

SeniorCircle



Annie N.

Cyrus D.

STEVEN O.



Mission & Values



Mission Statement

Building community in
care homes through
teamwork!



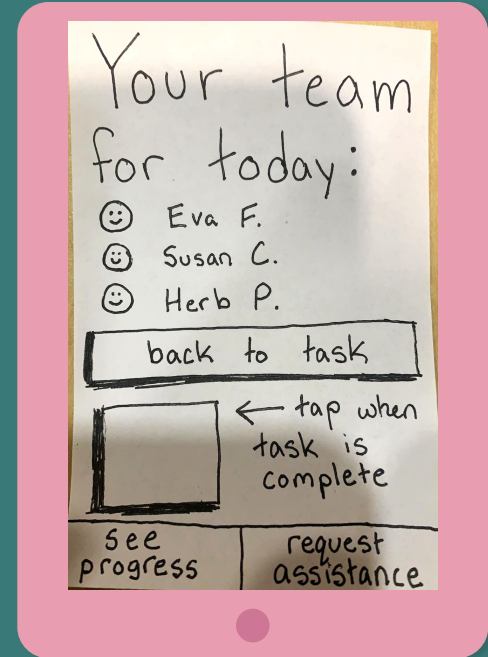
Value Proposition

Community
Agency
Collaboration

Design Selection & Rationale

Mobile App

- Practicality (common and portable)
- Can leverage existing accessibility technology
- Guidelines for designing for our target demographic already exist



Welcome!



tap to check-in

Upcoming Events:

Happy Hour at 6pm!



Start

How energetic do you feel today?

How social do you feel today?

very energetic

sort of energetic

not very energetic

very social

sort of social

not very social

Check In

Where would you like to work?

Library

Dining Room

Activity Room

anywhere!

How many teammates do you prefer?

just 1

2-4

5 or more

any number!

What level of activity are you most comfortable with?

low - while seated

medium - standing, moving objects
EX: folding laundry

high - reaching, lifting
EX: changing bed sheets

Preferences saved!

okay

Task Preferences

Your task for today: clean the lounge!

check team

Goal: Happy Hour

see progress

request assistance

Your team for today:

☺ Eva F.

☺ Susan C.

☺ Herb P.

back to task

← tap when task is complete


see progress

request assistance

Task

Team

Thanks for cleaning the lounge!



Your community is looking brighter than ever!

okay

Thanks

We're getting close to Happy Hour!

see progress

You're all done ☺

help out more

input task preferences

Hub (End)

Extra Tasks

Happy Hour To Do:

pour drinks


fold napkins

back

see progress

COMPLETE

Help



Kitchen Manager

call Joe

back to task

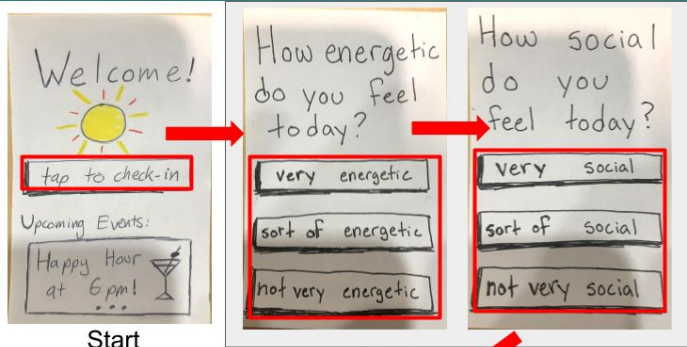
Progress

Progress:  done!

