MotionH Design Decision Log - SaaS (Desktop)

Purpose: A working record of design decisions and changes made across MotionH's modules. It exists to preserve the full scope of the work, including changes not detailed in the case studies themselves, and to show, where applicable, the evidence a given change was based on.

How to read this table: each row is one identifiable change. Rows sharing a module/screen are grouped together and may span several iterations over time.

Category: HERO (major design decision affecting product structure, workflow, information architecture, interaction model, or regulatory behavior.) · FIX (bug or usability correction) · SEED (explored, not finalized, candidate for future work).

Type: the design discipline the change belongs to (strategic, flow, IA, interaction, visual/UI, accessibility, or regulatory).

Status: implemented · planned · rejected · on hold.

Why sourcing: entries tagged [Usability audit, Test N] are directly sourced from usability testing documents. Untagged entries reflect the author's own stated rationale. Blank cells are left open for completion. Sourcing categories:

- [Usability audit, Test N]: Based directly on an observation from a specific usability test.
- [Research findings, Test N]: Based on research questions or interviews conducted alongside a test, not on direct usability testing of that specific screen.
- No tag, rationale written out, or the author's own stated reasoning, based on design experience or knowledge rather than a formal test or interview.
- [Design judgment]: a deliberate design decision made by judgment or experience, without a specific, recallable trigger.
- [Team decision]: a top-down or team-discussed decision, not the author's own starting proposal.
- [MDR requirement]; driven directly by a regulatory requirement, not by a UX rationale.
- [Competitive analysis]: Based on competitor or market benchmarking.
- Blank; rationale not yet determined or recalled, open for future completion.

This log is not an exhaustive changelog. It highlights selected decisions that best illustrate the scope and evolution of the work. As I joined a product already in development, much of the work involved auditing and improving the existing UX, including usability, accessibility, terminology, UX writing, UI patterns, and user flows.

Version: 1.2 (draft, in progress) · Last updated: April 10, 2026

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
Form Creator	FC-001		Introduced a live preview showing both the form being built and its appearance in the final, documented context.	Reduce the gap between editing and verifying the result, avoiding blind editing. MDR requirement	HERO	INTERACTION	IMPLEMENTED
	FC-002	Q2 2024	Created a form component library as the basis for creating consistent, maintainable forms for future needs.	To avoid rebuilding form elements from scratch each time and to keep forms visually and functionally consistent as the number of forms in the app grew. Research findings, Test 1	HERO	STRATEGIC	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	FC-003	Q2 2025	Redesigned the element selection window, splitting a long, flat list into expandable categories.	To simplify navigation, improve readability, and streamline the form creation process. The previous long-list selection was unintuitive; grouping elements into expandable categories made it easier to scan and find the right component Usability audit, Test 2	FIX	IA	IMPLEMENTED
Calendar	CAL-001		Added copy and paste functionality, allowing exercises to be copied from one calendar cell to another	To let PTs build and adjust programs directly on the calendar, without needing to switch screens to duplicate or move elements. Design judgment	FIX	INTERACTION	IMPLEMENTED
	CAL-002	Q3 2025	Introduced an 'Add to Date' option for assigning elements to a selected date.	Addresses the reported lack of a quick way to add a workout for a specific day directly from the calendar. Design judgment	FIX	FLOW	IMPLEMENTED
	CAL-003		Added a statistics section to the calendar showing basic month-level statistics	To give users a quick, at-a-glance view directly in the calendar of what percentage of scheduled exercises were completed versus skipped in a given month, without needing to navigate to the full Statistics section. Design judgment	FIX	VISUAL/UI	PLANNED
	CAL-004		Updated the interface color scheme.	To improve readability, visual consistency, and design system compliance. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	CAL-005	Q3 2025	Redesigned the mobile view.	To improve ergonomics, responsiveness, and usability on mobile devices. Usability audit, Test 3	HERO	VISUAL/UI	PLANNED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
