

Virtual Community Center: Socialization Concepts for Elders

Tom Plocher

Liana Kiff

Geoff Ho

Honeywell

Plocher, Kiff, Ho
November 2005

Group Interviews with Seniors

How do we find out what is engaging and fun to elders?

- **Discover what activities seniors who are still independent like to do (gardening, knitting, golfing, fishing, games....)**
- **Find or invent virtual analogues for these activities that scale to the mental and physical limitations of older, more frail seniors.**
- **Discover and characterize their current social circle and how they can maintain social contact through technology.**

Interview → **Prototype** → Focus group or test → Refine Concepts

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Group Interviews With Seniors

- Four groups of 8-12 people each at senior centers in Minneapolis area
- Seniors in the age 65-75 range (e.g. still largely independent) form a wide range of socioeconomic status
- Asked them to describe what activities they currently engage in and how they see their activities changing ten years from now (the latter usually provoked a lot of dead silence...not a question for these people like to think about?)

Group Interviews With Seniors

- Strong recurring themes (topics that raised the decibel level in the group discussion)
 - **Volunteer activities** (organizing and doing) are a major source of social interaction and occupy a great amount of their time. Seniors also believe that these are among the first activities they would have to stop if they became homebound.
 - **Sharing personal perspectives on history** is a way they connect with their peers and with younger generations.
 - **Games and puzzles** are great if they provide the opportunity to interact with other people (by means of organizing the game or playing the game)

Socialization technical challenges

- Do our analogue forms of interaction really capture the essence of social interaction? What's good? What's missing? Does audio help? Does video help?
- Need to replicate some of the dynamics of social interactions in much the same way as happens spontaneously in real life. Ex. Provide users the ability to turn down invitations to join an activity or event, contingent on who else is invited; automatic matching with people of similar interests; provide capability to initiate and organize activities with others.
- User interfaces need to be adaptable to the changing psychomotor and cognitive abilities of aging people
 - UI's need to be simple
 - Games need to be “decelerated”
- Auditory interface may be necessary
- Screen size is issue for some applications
- Security for vulnerable participants

Socialization Next Steps

- Complete illustrative prototypes of 3 or 4 major application concepts and present to the same Mpls. seniors groups for discussion.
- Refine application concepts and develop interactive prototypes for demonstration at the WHCOA
- Conduct controlled experiment with one application prototype to investigate question about the validity of these substitute forms of socialization.

Virtual Community Center Concept Prototypes

Tom Plocher

Liana Kiff

Geoff Ho

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Virtual Community Center

December 16th, 2005

Good Morning Alice

All equipment is operating normally.
Did you have a restful sleep?

Yes, I did

Not really

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Virtual Community Center

December 16th, 2005

8:00 AM Measure Vital Signs

8:30 AM Breakfast

9:00 AM Morning Meds

9:15 AM **Go to the Community Center**

11:30 AM Jean picks you up to shop

Later

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The Virtual Community Center

December 16th, 2005

St. Andrew's community center

**The
daily
jigsaw**

**Play
bingo**

**Organize
A game**

**Send a
greeting**

**Share
a story**

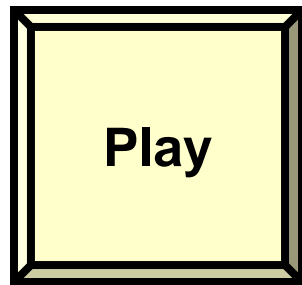
**Go
home**

Honeywell

Virtual Community Center

December 16th, 2004

Check out the daily jigsaw puzzle

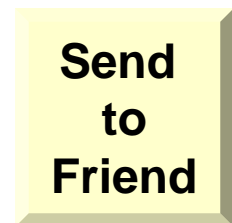
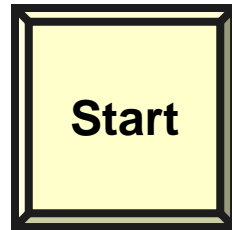


- Easy
- Medium
- Hard

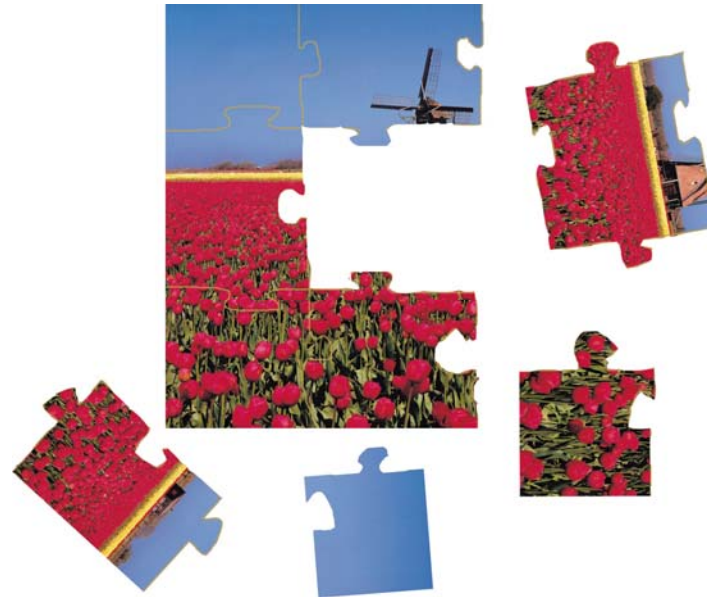
Puzzle of the day is shown to the elder. Elder chooses to Play **Honeywell**

