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# EssentialTech : GlobalDiagnostiX

## 1. Context description

The **EPFL Cooperation & Development Center (CODEV) EssentialTech** research program aims to develop essential technologies that have the potential to reduce poverty. Its approach combines technology development with the elaboration of innovative business models for a sustainable and large-scale impact.

**GlobalDiagnostiX** (<http://globaldiagnostix.org>) is an EssentialTech project. It aims the development and industrialization of a digital and ultra-robust radiology system, with a total cost of ownership drastically lower than any existing solution on the market (including maintenance and repairs). This system is intended to be used in clinical environments in emerging markets (Africa, Asia, South America), as well as in mature markets (Europe, North America).

This unique **all-in-one system** provides all functions from patient/study management, medical images acquisition, advanced reviewing and diagnosis reporting, integrated storage capacity for long-term archiving, as well as advanced features (embedded e-learning, embedded risk management, tele-radiology, remote monitoring, computer aided diagnosis, web-portals, remote maintenance, etc.).

This system has been **built from the ground up with an innovative approach taking great care of the human-centricity and context of use specifics** whether in immerging & developing countries or in other countries with specific environmentally challenging requirements. Part of it, the software and the user interface play a central role.

## 2. Position Tagline

Analysis and design of an innovative and disruptive graphical user interface for an imaging medical device intended to emerging and mature markets. Collaboration in related features, services and projects.

## 3. Position Goal

The goal of the person to be hired is to **identify, analyze and implement key innovations and disruptive concepts** & features that differentiate this all-in-one product from standard existing systems by considering carefully its specific target users and context of use.

This work will be done together with the users (direct & indirect) and the current team of doctors / designers / anthropologists / engineers / subject matter experts.

Specifically, the candidate will be involved in tasks related to **User Experience Design, Interaction Design, Service Design and Customer Experience Design with a Human-Centered approach** in a Design Thinking mindset.

## 4. Expected Tasks

- Take part in different kind of meetings with various stakeholders and subject matter experts
- Participate in and/or prepare and/or facilitate and/or conduct and/or report interviews, surveys, focus group, field studies, contextual inquiry, brainstorming, workshops, design sessions with various stakeholders and users
- Advocate and embed Human-Centricity and Design Thinking in team
- Organize and perform Human-Centred design activities based on ISO 9241-210
  - Plan the human-centred design process
  - Understand and specify the context of use
  - Specify the user requirements
  - Produce design solutions to meet user requirements
  - Evaluate the designs against requirements
  - Iterate where it is appropriate
- Produce user experience documentation & specifications according to standards
- Formalize, visualize and present complex processes and concepts
- Prepare & conduct user tests sessions, Communicate findings & analysis
- Make contextual research and build competitor analysis
- Define, measure and act upon UX metrics and product analytics


## 5. Required skills

### General

- Innovative, curious and creative thinker
- Research and exploration oriented
- Structured and organized
- Open-minded, diplomatic and empathetic
- Careful about documentation
- Efficient at considering a problem from various points of view at different levels
- Experienced in being part of projects with middle to long term vision
- Ability to be involved concurrently in various project at different phase of development

### Analytical

- Able to identify and understand industrial and normative requirements
- Able to turn complexity into chunks of understandable components

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- Ease to visualize and communicate about complex concepts, systems and processes
- Excellent presentation skills

#### Specialized skills

- Expertise in user experience methodologies
- Expertise in interaction design, information architecture & visual design
- Able to turn human needs & technological innovations into actionable items
- Able to turn idea into sketch/prototype to quickly test concept in an iterative fashion
- Experienced in prototyping (simple and programmed)

#### Project management and team work

- Experienced in managing and/or being involved in interdisciplinary teams
- Ability to interact with a wide variety of stakeholders and users
- Caring & aware of multicultural dimensions
- Ease to communicate and adapt to interlocutors

#### Additional

- Technical knowledge in software architecture and development
- Experience in business analysis
- Experience in the medical field
- Ability to teach and to prepare e-learning content
- Innovation oriented in a pro-active fashion

## 6. Education & Experience

Minimum HeS Bachelor in design.

5+ years in User Experience and Interaction Design within various industries.