# Improving home environments for older adults





University of Cambridge - Engineering Design Centre

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

Decrease of fertility rate within worldwide developed markets

Increase spending on healthcare and welfare system



#### WHAT IS HAPPENING?

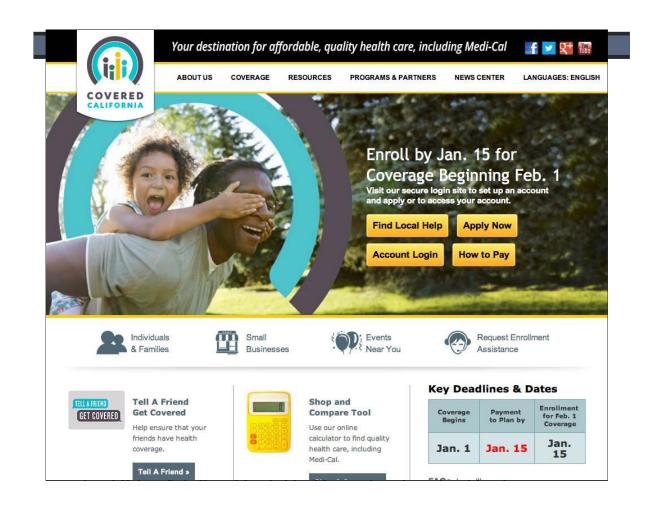


Older Italian woman talking with Google

#### IF I WERE IN YOUR SHOES?



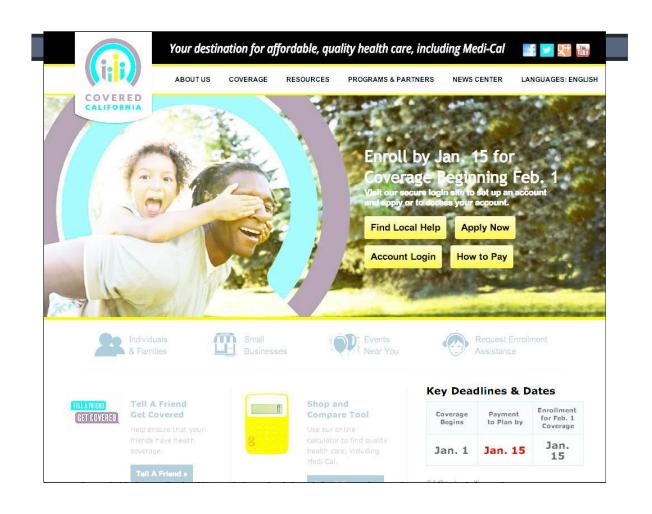
Imagine to have a look at a website



When you have reduced ability to focus



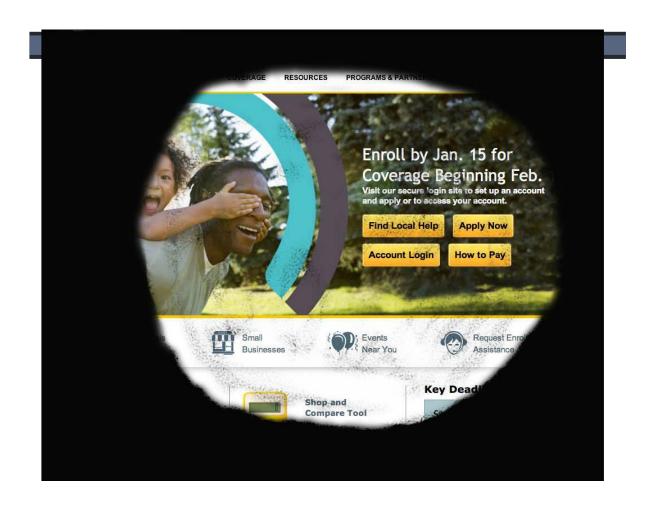
When you have high glare sensitivity



When you have low contrast sensitivity



When you have glaucoma



When you have macular degeneration



Imagine to open a jar with working gloves



Imagine to climb steps too high for you



#### THE CAMBRIDGE SIMULATION TOOLS



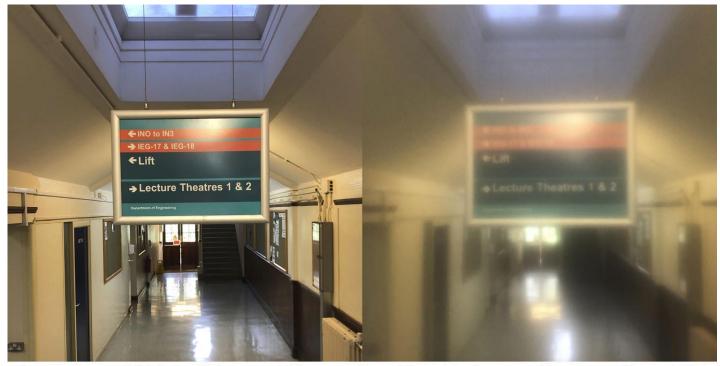
#### THE CAMBRIDGE SIMULATION TOOLS



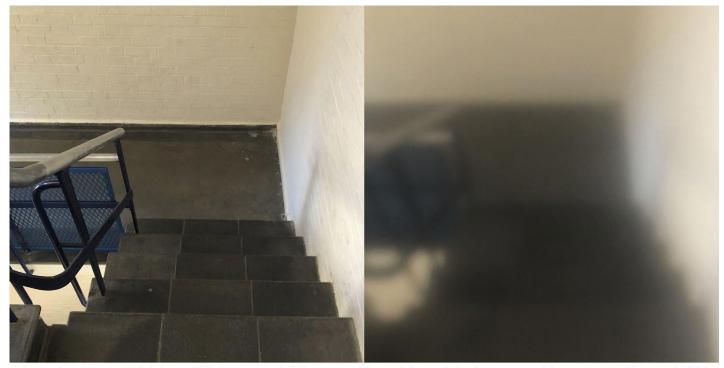
\*University of Cambridge, Cambridge simulation glasses



