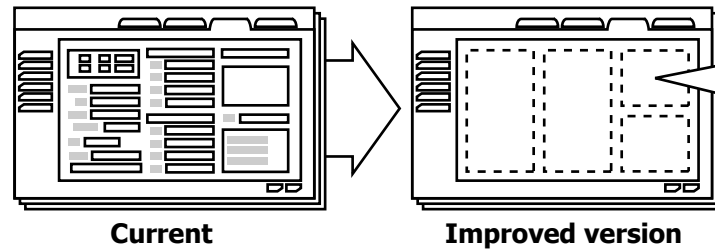


Improvement

The current interface is built to collect data points item by item. If it was designed around reusable modules, it would be more scaleable and more efficient.

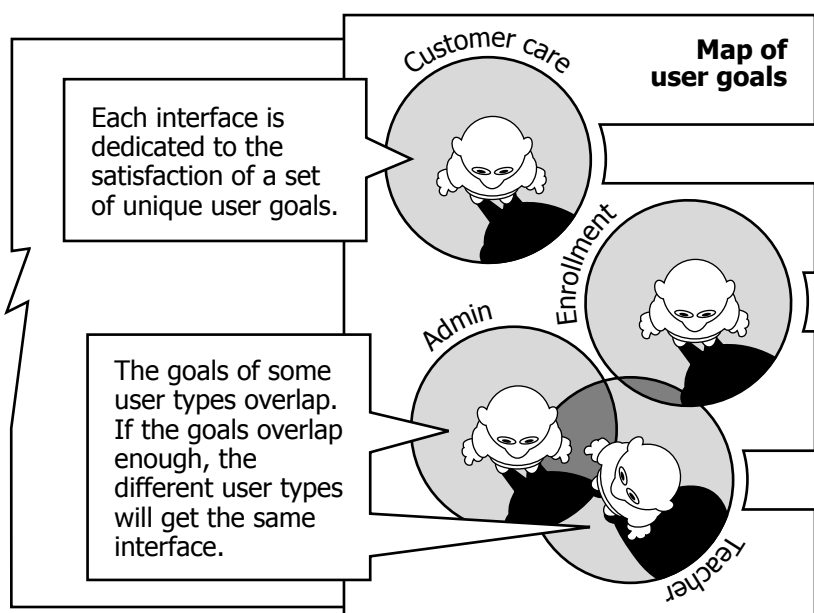
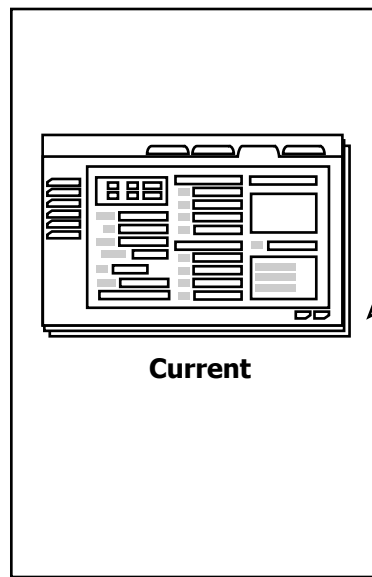


In this approach, modules would each be developed to collect specific groups of data. For example, the adult information module would be used on any screens that needed adult information. The module would be developed to collect all adult info, but only the fields relevant to the particular screen would be shown.

VS.

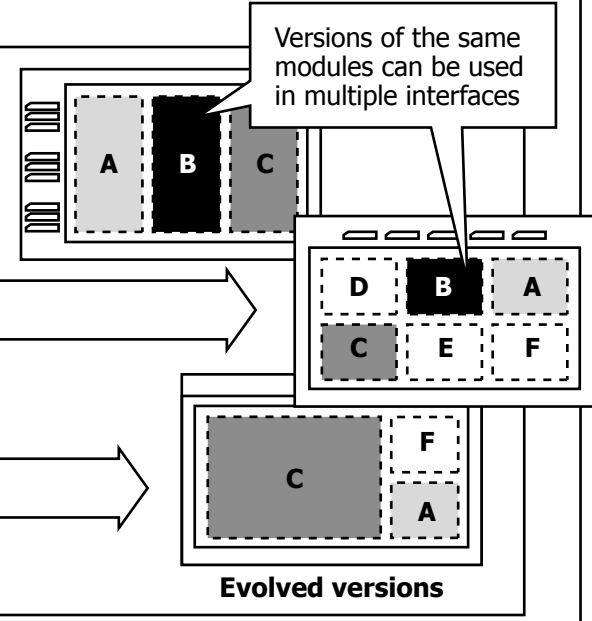
Evolution

This approach introduces the same reusable modules as the approach described above. However in this approach, the modules are organized based on unique user goals.



Each interface is dedicated to the satisfaction of a set of unique user goals.

The goals of some user types overlap. If the goals overlap enough, the different user types will get the same interface.



Change happens

Example of change	Solution within IMPROVED version	Solution within EVOLVED version
New functionality is required.	"Just add a tab." Lowers usability, adds complexity to the user experience. Eventually, we'll run out of space on the screens.	Combine existing, reusable modules to create a new interface specifically designed to satisfy new requirements.
New data is introduced.	Create popup and the button to launch it. Lowers usability. New button has the potential to confuse the majority of users to satisfy the needs of a few.	Add new module to relevant screens. Each part of each interface is allowed to evolve at its own pace.