Start

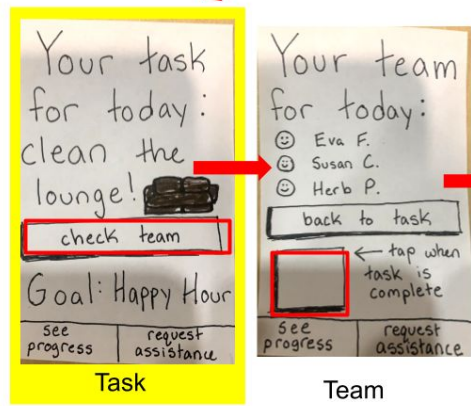
back to task

request assistance



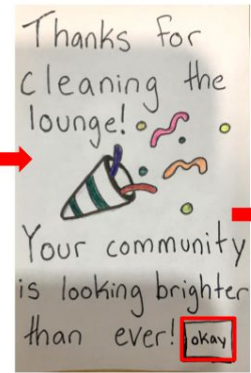
Start

Check In

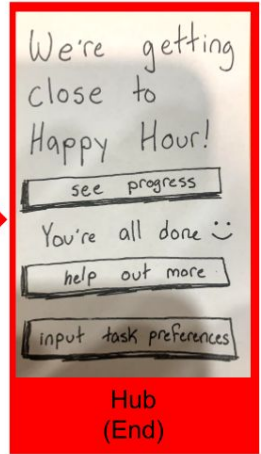


Task

Team

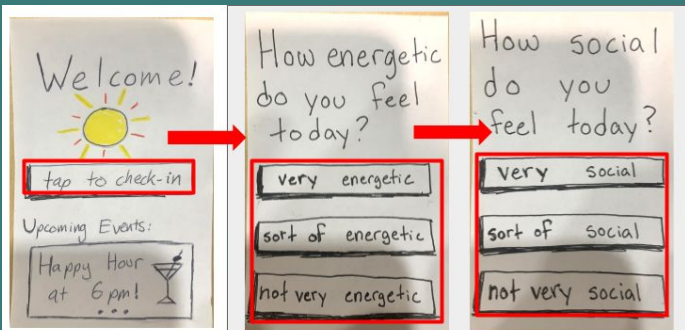


Thanks



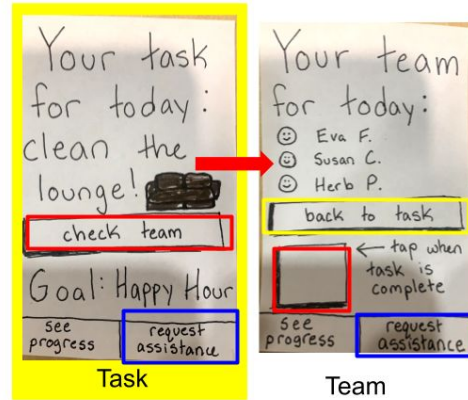
Hub (End)

