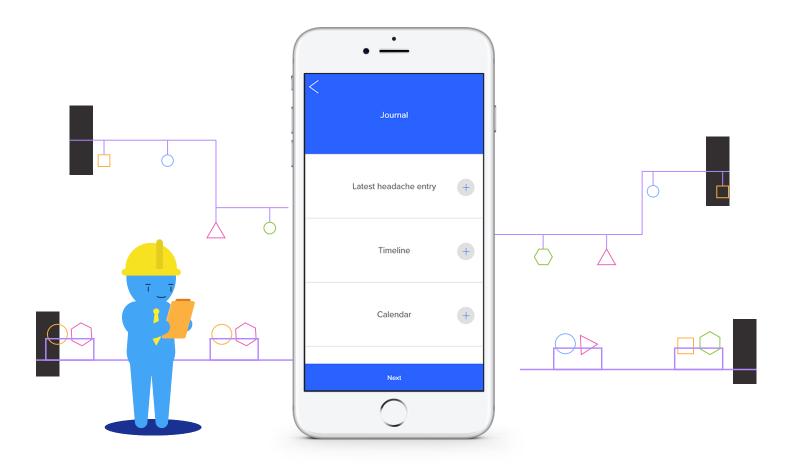






Dashboard

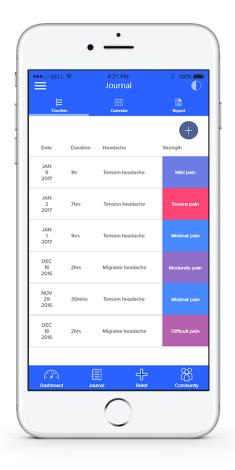
The Dashboard is the user's home screen where they are able to customize their choice feeds with numerous relevant information.





Journal

The Journal screen is where users will be able view their documented headaches in a timeline. Users will also be able to view their data they accumulated from their headache entries. Users can view their headaches by causes, headache totals, averages, symptoms, and much more.









Relief

The Relief screen is where users can do exercises that will improve their posture, neck, muscles, and users can also do timed breathing exercises.



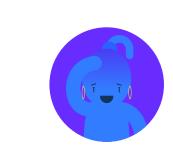




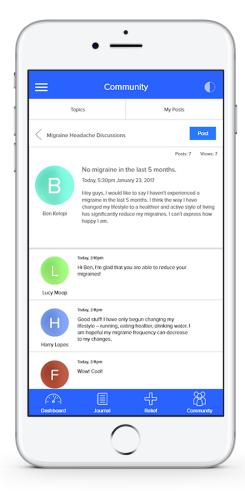


Community

The Community screen is where users can converse with a community that have experienced headaches of all kinds. Here users can support each other, provide tips and knowledge, and get to know each other.













