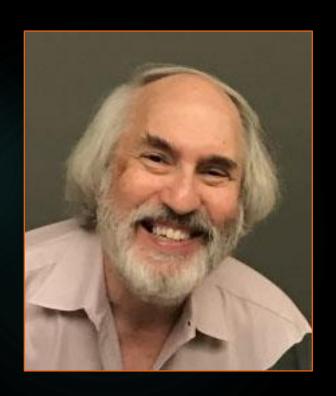
January 20, 2022 Improving Home Environments for Older Adults

ENGR110/210 Perspectives in Assistive Technology



David L. Jaffe, MS
Instructor

16 Years



CLEARING A PATH FOR PEOPLE WITH SPECIAL NEEDS CLEARS THE PATH FOR EVERYONE! Submitted by Marlo Kohn

Questions?







Reminder - Work with Diligence

Service State of the service of the

- ▶ Time is your team's most precious resource
- ▶ 2.5 weeks of class until Mid-term Presentations Tue, Feb 8th





Apologies

A THE PARTY OF THE

- ▶ Trouble with classroom monitors
- ▶ Some Zoom meeting misconnections



Upcoming class sessions



Tue, Jan 25th Designing Beyond the Norm to Meet the Needs of All People Peter W. Axelson, MSME, ATP, RET

Thu, Jan 27th
From Idea to Market: Eatwell, Assistive Tableware for Persons with Cognitive Impairments
Sha Yao

► Tue, Feb 1st Issues of Human Interface Design Gary M. Berke, MS, CP, FAAOP

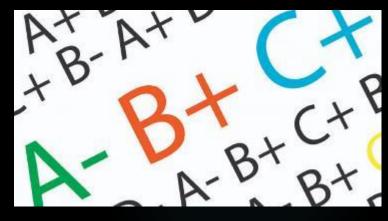




Grading - Team Projects



Deliverable %	
Mid-term Presentation	10
Mid-term Report	10
Prototype Design & Functionality	20
End-of-term Presentation	20
End-of-term Report	20
Individual Reflection	10
Participation	10

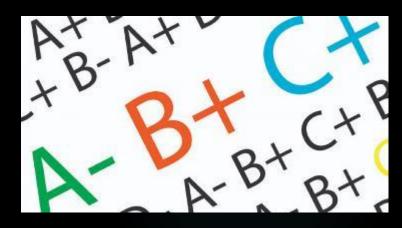


Participation includes attending class sessions, meeting with instructor, actively listening, posing questions to the guest speakers and the course instructor, engaging in class discussions, verbalizing thoughts and analyses, and submitting Weekly Project Reports or meeting with the course instructor.

Grading - Individual Projects



Deliverable	%
End-of-term Presentation	40
End-of-term Report	40
Individual Reflection	10
Participation	10



Participation includes attending class sessions, meeting with instructor, actively listening, posing questions to the guest speakers and the course instructor, engaging in class discussions, verbalizing thoughts and analyses, and submitting Weekly Project Reports or meeting with the course instructor.





- Understand the Problem / Challenge
- Work as a team or individually
- Fabricate low-cost prototypes
- Discuss and demonstrate the prototypes to the project suggestor
- Receive and analyze their feedback and suggestions
- Redesign and fabricate a refined prototype
- Iterate the process until the end of the quarter
- Report your project progress





- Continue research on topic
- Interview additional people including clients
- Include your perspectives, draw conclusions
- Report your project progress

Social Model Animation





<u>Play</u> <u>video</u>

Persona





- The characterization of a typical / average person who represents the consumer group for a prototype being designed or a product being commercialized
- May not be a real person
- However, every person with a disability or older adult differs in their challenges, goals, preferences, and prejudices
- Consider products with versions, adjustability, ability to be customized, accessories, modularity, universally designed

Tuesday, January 25th





Designing Beyond the Norm to Meet the Needs of All People

Peter W. Axelson, MSME, ATP, RET Beneficial Designs, Inc.

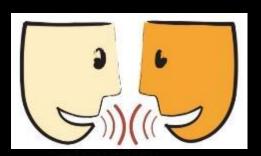
Today





Improving Home Environments for Older Adults
Matteo Zallio, M.Arch, PhD

Break Activities





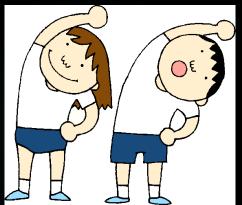


- Stand up and stretch
- ▶ Take a bio-break
- ▶ Text message
- Web-surf
- Respond to email
- ▶ Talk with classmates
- Reflect on what was presented in class













Short Break





