

Designing for Older Adults

Overcoming Barriers toward a Supportive, Safe, and Healthy Retirement

Cosmin Munteanu

Institute of Communication, Culture, Information, and Technology

University of Toronto Mississauga

Technologies for Ageing Gracefully lab, University of Toronto

With contributions from:

Benett Axtell, Hiba Rafih, Amna Liaqat, Yomna Aly



Institute of Communication, Culture & Information Technology

UNIVERSITY OF TORONTO

MISSISSAUGA



- Assistant Professor at the Institute for Communication, Culture, Information, and Technology (University of Toronto at Mississauga)
- Co-Director of the Technologies for Ageing Gracefully lab, Computer Science Department, University of Toronto
- Until 2014: Research Officer at the National Research Council of Canada
- Research: Human-Computer Interaction, Natural Language Processing, Mobile Computing, Gerontechnology, Assistive Technologies, Usable Safety & Privacy, Digital Marginalization, Ethics.



Our (design) obsession

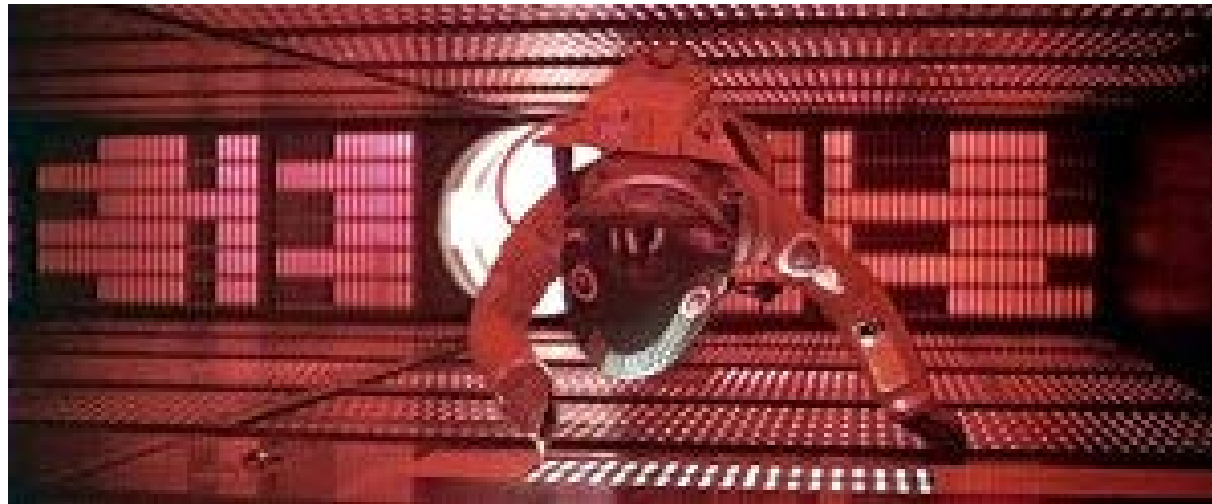
- Look, Ma! No hands!
 - Aka “The holy grail of HCI”
 - Interacting without explicit interfaces





Natural interactions

Touching, gesturing, speaking, being spoken back





Making its way into the consumer space

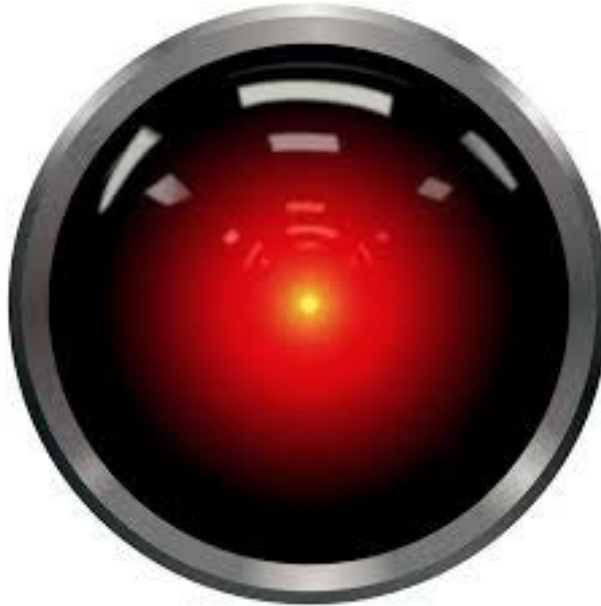
- Although not without opposition ...





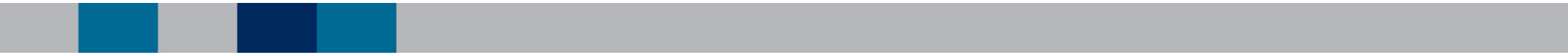
Making its way into the consumer space

- Especially when it is “intelligent”





Marginalizing some users





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What's at stake?



