



January 31, 2019 Perspectives in Assistive Technology David L. Jaffe, MS - Stanford University

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In 2050, **33% of** population will be over 60 years old

Decrease of fertility rate within worldwide developed markets

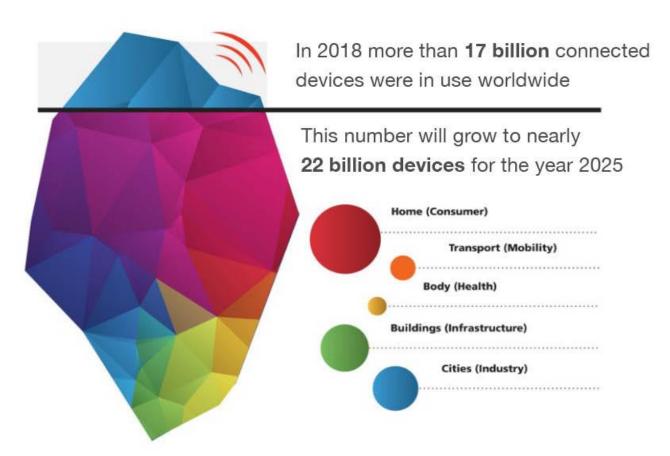
Increase of healthcare costs and welfare system





WHAT IS HAPPENING?

How many devices will be connected in the future?





WHAT IS HAPPENING?



https://vimeo.com/313924443

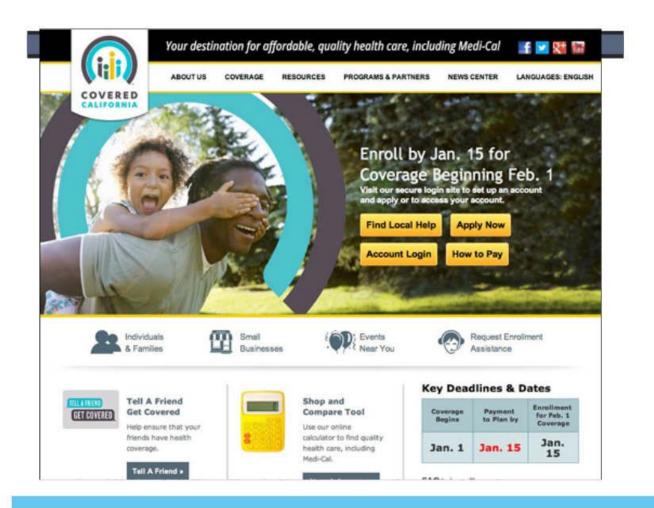


Source: the funny Internet

IF I WERE IN YOUR SHOES?



Imagine to have a look at a website.





Imagine to have a look at a website: Reduced ability to focus.





Imagine to have a look at a website: High glare sensitivity.



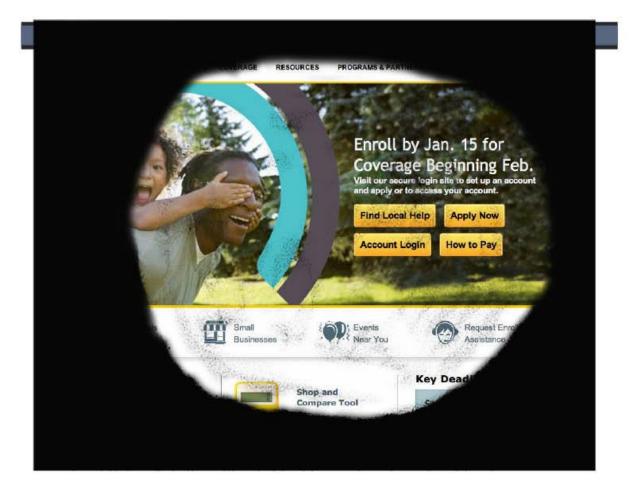


Imagine to have a look at a website: Low contrast sensitivity.





Imagine to have a look at a website: Glaucoma.





Imagine to have a look at a website: Macular degeneration.





Imagine to listen to a song: What can you hear?





Imagine to climb stairs too big for you: Can you easily climb them?





Imagine to open a jar with working gloves: How can you do that?