Journal Entry







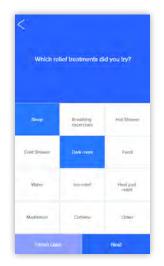


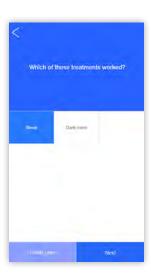






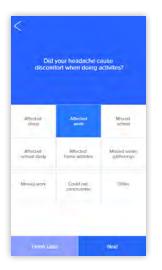






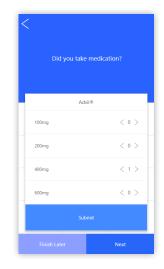


Journal Entry













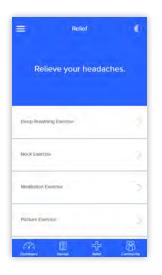








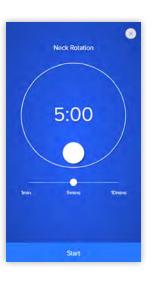
Relief Task







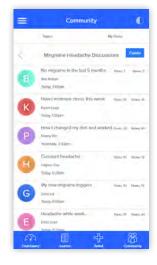






Community Task













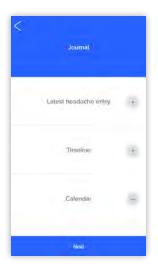


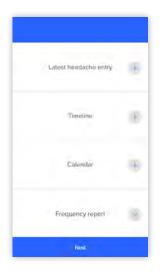


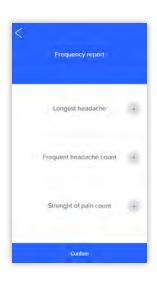
Dashboard Task















BRAND CAMPAIGN

Motion Graphics, Website, Print Advertising

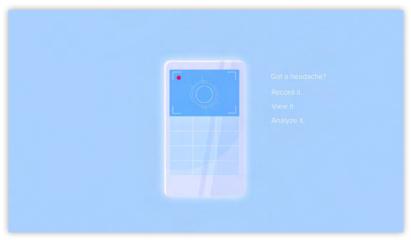
Motion Graphic

"Headache Attack"

The Levelheaded motion piece is a walkthrough that demonstrates the features of the Levelheaded app. The animation is centered on a character who is being bullied by pesky headache monsters who won't leave him alone.

Video link: https://vimeo.com/232389746

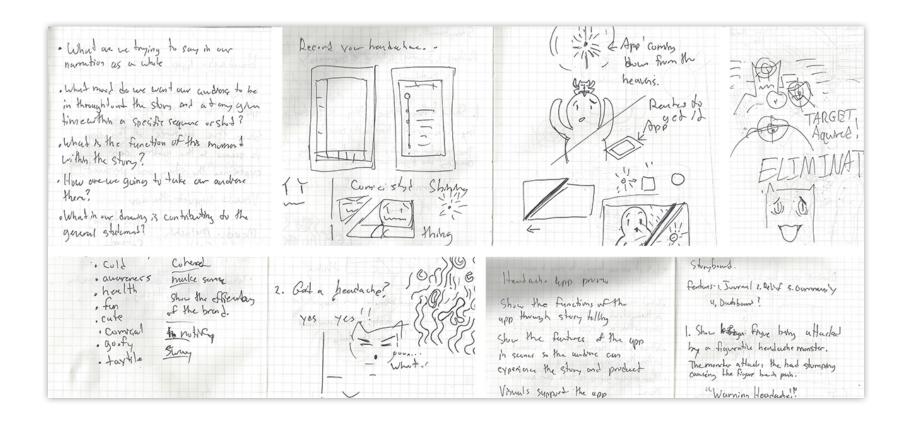






Concept Exploration

The concept behind the Levelheaded motion piece was to convey how difficult and agonizing headaches can be, and one of the goals was to show the animation in an amusing tone.





Character Exploration

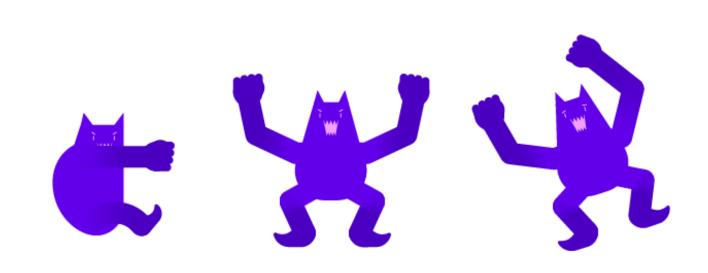
Headaches are annoying and they could last hours to a couple of days -- to portray this I thought it was a neat idea to illustrate them as a Dennis the Menace-like. Reckless and troublesome behavior these headache monsters were designed to have angular and sharp features.

The "blue peep" is the main protagonist of the motion piece the character embodies people who suffer from headaches. The character is a complete opposite from the headache monsters – its features are round, docile, and blue.