Virtual Community Center

December 16th, 2004



Here is what Mabel did today



Screen comes up showing work completed already on the puzzle and who in the group worked on it most recently. Elder selects Start to begin moving pieces. User drags pieces into place. Display shows current user's progress on puzzle. He or she also has the option to just send it, as is, to another senior.

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Virtual Community Center

December 16th, 2004

Select
New
Puzzle

Start

Send
to
Friend

Fantastic! Mabel, you finished it!



Current user completes puzzle and gets verbal reward. Also now gets to
Select the next puzzle for the group to work on.

Honeywell

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Virtual Community Center

December 16th, 2004

Fantastic! Mabel, you finished it!

Select
New
Puzzle

Start

Send
to
Friend

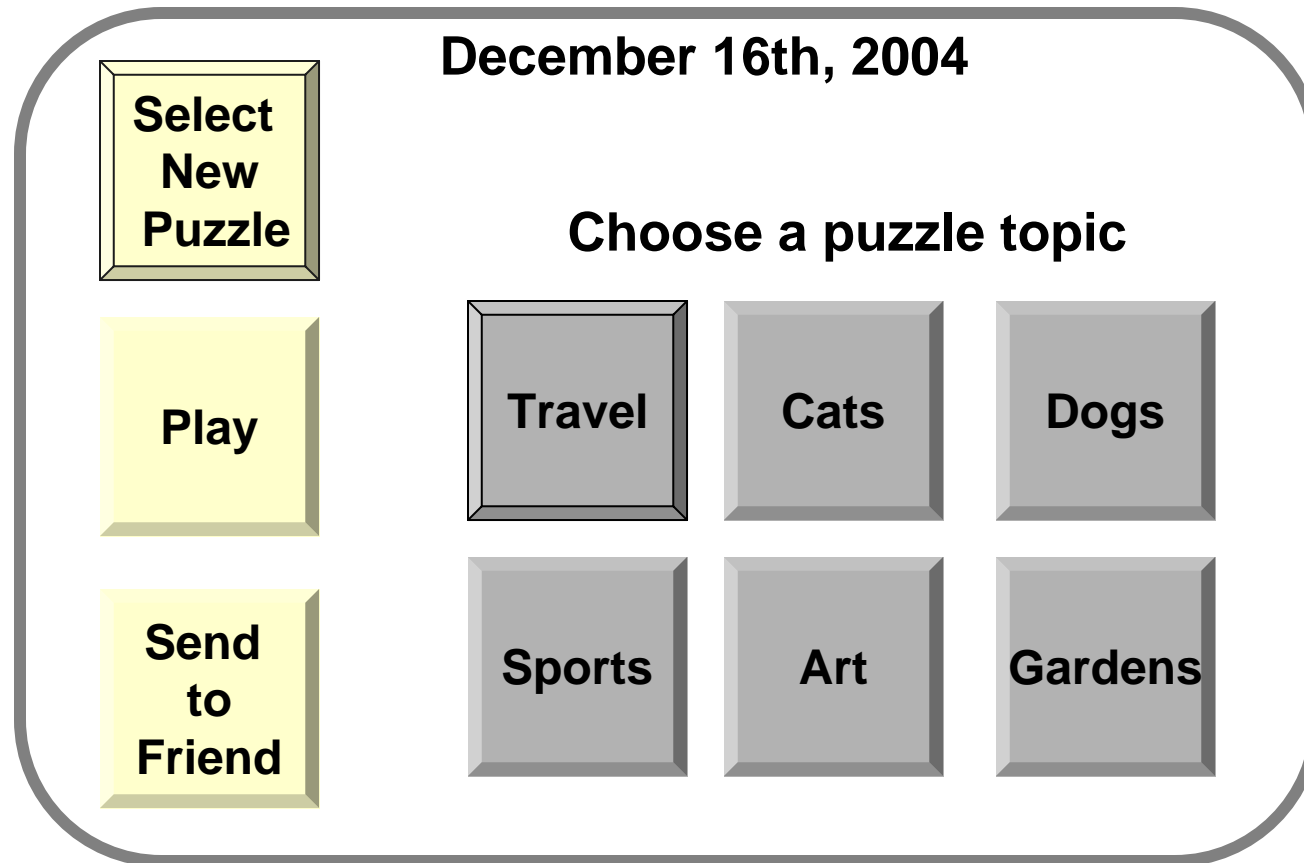


User has option to select new puzzle, play the current puzzle from the beginning, or send it to someone. In illustration, he chooses to Select a new one.