Compliance Dashboards (Admin)	CD-001		Changed the information architecture, introducing a split between primary and secondary categories.	To let users immediately distinguish critical compliance items requiring attention from supporting/reference information, instead of presenting everything at the same level of importance. Design judgment	HERO	IA	IMPLEMENTED
	CD-002		Added links to primary data (cards).	To give users quick access to key compliance records without requiring deep navigation through the module. Design judgment	FIX	IA	IMPLEMENTED
	CD-003		Introduced tabs to simplify side navigation.	To reduce clutter in the side navigation by grouping related compliance areas, making it easier to scan and switch between them. Design judgment	FIX	IA	IMPLEMENTED
Assessment Catalog	AC-001	Q3 2025	Changed the layout to be more legible, restructuring the Assessment Catalog for modularity and easier document discovery.	The previous version lacked a visual hierarchy of importance and had a chaotic information architecture, making it hard to locate specific documents. Design judgment	HERO	IA	IMPLEMENTED
	AC-002	Q3 2025	Introduced document categories, replacing a single unstructured block of text with a modular, browsable structure.	To enable easier browsing and access to documents, with categories reflecting the specifics of PT clinical work Usability audit, Test 3	FIX	IA	IMPLEMENTED
Overview (user)	OV-001	Q4 2024	Removed the statistics section from the dashboard, changing the dashboard's role to focus on continuing the program and surfacing quantitative rather than qualitative information.	This let the dashboard's purpose shift toward supporting program continuation and quantitative at-a-glance information, rather than duplicating qualitative statistical detail available elsewhere. Design judgment	HERO	STRATEGIC	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	OV-002	Q4 2024	Introduced quick links to upcoming events and activities.	The tester highlighted the calendar/dashboard view as especially useful for PTs to see at a glance who they need to check in with that day. Usability audit, Test 1	FIX	FLOW	IMPLEMENTED
	OV-003	Q4 2024	Restructured the dashboard layout, changing the visual priority between the Goals and Programs sections.	The previous layout was unclear, gave no visibility into the current exercise status, and didn't support continuing an existing program. The previous dashboard surfaced irrelevant data (e.g. patient details), didn't encourage continuing the program, and gave no visibility into its current state. Design judgment	HERO	IA	IMPLEMENTED
	OV-004		Introduced a Quick Overview of Assessments.	To ensure users have immediate visibility of the most recent assessments right after login, keeping clinically relevant information potentially important to the course of therapy prominently accessible. MDR requirement	HERO	REGULATORY	IMPLEMENTED
	OV-005	Q1 2026	Introduced the ability to report pain independently of a training session, in line with MDR requirements.	Patients may experience or need to report pain outside the context of a training session, and MDR requirements call for capturing that data regardless of when it occurs, not only within a session-tied flow. MDR requirement	HERO	REGULATORY	PLANNED
	OV-006	Q4 2024	Moved static, non-changing information (e.g., patient name, assigned program) to the top of the screen, no longer treating it as primary content relative to upcoming program data.	This information doesn't change often and isn't what the user needs to act on day to day; demoting it to a secondary position freed up primary visual space for upcoming programs and what's next. Design judgment	FIX	IA	IMPLEMENTED
	OV-007		Introduced a CTA element initiating the workflow.	Design judgment	FIX	FLOW	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
Inbox Workspace (System)	IW-001		Introduced a message status system, including read and unread states.	To help users track which messages still require attention and understand the current state of a conversation at a glance, especially with multiple conversations in the inbox. Design judgment	FIX	INTERACTION	IMPLEMENTED
	IW-002		Introduced message categorization, with category badges on messages and the ability to filter the inbox by category.	To let users quickly identify a message's type/topic and narrow down the inbox by category instead of scrolling through the full list. Design judgment	FIX	IA	IMPLEMENTED
	IW-003		Redesigned the message list view.	To make browsing easier, with pagination replacing infinite scroll to reduce visual clutter and let users navigate more predictably through longer message histories. Design judgment	FIX	INTERACTION	IMPLEMENTED
	IW-004		Redesigned the message form.	Design judgment	FIX	INTERACTION	IMPLEMENTED
