



WITH:

Dr. W.



CURIOUS CAREER COMPANION GUIDE

DISCOVER A WORLD OF CAREERS YOU DIDN'T KNOW EXISTED

COMPANION GUIDE: The Healthcare UX
Designer (S1 E3)

RUN TIME: 9 minutes 40 seconds

GRADE LEVEL: 8-12

Episode Summary

In this episode:

- The Healthcare UX Designer creates patient-friendly experiences for healthcare apps, medical devices, hospital systems, and telehealth platforms.
- Discover how empathy, psychology, technology, and design work together to improve patient safety and reduce stress in healthcare environments.
- Students are challenged to think critically about accessibility, communication, and how thoughtful design can directly impact human health and well-being.

Vocabulary Spotlight

User Experience (UX)

The overall experience a person has when using a product, app, website, or technology system. Especially noting how easy, helpful, and enjoyable it feels.

Accessibility

Designing products, spaces, or technology so they can be used by people with a wide range of abilities, including individuals with disabilities.

NEXT GENERATION SCIENCE STANDARDS (NGSS) ALIGNMENTS



Middle School Standards	High School Standards
MS-ETS1-1: Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution. MS-ETS1-2: Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem. MS-ETS1-4: Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process.	HS-ETS1-2: Design a solution to a complex real-world problem by breaking it down into smaller, manageable problems. HS-ETS1-3: Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs. HS-ETS1-4: Use a computer simulation or model to evaluate solutions to a problem.

Discussion Questions



1. If a healthcare app collects large amounts of patient data to improve user experience, where should designers draw the line between convenience and privacy?
2. How might poorly designed healthcare technology affect communities differently based on age, income, language, or access to technology?
3. If artificial intelligence begins helping design healthcare experiences, what decisions should humans still be responsible for?
4. If you were designing healthcare technology for the future, what human need would you focus on first: speed, accuracy, comfort, accessibility, or emotional support? Why?

Extension Activity



Healthcare App Redesign Challenge

Choose a healthcare related app, website or experience (real or imagined).

Examples could include:

- Scheduling a doctor appointment
- Checking into a hospital
- Tracking medications
- Telehealth visits

Student Task:

Students should identify:

- One frustration users might face
- Who the users are
- One design improvement that could help
- A quick sketch or wireframe of their redesign

Optional Extension:

Students pitch their redesign as if presenting to a hospital or healthcare company.

Optional Student Products:

- Poster
- Slide deck
- Sketch or blueprint
- Short written proposal
- Video presentation

Skills that help in this career



You do NOT need to be “perfect at science” to explore this field.

Many Healthcare UX Designers are empathetic and have strong communication skills that help them explain ideas clearly. They ask thoughtful questions, listen carefully to feedback, and are creative problem solvers. These designers must think critically about how to reduce confusion, improve safety, and make information easier to understand. Good UX Designers pay attention to how people actually behave, as observing users helps identify hidden frustrations and areas for improvement. Healthcare UX Designers also have technical and digital skills, as they understand technology helps bring ideas to life. Design projects are rarely done alone, as such collaboration is a needed skill.

Helpful High School Classes



- Psychology
- Biology
- Anatomy & Physiology
- Health Science
- Computer Science
- Web design
- Coding/Programming
- Digital Media
- Graphic Design
- Digital Art

Episode Reflections



1. What surprised you most about the role of a Healthcare UX Designer?
2. What career concept are you most curious to learn more about?
3. Could you see yourself working in a career that combines technology and helping people? Why or why not?

Full Episode Access

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