Eudemonia
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Eudemonia - a platform for employers to gain insight into the health and wellbeing of their employees

Exploratory Research Interaction Design Learning at THE WELLNESS REVOLUTION

ABSTRACT

The Wellness Revolution provides a platform of insight that enables employers to quickly and comprehensively assess the status of their employees in all areas of health, wellbeing and culture. Killer features include :

- **Dashboards to visualise complex data**
- **Analyse probable causes for anomalies**
- **Suggest possible solutions**
- **A comprehensive service**

INTRODUCTION & BACKGROUND

The wellness revolution is a pioneering **employee** health and wellbeing experience for the future of business, helping **employer** to drive employee wellbeing and create a company wellbeing culture.

By focusing on the health and well-being of employees in the workplace, it enhances their work experience, inspires and unleashes their potential, redefines corporate culture and creates a happier, healthier life, workplace and society.

RESEARCH METHODOLOGY

- **Competitor analysis** - 4 same business target company, 3 similar interaction model company and 2 excellent product company.

- **Questionnaire** - 360 questionnaires distributed online and 86 valid results.

- **User interviews** - 6 users 1v1 online remote interviews, average from UK and China region.

RESEARCH RESULTS

Through the various research methods used previously, the team was able to obtain a clear definition of user requirements, which in conjunction with the company's business objectives could be clearly defined with the **three core functions** as the reference point, providing the basic core user requirements for the stakeholders involved.
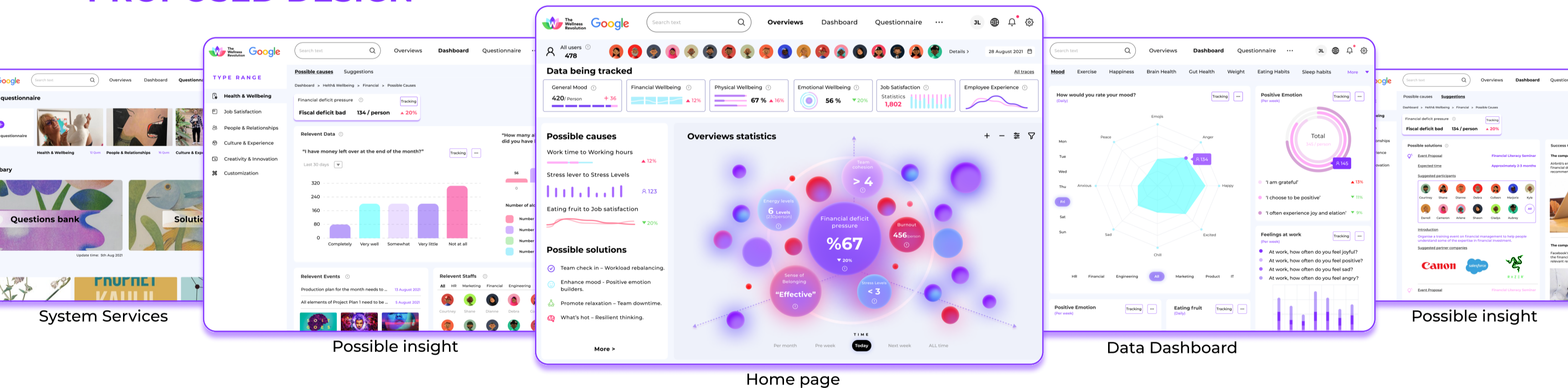
Data Dashboard
- A Visual Dashboard

Possible insight
- The Possible Causes
- The Possible Solutions

System Services
- The Questions Database
- The Solutions Database

PROPOSED DESIGN

System Services

Possible insight

Home page

Data Dashboard

Possible insight

CONCLUSIONS & FUTURE WORK

Further questions

1: Complete **user usability testing**, analyse results and optimise page interactions.
2: In-depth analysis of the requirements for the **"tracking" function** provided in the Insight platform, thinking about the logic of the page interactions for this function, etc.

Learning

The biggest takeaways throughout the project were **how to define the product functional requirements** definition and time management of the project.

Self- reflection

1:The product features need to be combined with the **user requirements** and the **business needs** of the output.
2: The implementation of user research is planned well in advance from the **actual situation of the user group.**

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The Wellness Revolution