Workout Builder (Right Panel)	WB-001	Q2 2025	Added functional buttons to the exercise-adding panel, enabling editing of selected exercises, including bulk-setting repetitions, sorting, and reordering	To let PTs quickly adjust exercise parameters across the whole list at once (e.g., setting repetitions in bulk) and reorder or sort exercises, without needing to edit each one individually Research findings, Test 2	FIX	INTERACTION	IMPLEMENTED
	WB-002	Q2 2025	Moved the 'clear list' button away from the editing buttons to the bottom of the list.	To reduce the risk of accidentally clearing the list during editing. Design judgment	FIX	INTERACTION	IMPLEMENTED
	WB-003	Q3 2025	Added an affordance chain during exercise selection.	To guide the user step by step through exercise selection, with each element signaling the next available action, keeping them aware of where they are	FIX	INTERACTION	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
				in the process and reducing the risk of skipped or incorrect steps. Usability audit, Test 3			
	WB-004		Adjusted the width of the builder's three panels, changing both the layout and the min/max width constraints.	To keep all three panels legible and usable at different screen sizes, rather than having content become cramped or overflow at the layout's edges. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	WB-005		Moving the Exercises and Templates tabs to the same row as the search bar at the top of the panel, instead of stacking them above it.	To give the user full search control within a single line rather than split across two stacked rows, to save vertical space in an already dense panel, and to give the Templates tab greater visual exposure, since it is currently somewhat hidden/easy to overlook in its current position. Design judgment	FIX	IA	PLANNED
Workout Builder (Middle Panel)	WBB-001	Q2 2025	Added an empty state with a CTA to start the exercise-adding process; the exercise-editing panel (repetitions, weight, etc.) remains inactive until an exercise is selected.	To clearly communicate the current state of the list (empty, not broken) and guide the user toward the next action, functioning as light onboarding for the exercise-adding flow rather than leaving them facing a blank screen. Usability audit, Test 2	FIX	INTERACTION	IMPLEMENTED
	WBB-002	Q2 2025	Changed the exercise-adding logic to allow adding an exercise directly from hover; added a parameter-editing panel (e.g., sets/reps) and moved the confirm action to an ‘Add’ button within the panel.	To guide the user step by step through adding an exercise, keeping the current state of parameters visible at each point so they stay aware of exactly what they're adding and with what settings, reducing the risk of exercises being added with incorrect or unintended parameters. Usability audit, Test 2	FIX	INTERACTION	IMPLEMENTED
	WBB-003	Q2 2025	Explored an alternative drag-and-drop approach with parameter editing in a modal window.	The solution felt more intuitive but did not reduce the number of required steps.	SEED	INTERACTION	REJECTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
				Design judgment			
	WBB-004	Q2 2025	Redesigned the main Exercise Browser panel, placing the Exercises and Templates tabs next to the search field instead of below it.	To make better use of space and improve visual clarity. Design judgment	FIX	IA	PLANNED
	WBB-005	Q3 2025	Updated the icons for adjusting exercise parameters (e.g., adding/removing sets and reps).	To increase visibility and improve usability. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	WBB-006	Q3 2025	Introduced a step-based exercise-adding workflow (Select → Configure → Add) using progressive disclosure.	Part of the same affordance chain as the empty state and disabled editing panel progressive disclosure keeps each step of the flow (Select → Configure → Add) focused and uncluttered, revealing only what's relevant at that point rather than presenting all options at once. Design judgment	FIX	FLOW	IMPLEMENTED
Workout Builder (Right Panel)	WBR-001	Q2 2025	Added a summary label showing aggregate information about added exercises (e.g., number of exercises, total sets).	For a quick overview of the program's contents. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	WBR-002	Q4 2024	Redesigned the top panel layout, reordering actions to match the user's natural workflow (When? → What? → Verify → Confirm).	Based on conversations with physiotherapists, reflecting on how they naturally think through building a session, “When? → What? → Verify → Confirm." Components in the top panel were reordered left to right to mirror that mental sequence. Research findings, Test 1	HERO	FLOW	IMPLEMENTED
	WBR-003	Q2 2025	Introduced visual grouping of selected exercises via a border.	To emphasize their shared function and membership in the program being built. MDR requirement	FIX	REGULATORY	IMPLEMENTED