SIMPLE



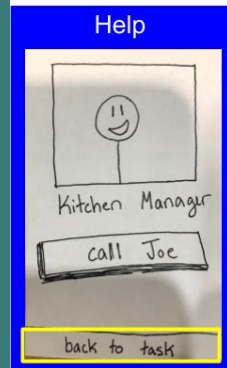
Start

Check In

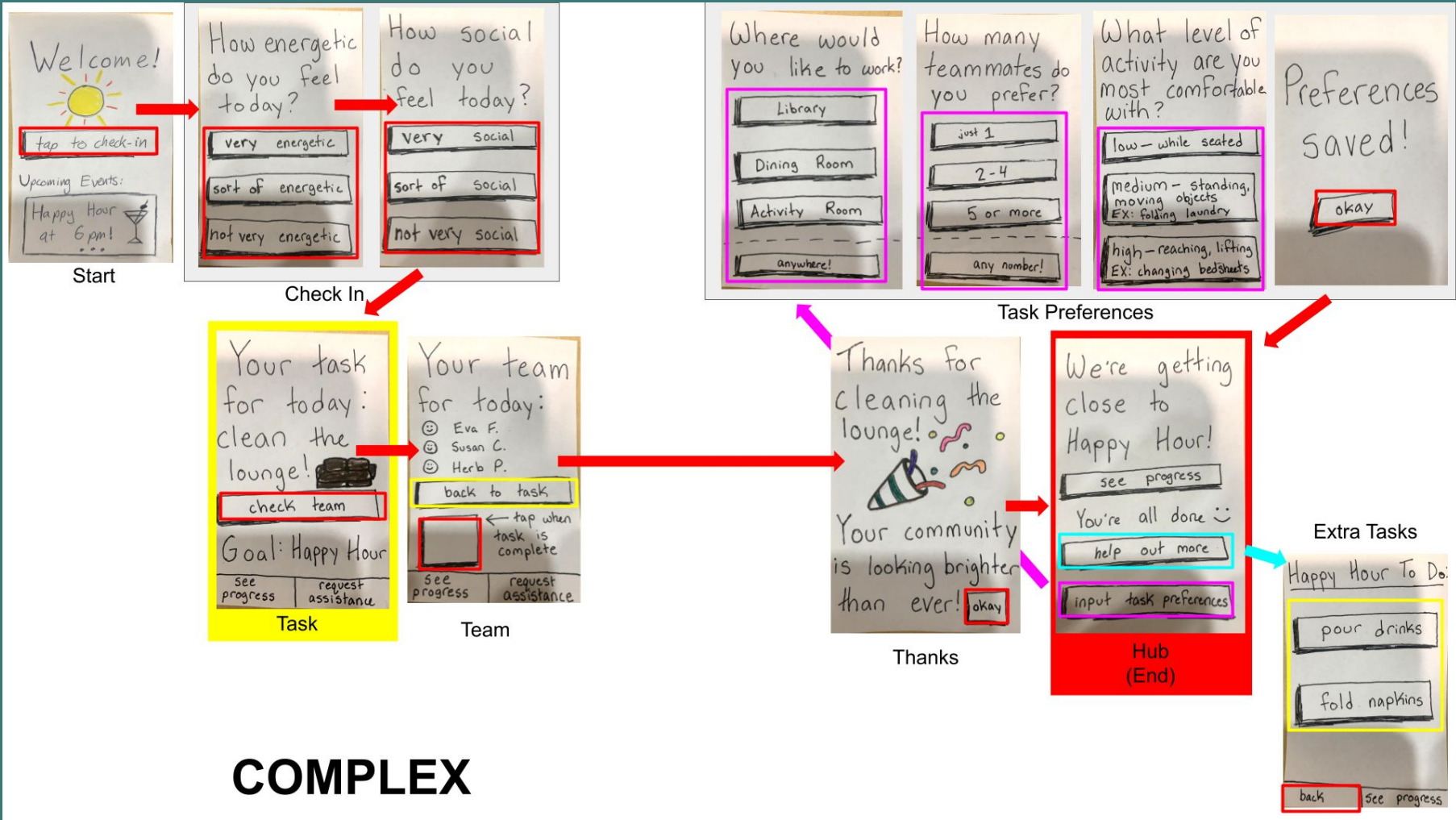


Task

Team



MODERATE



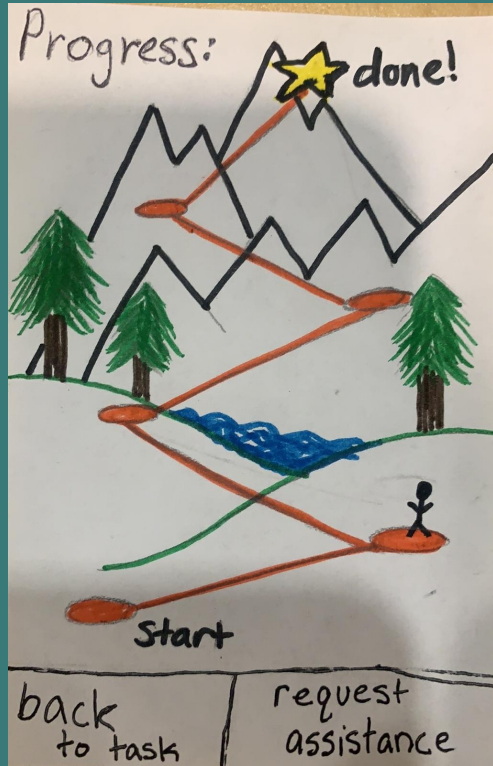
COMPLEX

Experimental Method

- Conducted via Zoom, prototype on participant phone
 - Asked about experiences with care homes
 - Informed of the scenario via story
1. Identify task
 2. Call for assistance (M)
 3. Mark task complete (S)
 4. Input preferences (C2)
 5. Choose additional task (C1)



