
Design and usability features suggested by participants

- well designed so users would want to download the app
 - easy to use (especially for users who have cognitive difficulties)
 - engaging and useful so they would want to continue using it
 - exciting and fun
 - interactive (e.g. swipe/tap screen to get more information)
 - be very visual
 - have an audio function for text for users with literacy difficulties
 - not be too complex
 - use humour
 - spell out how to pronounce complex words
 - avoid acronyms where possible and/or explain commonly used ones
 - have regular updates/daily 'bites' especially in relation to hearing other patient's stories
 - for younger children provide opportunities for interaction between the child and their parent/s
 - be relevant
 - provide notifications when new content is added to the app
 - app logo to be distinctive and stand out
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