	WBR-004	Q2 2025	Added the ability to reorder exercises in the program via drag & drop.	MDR requirement	FIX	INTERACTION	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	WBR-005	Q2 2025	Simplified the save process by replacing two separate actions with a single ‘Save As’ button, letting the user choose to save as a program or as a template.	Addresses the confusion testers reported between the Workout Builder and Template Builder, which created a redundant extra step in the PT's process. Usability audit, Test 2	HERO	FLOW	IMPLEMENTED
	WBR-006	Q2 2025	Added a subtle indicator of the program's current state (e.g., Unsaved, In Progress).	To increase user awareness of the status of changes being made. MDR requirement	FIX	INTERACTION	IMPLEMENTED
Workout Builder / Modal	WBM-001	Q1 2026	Added a summary view (modal) summarizing the load on individual body parts based on exercises selected for the plan.	To support assessment of the therapeutic program's completeness and balance. Design judgment	SEED	IA	PLANNED
	WBM-002	Q1 2026	Introduced a graphic visualization of muscle groups.	For a quick, intuitive view of exercise distribution. Design judgment	SEED	VISUAL/UI	PLANNED
	WBM-003	Q1 2026	Added a body-part list with two behavior variants depending on product context: Wellbeing allows filtering the exercise library directly from the modal; MDR shows only the body-part load summary, without filtering, to keep analytical functions separate from the therapy-selection process.	To keep analytical functions (reviewing body-part load) separate from the therapy-selection process (choosing exercises) in the MDR context, where blending assessment with treatment-decision tools could blur the line between passive data review and active clinical decision-making. In Wellbeing, where this regulatory boundary doesn't apply, filtering directly from the modal was kept to streamline plan-building. Design judgment	SEED	REGULATORY	PLANNED
Plan Builder	PB-001	Q4 2024 – Q2 2025	Changed the Plan Builder concept.	The previous version was found unclear and overly complex, based mainly on input fields; testers repeatedly struggled with the plan-creation flow across multiple test rounds. Usability audit, Test 2	HERO	STRATEGIC	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	PB-002	Q2 2025	Introduced drag & drop mechanics.	Replacing input-based selection, drag & drop lets PTs build a plan by directly manipulating templates and exercises, making the process feel more direct and less like filling out a form Usability audit, Test 2	HERO	INTERACTION	IMPLEMENTED
	PB-003	Q4 2024	Split the builder into two panels: a library of available templates and the plan-being-built container.	Addresses the reported difficulty understanding the two-step process of first adding a plan, then separately adding exercises via ‘add workout. Usability audit, Test 1	HERO	IA	IMPLEMENTED
	PB-004	Q2 2025	Redesigned the modal window, placing the CTA at the top of the screen.	To keep the CTA consistently visible regardless of the modal's content length, avoiding a scroll to reach it	FIX	INTERACTION	IMPLEMENTED
Timeline	TL-001	Q3 2025	Simplified side navigation by grouping the Timeline and Goal List views under one category using tabs.	Timeline and Goal List were previously separate items in the side navigation; grouping them under one entry with tabs reduced navigation clutter, given how closely related the two views are. Usability audit, Test 2	FIX	IA	IMPLEMENTED
	TL-002	Q3 2025	Added a ‘Today’ button for quickly jumping to the current date on the timeline.	To give users a fast way back to the current date at any point while browsing the timeline, 'today' is a key reference point both for reviewing progress and for planning ahead. Design judgment	FIX	INTERACTION	IMPLEMENTED
	TL-003	Q3 2025	Introduced a side panel (accessible via a button) showing additional information about the selected timeline element, moving detailed data from the bottom of the screen to the side panel.	To reduce information overload and improve accessibility of details. Design judgment	FIX	INTERACTION	IMPLEMENTED
	TL-004	Q3 2025	Introduced visual grouping of related elements (e.g., parent–child relationships), clearly separated from other timeline elements.	To improve readability of the data structure. Design judgment	FIX	IA	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	TL-005	Q3 2025	Added fixed labels on the left side of the timeline for informational and navigational purposes, allowing quick access to elements outside the current view.	On longer timelines, individual elements can become hard to locate. The fixed labels act both as section captions and as navigation; clicking one horizontally jumps the user to the start of the element it describes. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	TL-006	Q3 2025	Introduced a clearer hierarchy of timeline elements through color, borders, and icons indicating importance or type.	Previously, all timeline elements looked visually the same, making it hard to distinguish element types at a glance. Color, borders, and icons now let users identify type and importance instantly, without opening each element. Design judgment .	FIX	VISUAL/UI	IMPLEMENTED