Experimental Results



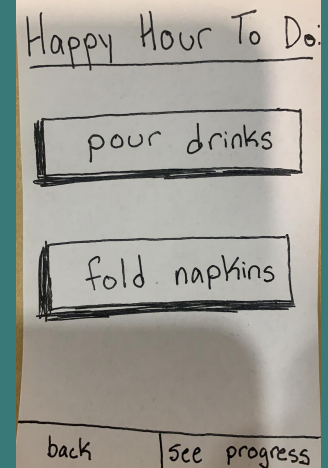
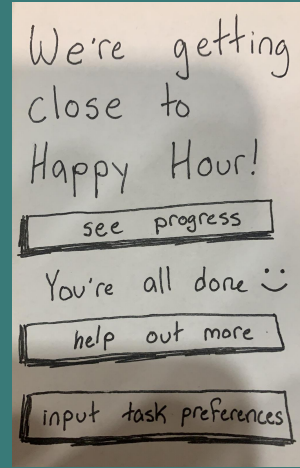
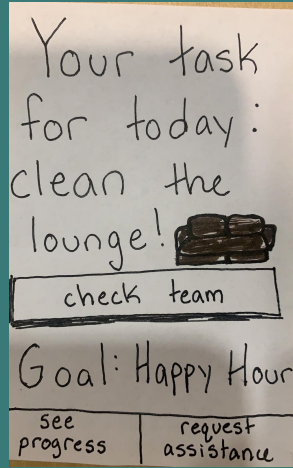
Is this a video game?

I don't feel like I've accomplished anything...

Why haven't I moved?

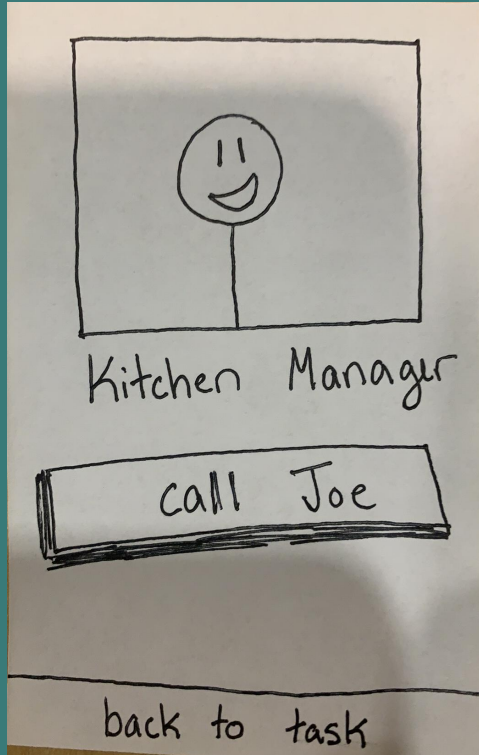
Progress screen was confusing

Experimental Results



Overarching goal was unclear

Experimental Results




I couldn't screw it up
for long!

Too many dead ends,
not enough choices
[for advanced user]

silence
[task completed]

Linearity is good!

Experimental Results

Your task for today: clean the lounge! 

check team

Goal: Happy Hour

see progress	request assistance
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We're getting close to Happy Hour!

see progress

You're all done 😊

help out more

input task preferences

Where would you like to work?

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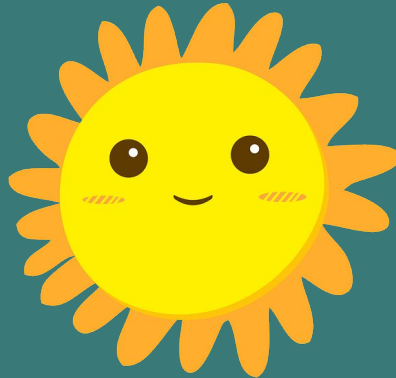
high - reaching, lifting
EX: changing bed sheets

Want direction

Experimental Results

Me:
You passed!

Subject:
Man, I love this!



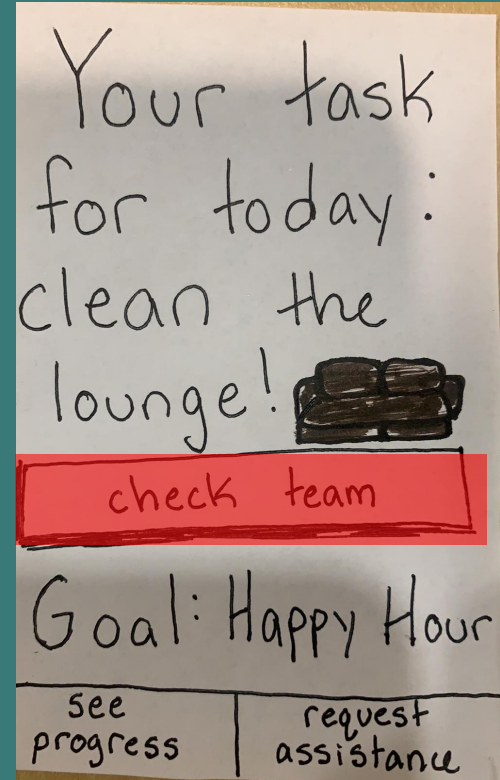
Me:
It's almost time for
Happy Hour, and —

Subject:
Good, I need a drink.

