

UX Exploration For Employees' Well-being Experience With The Wellness Revolution

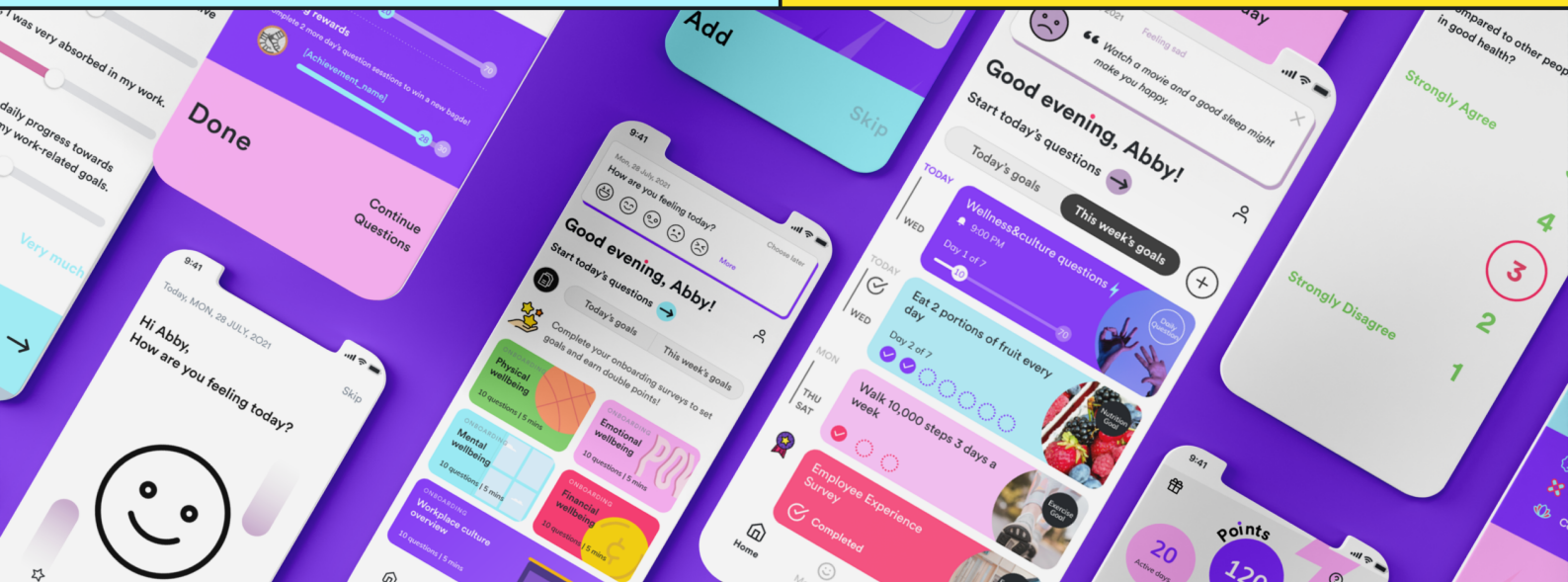
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Abstract.

Nowadays, an increasing number of adults are facing mental health and emotional disorders. It is believed that the workplace has a significant impact on mental health. The project will be worked together with the Wellness Revolution to discover **UX solutions for employees' well-being**, especially the user experience regarding collecting individual wellness data. The prototype is build based on adequate literature reviews and user study. A focus group is conducted to validate its usability and user acceptance.

Introduction & Background.

Eudemonium™ is a custom-built product for the culture and employee wellbeing of small/medium enterprises, which provides insights and solutions to happier, more productive teams and cultures. The mobile platform to employees will allow them to track their well-being state, covering emotional, mental, physical, and financial wellbeing, thereby supporting individuals with better personal growth, as well as help employers to collect autonomous data to develop a happier and healthier organisation culture.



Specification & Implementation

The project focused on the design for one of the basic feature - complete daily questions and pick personal wellness goals. The project hopes to find UX solutions that could making the user experience of data collecting fun and easy, and explore killer features to improve user engagement.

Testing & Evaluation.

5 tasks of mockups were tested through **Focus group**.

Future Work.

- Modify the onboarding process, especially for the rewarding system.
- Develop the internal community feature, coaching feature and other supplementary features.
- Build animation and create brand style illustrations.
- Long-period (30 days) usability testing to evaluate the user engagement, accuracy of question pushing and effectiveness on enhancing individual wellness and collecting useful data.

