mHealth Learning and App Development with No Coding Required

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UI/UX API's

Foundation

mHealth App Ideas

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1. Theoretical and Pedagogical Framework
2. The Journey
3. The Results
4. What’s Next

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mHEALTH: CONTEXTUAL CONSIDERATIONS

- The rising cost of health services
- Ubiquity of mobile phone ownership
- Give Health SME’s skills to design apps
Course Objectives:

1. Understand how to apply mobile learning and educational theories in a practical manner
2. Differentiate and learn about mHealth technologies
3. Determine and utilize appropriate mLearning activities
4. Design learning activities or apps for mobile phones with no coding
SAMPLE LIST OF SESSIONS

1. Lit Review
2. Social Connectedness
3. mCommerce
4. mHealth Readings
5. Wireframes
6. Navigation Maps
7. UI/UX
8. Prototypes
QUICK QUESTION

Why mCommerce in mHealth course?

- History
- Similarities
- Transferable Knowledge

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Started from the bottom ...

Usability Testing
Prototyping Tools
UI / UX
Navigation Maps
Mid-Term Presentations
User Testing
Universal App Drawings
Foundational Theories
mHealth app idea outline
mHealth idea
Field Observations
New course
... before the deep dive
DESIGNING FOR mHEALTH APP DEVELOPMENT

1. Viable concept product / (MVP)
2. Many routes, start with simplest
3. Practice, Test
4. Add textures and layers

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PROTECTION

- Patient privacy (HIPPA regulations)
Professor
Peer Review
User Testing
Data Analytics

Future Iterations
UI Improvements
AI Initiatives

FEEDBACK

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WHAT'S NEXT?

- Low code App development
- Regulatory aspects
- Exploring collaborations with API & AI specialists

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Courses run in the Fall and Summer Semesters