

# World Window

A gesture based system for connecting the elderly with their loved ones.

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## Opportunity

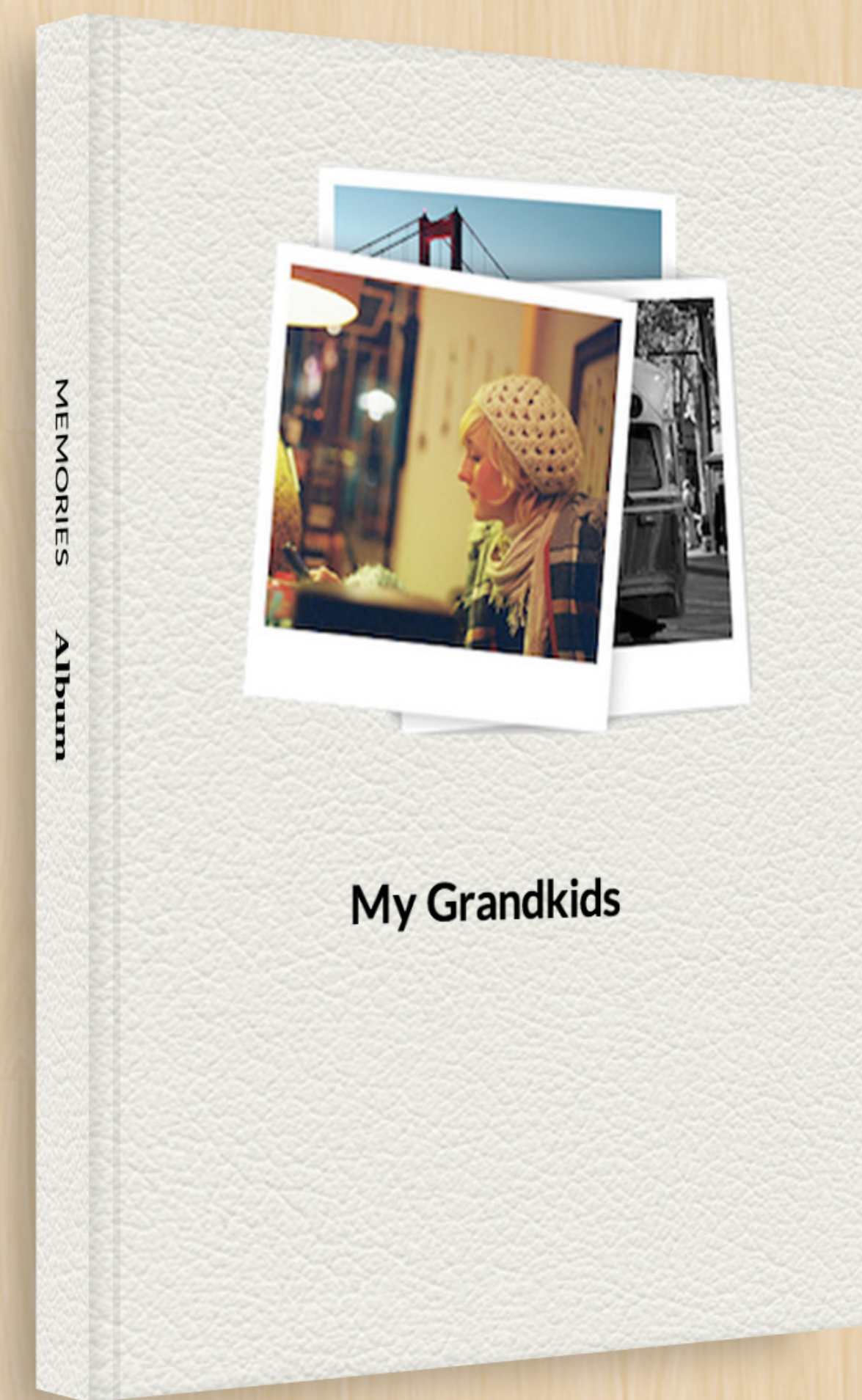
The elderly are often left behind in technology because it is often inaccessible or difficult to teach them or they face significant health impairments. Elderly individuals in retirement homes have the added constraint of being separated from their loved ones and often lose touch with their loved ones. These users are aware of technology, but find it too intimidating to use in order to communicate with family.