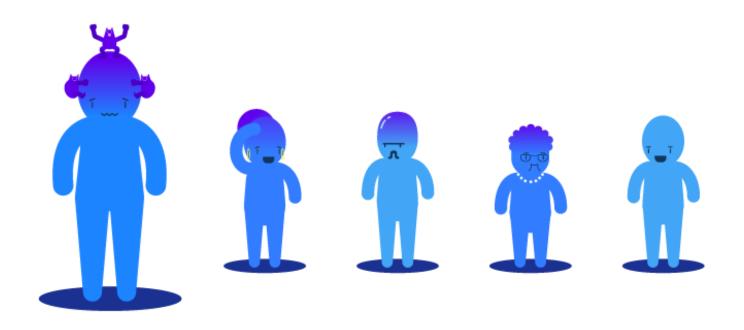


Final Character Designs





Final Character Designs



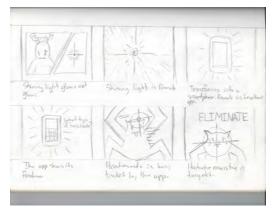


Motion Graphic

Storyboard

The storyboards explores the concept of large monsters causing havoc somewhere around the world, but it's revealed that the monsters are little monsters personifying headaches causing a commotion. Levelheaded app is introduced as "magical" item that displays all of its features and used to "knock out" the headaches monsters away from the protagonist.









Final Storyboard



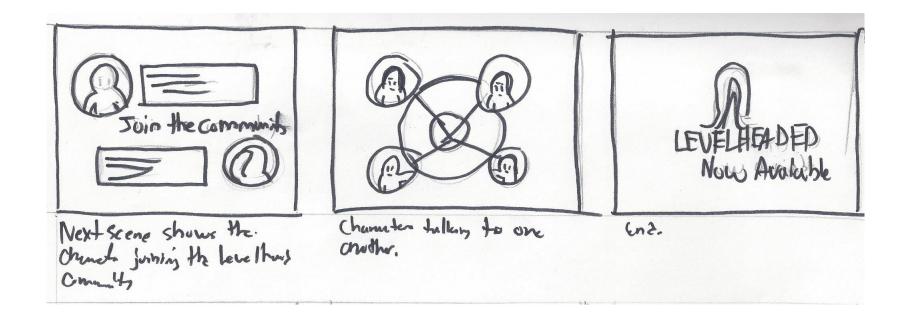


Final Storyboard



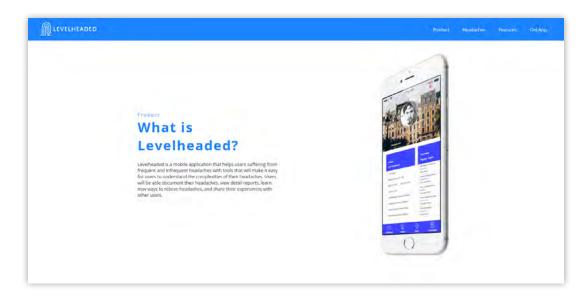


Final Storyboard

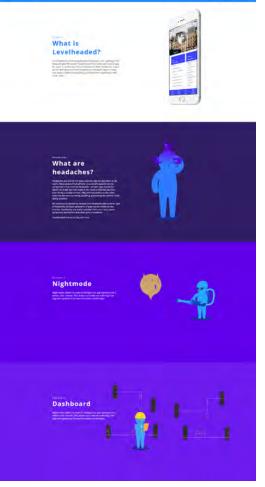




Levelheaded Website



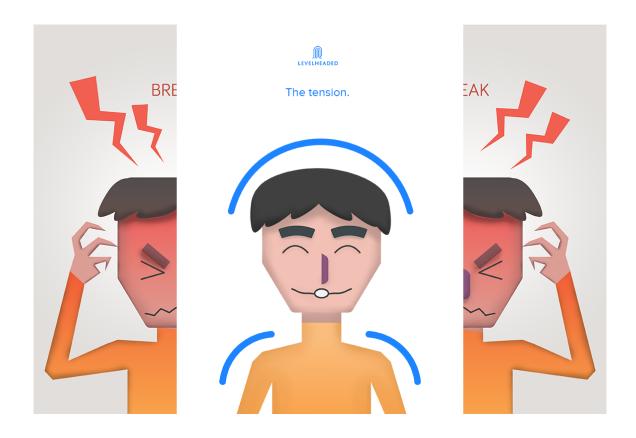
Website link: http://anthonyjhernandez.com/levelheaded