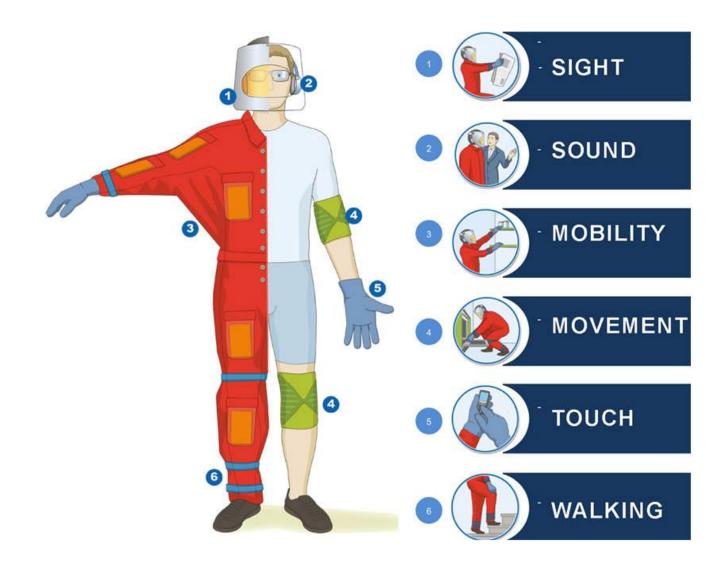
THE AGE EXPLORER SUIT





Source: Meyer-Hentschel Institut in Germany

THE AGE EXPLORER SUIT





HOW TO ADDRESS CHALLENGES?



















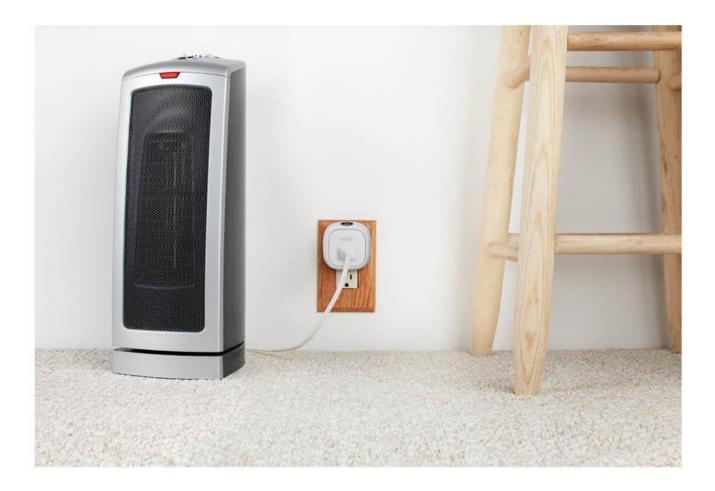






















Health and Fitness wearable devices

KITCHEN



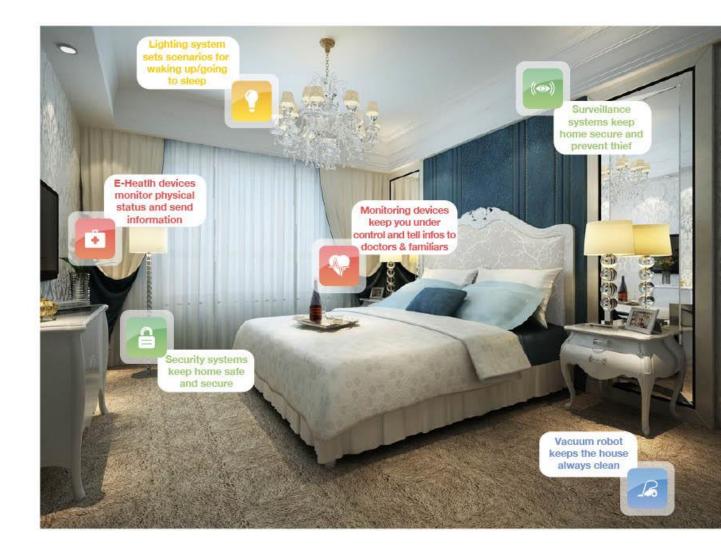


LIVING ROOM





BEDROOM





RESTROOM





BUT, THE REALITY...



... IS OFTEN DIFFERENT





HOW DO WE DESIGN SOLUTIONS...



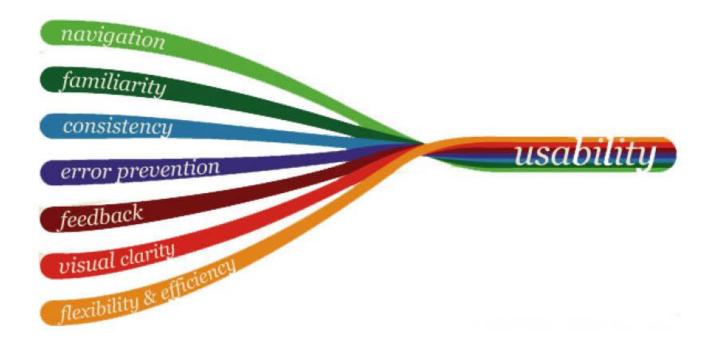


AGE-FRIENDLY DESIGN

WE HAVE TO TAKE ADVANTAGE **OF THE TRANSFORMATIVE IMPACT** THAT GREAT **DESIGN AND EMERGING TECHNOLOGIES WILL HAVE ON CREATING SUSTAINABLE,** SUPPORTIVE AND CONNECTED **COMMUNITIES FOR THE AGING POPULATION** AND THOSE WHO CARE FOR THEM.