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Virtual Community Center



Buttons with different puzzle topics appear on the display. This user Selects Travel.

Honeywell

Virtual Community Center

December 16th, 2004

Select
New
Puzzle

Play

Send
to
Friend

Select a TRAVEL puzzle



Pictures of Travel puzzles appear on the display. The user selects The Golden Gate Bridge puzzle.

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Virtual Community Center

December 16th, 2004

Select
New
Puzzle

Play

Send
to
Friend



The puzzle appears on the screen. The user
Decide to choose a different on, play the new puzzle, or send on
To another player. This user chooses to send it on.

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The Virtual Community Center

December 16th, 2005

St. Andrew's community center

The
daily
jigsaw

Play
bingo

Organize
A game

Send a
greeting

Share
a story

Go
home

Honeywell

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Virtual Community Center

December 16th, 2004

Bill has asked you to join a Bingo game!

The game will begin
In 10 minutes at 9:30 AM.



Virtual Community Center

December 16th, 2004

To play, touch the squares that match the current call, or any call already made in this game.

When you are ready to join, press the button to continue.

CONTINUE

B	I	N	G	O
				CANDY
			GIFT	
BELL		FREE <i>Happy Holidays</i>		WREATH
				
			ORNAMENT	

Virtual Community Center

Possible Game UI

The leader of the game must start the game.

December 16th, 2004

Bill, please start the game when the group is ready.

START GAME

Agnes



Bob



Louise



Gina



Connie



B	I	N	G	O
				CANDY
			GIFT	
BELL		FREE Happy Holidays!		WREATH
			ORNAMENT	

Virtual Community Center

Possible Game UI

Players must wait until everyone has joined.

December 16th, 2004

Please wait for Bill
to start the game...

Calls so far:

B	I	N	G	O
				CANDY
			GIFT	
BELL		FREE <i>Happy Holidays</i>		WREATH
				
			ORNAMENT	


Virtual Community Center

December 16th, 2004

Next Call:



Calls so far:

B	I	N	G	O
				CANDY
			GIFT	
BELL		FREE <i>Happy Holidays</i>		WREATH
				
			ORNAMENT	

The Virtual Community Center

December 16th, 2005

St. Andrew's community center

The
daily
jigsaw

Play
bingo

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greeting

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a story

Go
home

Honeywell

Virtual Community Center




August 16th, 2005 9:30 AM

Organize A Game

Choose a Game:

Invite Players:

Choose a Time:

	Ann
	Mrs. Hayes
	Jean

The Virtual Community Center

December 16th, 2005

St. Andrew's community center

The
daily
jigsaw

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bingo

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Sample volunteer application using history artifacts

August 16th, 2005

Today's Sunshine Committee Work

Birthday greetings for

	Ann
	Mrs. Hayes
	Jean

Virtual Community Center

Sample volunteer application using history artifacts

August 16th, 2005

Today's Sunshine Committee Work

Ann is 89 years old today

Born in Minneapolis

On August 16th, 1915



Make a
Birthday
Greeting

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Sample volunteer application using history artifacts

August 16th, 2005

Today's Sunshine Committee Work

Make a birthday greeting for Ann
Born in Minneapolis
On August 16th, 1915

**Choose
a story**

**Choose
a movie**

**Choose
a song**

**Choose
a picture**

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Sample volunteer application using history artifacts

August 16th, 2005

Today's Sunshine Committee Work

Make a birthday greeting for **Ann**

Born in Minneapolis

On August 16th, 1915

Choose a birthday greeting song

Blue Moon

Stompin at the Savoy

.....

Same method for movie clips, stories, and still images.

~~List is tailored to be historically appropriate~~

Honeywell

The Virtual Community Center

December 16th, 2005

St. Andrew's community center

The
daily
jigsaw

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Sample UI for oral history collection

August 16th, 2005

On this day in 1951

President Truman signed a treaty that ended
The Korean War.

**Tell
about it**

**Hear
what
others
say**

Photo or video clip

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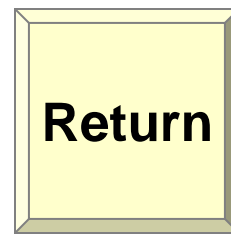
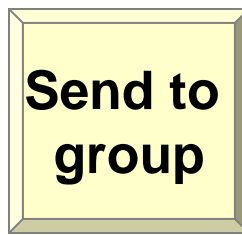
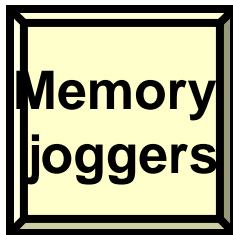
Virtual Community Center

August 16th, 2005

On this day in 1951

President Truman signed a treaty that ended
The Korean War.

**Speak into the microphone and
Tell your story**



Virtual Community Center

August 16th, 2005

On this day in 1951

President Truman signed a treaty that ended
The Korean War.

Where were you at the time?

**Speak into the microphone and
tell your story**

**Memory
joggers**

**Play
back**

**Send to
group**

Return

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