	TL-007	Q3 2025	Added a visual indicator of the active state of the panel with function buttons.	To make it easier to identify currently selected tools. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	TL-008	Q3 2025	Added tooltips explaining the meaning and function of individual timeline elements.	To give users an on-demand explanation of what each timeline element is and does, without requiring them to already know or guess its meaning Design judgment	FIX	ACCESSIBILITY	IMPLEMENTED
	TL-009	Q2 2025	Added assessment of parent–child relationships, markers below the timeline axis, visually linking assessment moments to assigned programs and exercises.	Responds to the finding that assessment, goal, and treatment data were not consolidated into one connected view of the patient, making it hard to see the relationship between diagnosis and treatment progress. Usability audit, Test 2	HERO	STRATEGIC	PLANNED
Timeline Elements	TLE-001	Q2 2026	Added an options panel (modal) accessible from timeline elements, with actions adapted to the type of element selected.	To simplify the interface and reduce irrelevant options. Design judgment	FIX	INTERACTION	IMPLEMENTED
	TLE-002	Q2 2026	Introduced the ability to assign steps and exercises to template elements, with visual grouping	To make their relationship easier to identify.	FIX	IA	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
			(shared border) of the time range and assigned exercises.	Design judgment			
	TLE-003	Q2 2026	Introduced differentiated colors and visual elements for timeline objects.	To more clearly distinguish their types, improve information hierarchy, and increase overall readability. Usability audit, Test 1	FIX	VISUAL/UI	IMPLEMENTED
Add Template (Goal Template)	ATG-001	Q2 2026	Reorganized the Add Template Goals modal window.	To simplify the selection process and improve interface readability. Design judgment	FIX	IA	IMPLEMENTED
	ATG-002	Q2 2026	Added a search field and filters for finding the right template by name, tags, and therapy-related keywords.	To simplify the selection process and improve interface readability. Design judgment	FIX	INTERACTION	IMPLEMENTED
	ATG-003	Q2 2026	Added an information field showing the date and timeline position where the selected template will be added.	To give the user better context before confirming the action. Design judgment	FIX	INTERACTION	IMPLEMENTED
	ATG-004	Q2 2026	Moved the main CTA button to the top of the modal window.	To keep it consistently visible regardless of the length of the selected template's description. Design judgment	FIX	INTERACTION	IMPLEMENTED
Goal List	GL-001	Q2 2025	Extended the filter options from Active/Inactive to include an ‘All’ option.	To allow full visibility and comparison of data without switching views. Design judgment	FIX	INTERACTION	IMPLEMENTED
	GL-002	Q2 2025	Redesigned goal cards to better match their function, adding/updating icons for parent elements and removing icons from child elements dependent on a parent.	Icons on child elements were redundant and added visual noise, since their meaning was already inherited from the parent. Keeping icons only on parent elements	FIX	VISUAL/UI	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
				made the hierarchy between parent and child goals clearer at a glance. Design judgment			
	GL-003	Q2 2025	Introduced visual grouping of hierarchically related elements (parent–child relationship).	To more clearly represent the dependencies between parent and child elements. Usability audit, Test 2	FIX	VISUAL/UI	IMPLEMENTED
	GL-004	Q2 2025	Added goal status values (e.g., achieved, in progress, unachieved).	Builds on a pattern testers responded to positively, marking a goal's progress status (‘mark as in progress/completed’) alongside adjusting it on the timeline. Usability audit, Test 2	HERO	FLOW	IMPLEMENTED
	GL-005	Q2 2025	Redesigned the Active/Inactive status visualization, removing green from the activity status and assigning it to the Goal Achieved status instead.	To align the color with its actual meaning. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	GL-006	Q1 2026	Changed the edit icon from a plain pencil to an icon paired with a 'Details' label, suggesting both edit and detail access.	The pencil icon only signaled the ability to edit, so users had no indication that clicking it would also show the goal's details. Pairing the icon with an explicit 'Details' label removes the ambiguity entirely. Design judgment	FIX	ACCESSIBILITY	IMPLEMENTED