USABILITY & ERGONOMICS





USABILITY

Is the extent to which a **product** can be used by specified **users** to **achieve** specified goals with **effectiveness**, **efficiency** and **satisfaction** in a specified context of use.





USABLE DESIGN

Why can't my technology be as easy to use as my garage door opener? One button and it opens or shuts the door. Simple, elegant.





D. Norman: Simplicity is not the answer in ACM Interactions, volume 15, issue 5, 2008

NAVIGATION & FAMILIARITY

How easy is for users to accomplish basic tasks the first time they encounter the design?









CONSISTENCY

When users return to the design after a period of not using it, how easily can they reestablish proficiency?

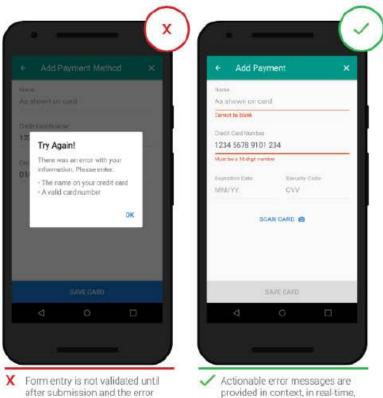




Snaidero Skyline Kitchen

ERROR PREVENTION & FEEDBACK

How many errors do users make, how severe are these errors, and how easily can they recover from the errors?



message provided is out of context without actionable recommendations.

upon data entry.



VISUAL CLARITY

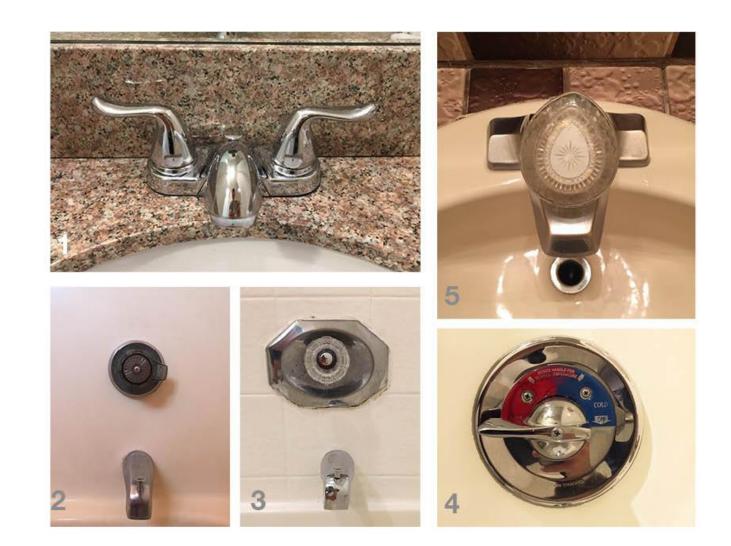
Is what you see what you understand?







Which tap is easier to use?





FLEXIBILITY & EFFICIENCY

Once users have learned the design, how quickly can they perform tasks?





AND THEN, ONE OF THE MOST VALUABLE



SATISFACTION

How pleasant is the design to be used?





Jsability 101: Introduction to Usability - Jakob Nielser

HOW CAN WE ENHANCE SATISFACTION?





Hug Salt and Pepper Shakers by Alberto Mantilla - MINT

HOW CAN WE ENHANCE SATISFACTION?





Alessi Juicy Salif Lemon squeezer by Philip Stark

HOW CAN WE ENHANCE SATISFACTION?





WHY MOST OF OUR HOUSES ARE NOT EASILY ACCESSIBLE?

IS IT JUST MATTER OF COST AND KNOWLEDGE?





IS MATTER OF : KNOWLEDGE



IS MATTER OF : KNOWLEDGE AWARENESS



IS MATTER OF : KNOWLEDGE AWARENESS USABILITY



IS MATTER OF : KNOWLEDGE AWARENESS USABILITY ACCESSIBILITY



IS MATTER OF : KNOWLEDGE AWARENESS USABILITY ACCESSIBILITY ERGONOMICS



IS MATTER OF : KNOWLEDGE AWARENESS USABILITY ACCESSIBILITY ERGONOMICS









«GOOD DESIGN ENABLES, Paul Hogan, EIDD-DFA Europe president Emeritus

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INTERESTING READINGS

