# **Communication Barries in Healthcare**

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#### **Abstract**

Amidst the UK's "super-diversity" due to a surge in immigrants, many non-native English speakers face communication challenges in medical settings, especially in dental care. This research aims to enhance communication between these individuals and UK dentists. Utilizing disease self-checks and oral models, the study identified key challenges and proposed design solutions to improve the dental consultation experience for non-native speakers.

#### **Introduction & Background**

There are barriers to communication between non-native English speakers and dentists in the UK. Despite research focusing on doctors' communication methods and medical software aids, patient initiative is still limited. Currently, there is a lack of methods to help patients communicate with doctors other than translation software. Therefore, this study examines how to improve the user experience of non-native English speaking patients communicating with dentists in the UK through interface design.

### Stage 1 Requirement Analyse

#### **Semi-structured interviews**

Number of participants: 10
Non-English speaking patients
Oral diseases
Age range: 20-35

#### **User journey**

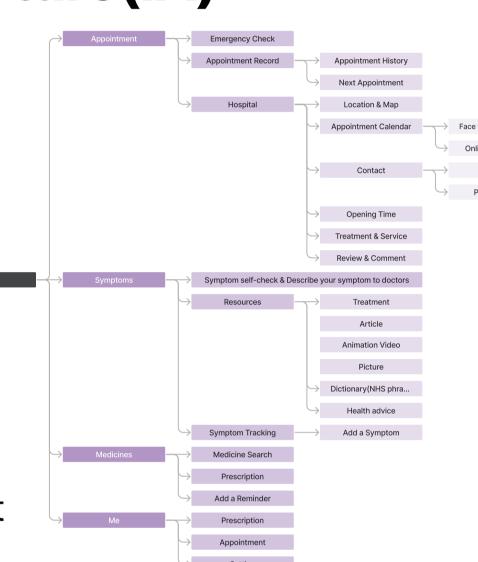
Based on the interviews, I design the following user journey. During the interviews, it was found that patients encountered many problems in going through consultation, treatment and receiving medical advice.

# Stage 2 Information Architecture (IA)

#### Tree testing

Number of participants: 50 Non-English speaking patients Oral diseases Age range: 20-35

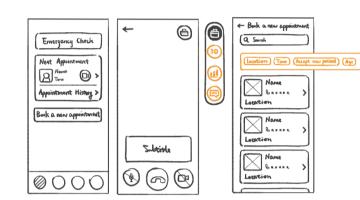
Based on the information provided by users, I designed the IA of the app, in order to verify its validity, I tested five tasks related around the functionality, after testing and finding out the problems, I retested and finally adjusted it to the following figure.



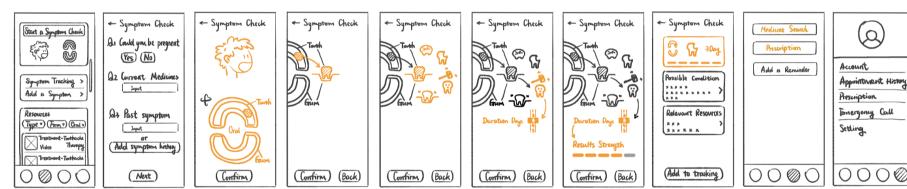
## Stage 3 Lo-Fi Design

#### Task-based user testing

Number of participants: 6
Non-English speaking patients
Oral diseases
Age range: 20-35



Based on the IA of the second version, I designed the low-fidelity design of the app, and after task-based user testing, I redesigned the low-fi as follows.



#### Phase | Phase 1 -- Register Phase 4 -- Treatment Phase 5 -- Doctor's order | Phase 6 -- Payment Phase 2 -- Appointmen Phase 3 -- Consultation Method 1 -- Online Stage 1 -- Treatment plan Stage 1 -- Find a dental surgery Stage 1 -- Describe the symptoms Stage 1 -- Doctor's order Stage 2 -- Appointment Stage 2 -- Start treatment Method 2 -- Phone Stage 2 -- Inquire the conditions Stage 2 -- Follow-up treatment Stage 3 -- Examination Stage 3 -- Fill in a registration form need spend a lot of time looking for, can't find it quickly professional words. professional words. Using electronic dictionaries or translation software is time consuming and inaccurate. noise and accents, and translations of medical term noise and accents, and translations of medical term Using the nhs dictionary needs to be searched in advance and is time-consuming and inconvenient to understand. Doctors have difficulty understanding some Patients ignored what they didn't understand and professional words. didn't ask the doctor again noise and accents, and translations of medical terms Some patients did not fill in carefully because they found Playing explained video for patients Provide some option for patients like the severity, the some commonly used drugs, and doctors can adjust the condition of different patients according

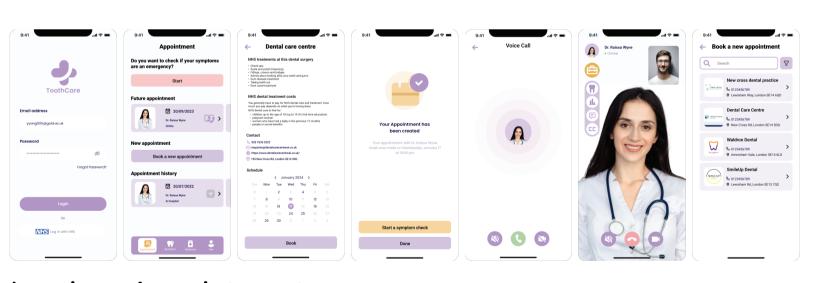
#### **Conclusions & Future work**

In this project, I research How to improve the user experience of non-native English speaking patients communicating with dentists in the UK through interface design. The current interface primarily facilitates the initial stages of medical consultations, enabling patients to express their symptoms. It is worth noting that in some cases, diagnostic procedures such as X-rays remain the most important for first-time patients. In addition, the reliability and accuracy of symptom-screening procedures deserve further study. My future research direction will be to refine the functionality of the app and evaluate its effectiveness to determine its clinical applicability.

# Stage 4 Hi-Fi Design SUS testing

Number of participants: 6 Non-English speaking patients Oral diseases

Age range: 20-35



Log in Appointment

Based on the low fidelity of the second version, I designed the high fidelity using a quantitative usability evaluation method (sus testing) and redesigned the high fidelity based on the suggestions of the testees as shown in the following figures and the right figure.