## Design Solution

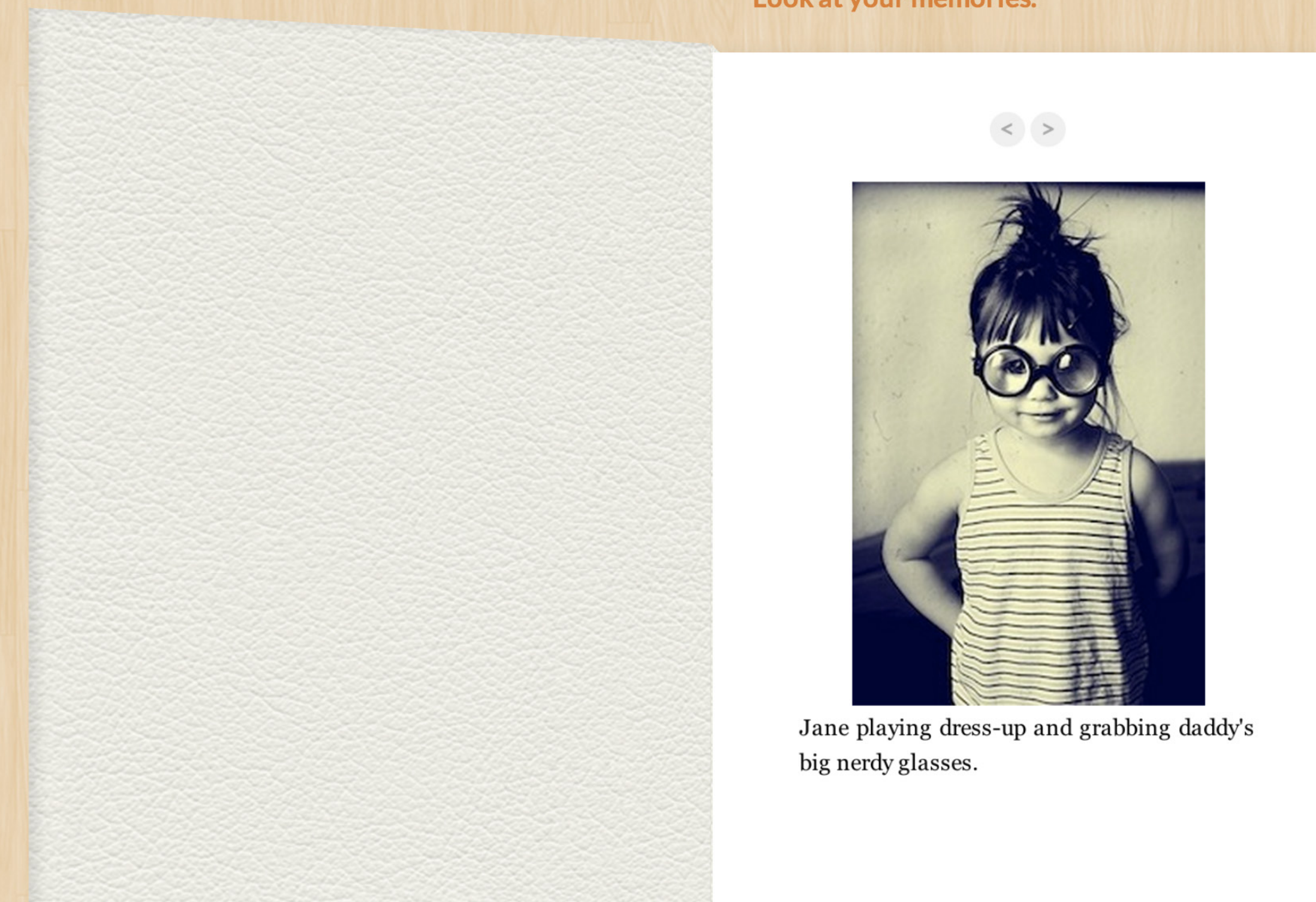
Our simple wall based Kinect app aims to bring learned practices from the physical world to the digital one, enabling seniors to quickly and easily remain up to date and in touch with their friends and relatives. We created an application that recognizes the user and enables them to make seamless connections with their families through photos, text, and video chat.

## MY DESK

Look at your memories.



SWIPE YOUR HAND LEFT OR RIGHT TO USE THE BOOK



SWIPE YOUR HAND LEFT OR RIGHT TO USE THE BOOK

**World Window recognizes users upon entering the room, pulls the latest content from the facebook and twitter accounts of their loved ones, and curates the content in a book format that the elderly can easily interact with and initiate phone calls from.**

## User Testing

For our user tests, we recruited several senior citizens who are currently residents at Sunrise Senior Living in Palo Alto. We briefly taught the users on how to use our application, by showing how certain gestures are used to navigate it. To test if these gestures are meaningful and easy to use, we had users complete opening and turning pages in the book and gathered data:

**User 1:** all negative (no response on the screen,) Did not swipe hand fast enough. **User 2:** All positives. Both right (4) and left (3) turns of the page. **User 3:** All positives. 'This screen is used to me'. **User 4:** All positives. Both right (4) and left (3) turns of pages. Based on the results of our study, we observed that the swipe gesture used to navigate the book required relatively fast arm movements. For the next iteration we want to research more custom gestures to make this movement easier to perform.

## Prototype

The big theme of these prototypes is exploring nostalgia and connection. For these prototypes, we explored an active wall that recognizes the user and enables them

to make seamless connections with their families through emails, text and video chat. A similar wall interface in their family's kitchens or living rooms could keep the nursing

home residents apprised of what their loved ones are up to, and also suggest connecting when both are available to catch up.