Responded well to positive vibes

Suggested UI Changes: More Guidance

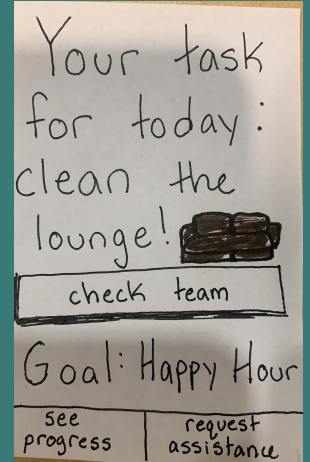
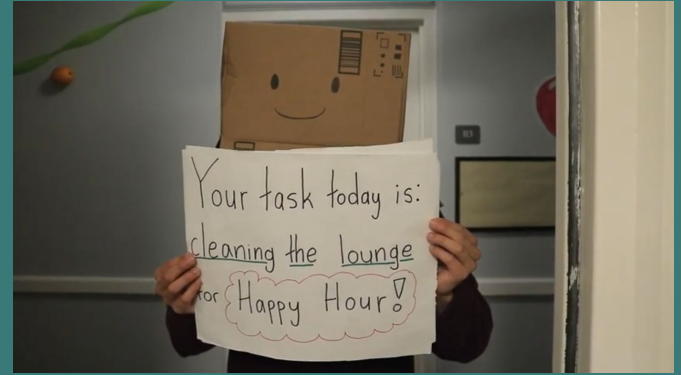
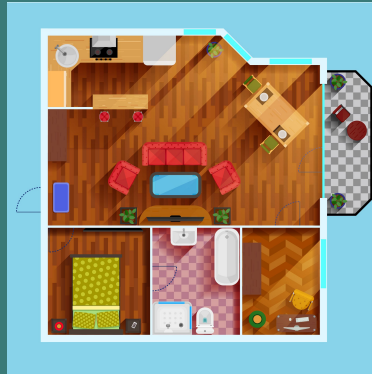
- Make primary button very obvious
- Prompt when to do things IRL
- User manual?



Suggested UI Changes: More Explanations

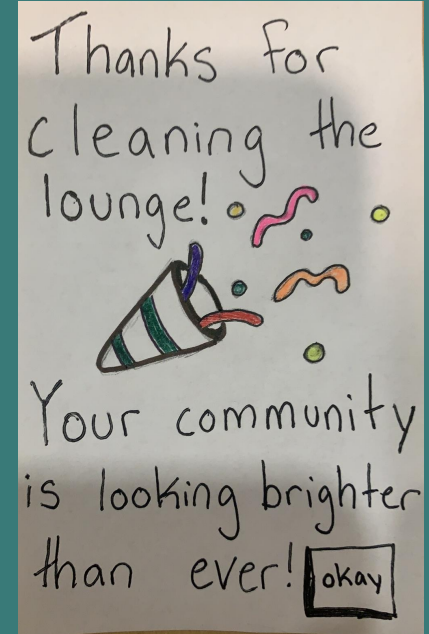
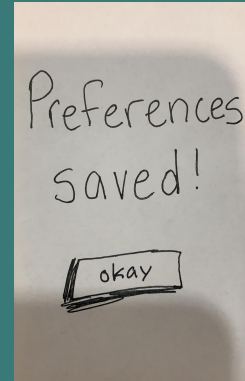
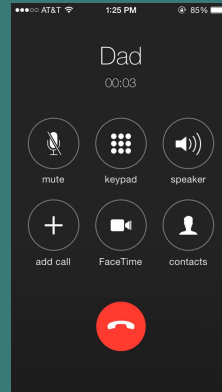
- Progress screen...
- Emphasis on common goal
- Tutorial?

"Prep for Happy Hour is 75% complete!"



Suggested UI Changes: Positive Reinforcement

- Celebrate successes
- Affirm that actions have been taken
- Encourage exploration?



Summary

- Instincts took us in the right direction, but not far enough — more to do
- Small details can have big effects
- Aim to overemphasize
- Guide more transparently

SeniorCircle

Brighten your community – together!