	GL-007	Q1 2026	Moved the delete icon to the end of the card, as the last action element.	To reduce the risk of accidentally triggering a destructive action. Design judgment	FIX	ACCESSIBILITY	IMPLEMENTED
	GL-008	Q1 2026	Added a goal-type indicator next to its name using icons/abbreviations (e.g., B – Baseline, G – General).	Previously there was no way to distinguish a goal's type at a glance, requiring users to open each goal individually to find out. The icon/abbreviation indicator makes the type visible directly on the card.	FIX	VISUAL/UI	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
				Design judgment			
Statistics	STAT-001	Q2 2026	Revised the dashboard's widget and statistics selection, grounding it in what PTs actually need	Based on research and interviews with physiotherapists, the previous widgets didn't reflect what PTs actually needed; the new selection surfaces data that's relevant and directly useful as a basis for clinical work Research findings, 2	HERO	STRATEGIC	IMPLEMENTED
	STAT-002	Q2 2026	Optimized CTA placement.	Considering MDR requirements and user workflow. -	FIX	INTERACTION	IMPLEMENTED
	STAT-003	Q2 2026	Integrated the calendar with a details panel and the dedicated Exercises tab into a single drill-down flow: the calendar shows day-level completion status, the panel below shows details for that day (e.g., pain level), and clicking further navigates to the Exercises tab with the full list of exercises performed.	A progressive-disclosure pattern applied across three levels instead of the typical two, since each level answers a genuinely different question: did the user exercise that day (calendar), how did it go (panel pain, completion), and what exactly did they do (Exercises tab). This mirrors a natural information hierarchy day → session → exercise rather than an arbitrary split, letting users move from overview to full detail without overloading any single level Research findings, 2	HERO	STRATEGIC	IMPLEMENTED PLANNED
	STAT-004	Q2 2026	Grouped the Statistics module's sub-sections under tabs, moving them out of the side navigation	Based on research and interviews with physiotherapists, having every sub-section as its own entry in the side navigation added clutter. Tabs keep the related views together in one place, within their own context. Research findings, 2	FIX	IA	IMPLEMENTED
	STAT-005	Q2 2026	Introduced static, at-a-glance patient data in the Statistics module, e.g., therapy duration, assigned plan, and most recent assessment	PTs manage many patients and can't be expected to remember every user's context. Surfacing this baseline information directly in the Statistics view gives the PT immediate orientation on who they're looking at before diving into the detailed stats. Research findings, 2	FIX	IA	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	STAT-006	Q2 2026	Redesigned how data is presented in the Statistics view, including its layout and the order in which information appears, and changed the way time is presented, from calendar dates to program weeks.	Based on research and interviews with physiotherapists, this better matches how PTs actually think about a patient's progress, in terms of weeks into the program rather than specific calendar dates. Research findings, 2	FIX	IA	IMPLEMENTED
Exercises Tab	ET-001	Q4 2025	Redesigned the screens, changing card layout, data order, and hierarchy, and what information is visible on the card versus revealed when expanded.	To create a more intuitive interface adapted to physiotherapists' needs. Research findings, Test 2	FIX	VISUAL/UI	IMPLEMENTED
	ET-002	Q4 2025	Updated the look and layout of cards.	To improve readability, information hierarchy, and access to key data. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	ET-003	Q4 2025	Introduced navigation and filtering elements at the top of the screen, such as date-range filters, a weekly view, and filters by pain level or other metrics and by completion status.	To let PTs quickly see a problem without having to sift through and search for relevant cards across the whole page Design judgment	FIX	INTERACTION	IMPLEMENTED
	ET-004	Q4 2025	Added a global toggle (checkbox in the top panel) to collapse the Notes fields shown on unexpanded cards, allowing physiotherapists to hide or show them across all cards at once. The toggle state is remembered between sessions.	Notes add cognitive load and make cards feel less intuitive when always visible, but hiding them behind a modal or link would break the chronological overview PTs may want across all notes at once. A visible, global toggle lets PTs choose either view without losing that overview, and remembering the state between sessions means they don't have to reset their preference every time. The global toggle preserves that easy, chronological access by default while still giving PTs who don't need notes at a given moment the option to hide them and reduce visual load. The toggle state is remembered between sessions Research findings, Test 2	FIX	ACCESSIBILITY	IMPLEMENTED