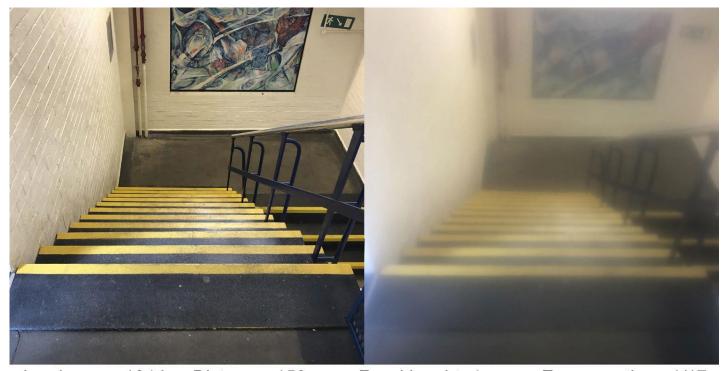
Luminance: 176 lx Distance: 150 cm Focal lenght: 4 mm Exposure time: 1/17



Luminance: 131 lx Distance: 150 cm Focal lenght: 4 mm Exposure time: 1/17



Luminance: 141 lx Distance: 150 cm Focal lenght: 4 mm Exposure time: 1/15



Luminance: 184 lx Distance: 150 cm Focal lenght: 4 mm Exposure time: 1/17

# HOW CAN WE ADDRESS THOSE CHALLENGES?

#### **HOME - KITCHEN**



#### **HOME - LIVING ROOM**



#### **HOME - BEDROOM**



#### **HOME - BATHROOM**



#### THE REALITY... IS OFTEN DIFFERENT

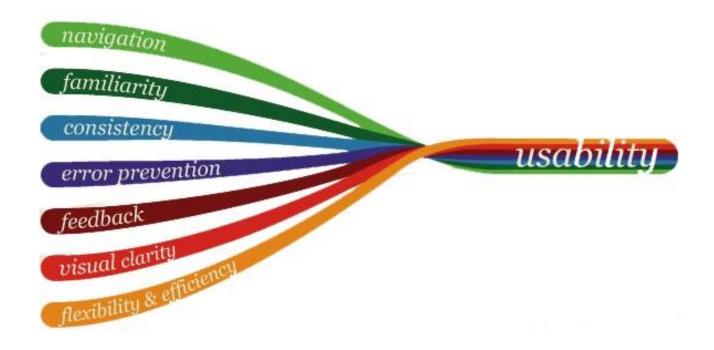


#### **HOW DO WE DESIGN SOLUTIONS...**

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#### **USABILITY**



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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.



#### **NAVIGATION**

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







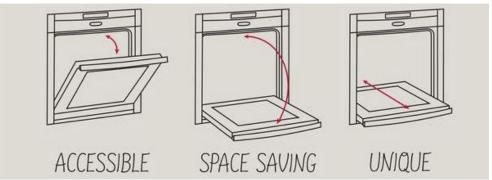
Usability 101: Introduction to Usability - Jakob Nielsen

#### **FAMIL!ARITY**

What's the ability of a system to allow a user to map prior experiences, onto the features of a new system?







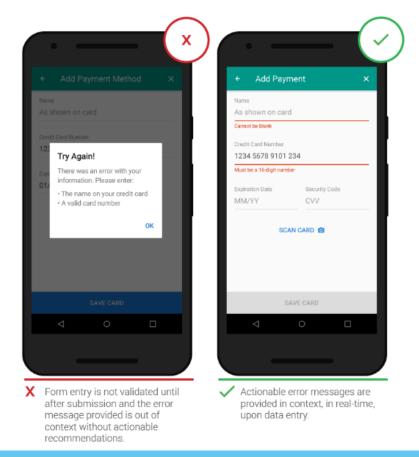
#### **CONSISTENCY**

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



#### **ERROR PREVENTION**

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



#### **FEEDBACK**

How can people perceive feedback?



#### **VISUAL CLARITY**

Is what you see what you understand?



#### **QUESTION:**

#### Which faucet is easier to use?





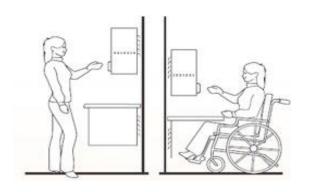






#### **FLEXIBILITY & EFFICIENCY**

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









#### **SATISFACTION**

How pleasant is the design to be used?



#### **EMOTIONAL DESIGN**



## WHY MOST OF THE HOUSES ARE NOT EASILY ACCESSIBLE?

## IS IT JUST MATTER OF COST AND AFFORDABILITY?



# 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** 

DESIGN

# «GOOD DESIGN ENABLES,

Paul Hogan, EIDD-DFA Europe president Emeritus