Touch interaction patterns for image centric software within life sciences / medtech

Level: Advanced
Start: VT1 2023

Background

At Sectra Medical, we save lives. How do we do that? By designing and producing medical imaging IT solutions that increase the efficiency of hospitals and clinics worldwide.

With 30 years of experience and the highest customer satisfaction for eight consecutive years our knowledge and passion is clear. Our vision of using technology to create a patient centered care is what drives us every day. Now we want to share that knowledge and passion with you - the future of engineering.

We welcome driven and talented soon-to-be-graduates with a passion for MedTech to our master thesis program in Linköping for the spring of 2023. If you are interested in being part of the future of healthcare, we offer you the opportunity to use your ideas, energy, curiosity, and determination to create a better patient experience.

Our scope includes a wide range of interesting challenges, and we are more than happy to discuss possible projects with you. We want you to find a project that first and foremost is in line with your skills, interests, and ambitions. That’s the key to a successful project.

Description

The Sectra products are quite complex, and used on different devices, from desktop computers to tablets. The same user can be expected to use different devices i.e., in the office and working remotely. The different –ologies, i.e., different medical fields, might have different needs since the material viewed is different in its nature.

• Today there's no description on what different interaction patterns are to be used for. This leads to:
  o The products differing from each other within the Sectra portfolio.
  o Time is spent in each product to research what interaction pattern to be used where.
• By researching what interaction patterns to use for what we can ensure that less time is spent in each project on this, and that the end product is more intuitive for the user.
• Methods: user research and best practice within the touch field.
• The different –ologies has done ad-hoc research for their respective areas, but there is no general overview.

Suggested research questions

• What are the best practice rules we should use for touch on our different devices, from tablet to table?
• How can the guidelines be used in actual products within the MedTech/life sciences area?
• How can the guidelines be implemented in a design system (for teams with and without a UX designer guiding them)?

One suggestion to create an academic level is for this master thesis to be centered around design methodology – how can we verify and test that the touch patterns allow the user to perform their task easily and efficiently, rather than just list "what are the established touch patterns".

You are:

• Enrolled in an engineering program on a master level, preferably within design, IT, software engineering or similar with a strong academic background.
• Fluent in English and, preferably, Swedish

Economic compensation
You will be hired as a temporary employee, with both a smaller monthly compensation and a bonus at the completion of your thesis work.

During your thesis project you are a full-fledged member of the Sectra family, and our mission and hope is that you want to stay with us even after your project is done. Either here in Sweden or at any of our offices worldwide. Being part of Sectra means joining an innovative organization with hundreds of colleagues that love to have fun together. What we do is serious business, no doubt about that, but we love (and need) to have fun and laugh together as well. This means you can expect various social events on a regular basis. Our headquarters in Linköping is home to half of our employees but we are always in close contact and collaboration with our colleagues and customers all around the world.

More information and contact
To find more information about the Sectra Thesis Program and to apply go to https://career.sectra.com/job-opportunities/master-thesis/

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