	ET-005	Q4 2025	Added navigation arrows to the summary cards at the top of the screen (e.g., Pain, Programs), letting	For faster switching between views. With a summary card like Pain, PTs can navigate the arrows to jump	SEED	INTERACTION	PLANNED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
			users scroll directly to the exercise cards below associated with that specific metric.	directly between the specific exercise cards tied to that metric, instead of scrolling manually to find them. Nice-to-have			
	ET-006	Q4 2025	Added an 'Add Program' CTA to the exercise details card.	After reviewing a patient's exercise performance data, assigning a new program is often the natural next step; having the CTA directly on the card lets PTs act immediately without leaving the context or searching for the right patient elsewhere. Design judgment	FIX	FLOW	IMPLEMENTED
Statistics (Comparison Tool)	SC-001	Q2 2026	Changed the concept for comparing exercises and replaced two separate side-by-side charts with a single chart encoding both datasets via color.	To make it easier to compare two results directly within one view, rather than requiring the user to visually cross-reference two separate charts. Design judgment	FIX	VISUAL/UI	IMPLEMENTED
	SC-002	Q2 2026	Introduced tabs allowing multiple instances of the comparison tool (up to 8), each holding its own diagram, letting users compare separate comparisons at a macro level	PTs often need to compare exercise results across different configurations without losing earlier comparisons. Previously this meant re-entering data each time a new comparison was needed. Tabs let PTs keep several comparisons open at once, up to 8, and even compare across comparisons at a macro level. Research findings, 2	HERO	FLOW	IMPLEMENTED
	SC-003	Q2 2026	Changed the layout, separating the data-input area (left) from the results presentation in diagrams (right).	To make it easier to analyze the relationship between input data and results. Design judgment	FIX	IA	IMPLEMENTED
	SC-004	Q2 2026	Introduced single-diagram and dual-diagram display modes.	To allow direct comparison of two result sets in the same view. Design judgment	FIX	INTERACTION	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	SC-005	Q2 2026	Redesigned the button layout, reordering, grouping, resizing, and repositioning buttons relative to the charts.	To improve the hierarchy of actions, readability, and overall usability Design judgment	FIX	VISUAL/UI	IMPLEMENTED
Support Tickets	ST-001	Q2 2025	Consolidated tickets, merging what were previously two separate channels of general support tickets and requests to add an exercise to the library into a single system, then split by topic.	Having two separate channels for what were both, functionally, requests to the team created unnecessary fragmentation. Consolidating them into one system and organizing by topic gave the team a single, clearer structure to work from Usability audit, Test 3	HERO	STRATEGIC	IMPLEMENTED
	ST-002	Q2 2025	Simplified the support ticket workflow by splitting the flow into steps and redesigning the screens.	To break down a previously complex process into manageable steps, making it easier for users to submit and track tickets. Usability audit, Test 3	FIX	FLOW	IMPLEMENTED
	ST-003	Q2 2025	Moved functionality to a location matching the user's mental model.	During usability testing, users had difficulty locating this functionality within the main navigation; it was moved to the user menu/profile to better match where users expected to find it. Research findings, Test 2	FIX	IA	IMPLEMENTED
	ST-004	Q2 2025	Added helper text clarifying what support tickets are and are not for, including that this channel is not a route for clinical contact with one's physiotherapist	To clarify what support tickets are and are not, including making clear that this channel is not a route for clinical contact with one's physiotherapist so users don't mistake a technical/product support channel for a clinical communication path, which matters given MotionH's MDR-regulated context. MDR requirement	FIX	REGULATORY	IMPLEMENTED
	ST-005	Q2 2025	Added a ticket list showing each ticket's current status.	For transparency, so users can see the current state of their tickets without needing to ask. Design judgment	FIX	INTERACTION	IMPLEMENTED

Module/Screen	ID	Time	Changes	Reason	Category	Type	Status
	ST-006	Q2 2025	Added an extra step to the missing-exercise ticket flow: before submitting, users are first shown the exercise search screen to confirm the exercise doesn't already exist.	To prevent duplicate requests for exercises that may already be in the library Design judgment	FIX	FLOW	IMPLEMENTED