Break the Tension

Folded magazine ad





Break the Tension Mock up



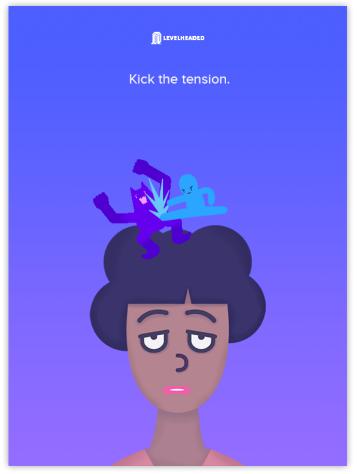




Kick the Tension

"Kick the tension" is a two page ad.







Kick the Tension Mock up







BRANDING GUIDELINES

Word list, Moodboard, Logo, Typography, Brand colors

Brainstorming

Word list

advantage excited pounding throbbing assistance mind peace above anxiety delight brain stress blessing depression encourage pleasure aid photophobia relief health suffering reduce soothe panic relaxation serenity weight calm active overdo sufferer support mentality decrease spiky posture sharp cool tension headache burn warm hassle subdued tranquil silence lifeless inconvenience steady annoyance dormancy hopeful pulse frustration



Brainstorming

Moodboard





Logo Concepts





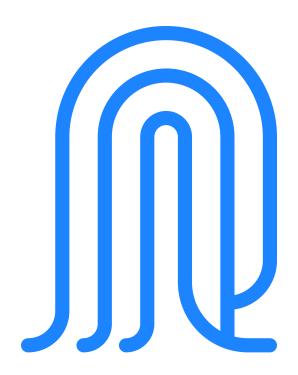
The identity mark is a representation of the head, mind, and the inner ligaments and workings of the body







App icon





Black and white alternates















Logo Guidelines

Clear Space

Top half of the logo mark and its width is the acceptable amount of clear space.









Logo Guidelines

Logo Misuses



Do not vertical scale the logo.





Do not change the logo's color.



Do not horizontal scale the logo.



Do not place the logo over low contrast color.



Do not give the logo a stroke of any kind.



Logo Typeface

DOMUS TITLING MEDIUM

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890



Campaign Fonts

Proxima Nova is our primary typeface to be used for advertising, body copy, and video.

Proxima Nova Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Proxima Nova Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890



Application Fonts

Our app uses Proxima Soft for body copy, headlines, categories, and other naming conventions.

Proxima Soft Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Proxima Soft Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890



Website Fonts

LEVELHEADED website uses Open Sans typeface.

Open Sans Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Open Sans Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890



Colors

Main brand colors

Our brand colors are used for visual imagery, graphics, ads, and typography.

#2962FF	#2979FF	#1D84FF	#42A5F5	
#1F3263	#092671	#204ABC		
#6100EA	#6D1CEF	#7939F4	#8455FA	#9071FF
#000000	#404040	#808080	#BFBFBF	#FFFFFF



Headache research links

http://www.ihateheadaches.org/headache-statistics.html

https://americanheadachesociety.org/wp-content/uploads/2017/07/CMinforgraphicPosterWEBzoom.pdf

https://americanheadachesociety.org/wp-content/uploads/2017/07/GENERALMIGRIANE_FINAL_WEB.pdf

http://migraineresearchfoundation.org/about-migraine/migraine-facts/

https://www.theraspecs.com/blog/facts-and-statistics-for-migraine-and-headache-disorders/



Thank you.

