

2019 Annual National Convention, SCDA

Testing dissemination media for shared-decision making for sickle cell disease treatment

Facilitated by:

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Workshop Agenda

Introduction to SDM	10 min
Divide into 3 groups <i>*Website testing(SCD Team members), website testing(patients/family/community), app testing(patients/family/community)</i>	5 min
Activity 1: Co-designing Learning tracks <i>*Card sorting</i>	10 min, 5 min shareback
Activity 2: Improving User experience <i>*Blink Test, Scenarios</i>	20 min, 5 min shareback
Activity 3: Improving User Interface <i>*Expectancy Test</i>	5 min
Co-design feedback (quant & qual) <i>* Rate intuitiveness, fill madlib</i>	10 min

• Introduction

• Activity 1: Co-designing the user-specific learning track

Testing user flow - CARD SORTING (10 min)

Activity Goal: To collaboratively define a preferred sequence for different users to learn a skill.

1. Take a few moments to explore the given cards.
2. Put the cards in a sequence that makes sense to you as a learning track for learning SDM:
 - a. Group 1: Sequence the cards for learning track for doctor/NP/PA
 - b. Group 2: Sequence the cards for learning track for patient/parent
 - c. Group 3: Sequence the cards for learning track for family members and friends
3. Feel free to add new cards or discard given cards.
4. Shareback – reflect on your learning track and how it can improve the learning process

• **Activity 2: Improving user experience and navigation**

#1 Testing hierarchy – BLINK TEST (5 min)

Activity Goal: Ensure the smooth consumption of the key messaging and functions of the tool.

Activity Steps:

1. Facilitator:
 - a. Distribute 1 card per person. Provide extra cards for group (incase someone wants to add more)
 - b. Scroll through the website/app homepage once (2 seconds max)
 - c. Lock the screen/change tab
2. Participant: Write down the first 3 things you can recall (*template*)
3. *If time permits: Shareback – reflect on why they stood out

#2 Testing user experience – SCENARIOS (15 min)

Activity Goals: Identifying roadblocks in going from point A to B. Time taken is an indicator of intuitiveness.

Activity Steps:

1. **Facilitator:**
 - a. Share scenario 1
 - b. Ensure recording of the screen, audio
 - c. Appoint 1-2 navigators, 1-2 observers
 - d. Observer 1- time taken
 - e. Observer 2- no. of steps, any confusions
 - f. Prompt participants to think out loud
 - g. Note on report sheet: time taken, errors and results
2. **Users:**
 - a. Attempt given tasks
 - b. Write time taken and no. of steps
 - c. Share any roadblocks, suggestions