• The tipping point

- As of July 2015, and for the first time in Canada, seniors aged 65 and older outnumbered children aged 14 and younger by 0.1%
- By 2024, those aged 65 and older will outnumber children 14 and younger by 3.8%.
- And they are increasingly “connected”
 - 68% of seniors use the Internet regularly (few times / month)
 - Almost 50% use it daily



- **These should be good news!**

- More years for enjoyment with family and friends, conveying wisdom to workplace, reaping rewards



- Except ...



• Social Isolation & Digital Marginalization

(1)

Emerging issue for older adults

- **More than 1/3** (2) of community dwelling older adults are socially isolated

Significant effects:

- Social disconnection from families and communities, lower levels of civic and social engagement (1)
- Health and socio-economic burden for older adults, families, and social institutions.

(1)

CMH, 200

(2)

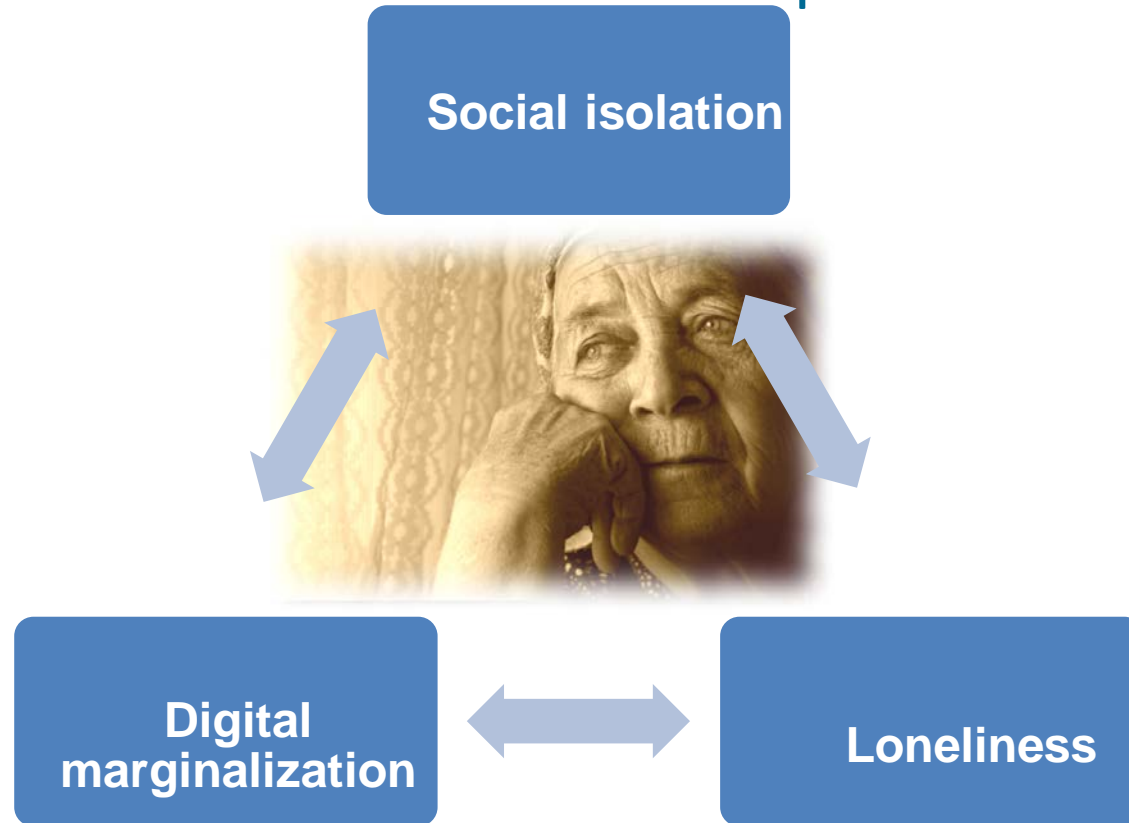
(Nicholson, 2012)



- **What's at stake?**

Perfect storm

- Facing a catch-22 situation of interdependent factors





• What's at stake?

- Far-reaching consequences
 - Including for Fintech
- Increased vulnerability when engaging in online activities
 - Financial fraud
- Non-adoption of many online services
 - Missing out on many opportunities (e.g. e-commerce)
 - Distrust of online service providers (banks, financial, etc.)



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• The problem ...

- Main barriers to adoption: **Mental Models**
 - Similar to models in behavioural economics
 - Mostly as applied to what users know about a system's workings
 - Fundamental to several tech adoption factors:
 - Usability, perceived usefulness, and lack of (or reduced) digital literacy





• The problem ...

- We exposed the issue of mental models in three areas of relevance to fintech
 - Online financial safety
 - Access to essential information online
 - Staying connected socially through sharing of digital artefacts

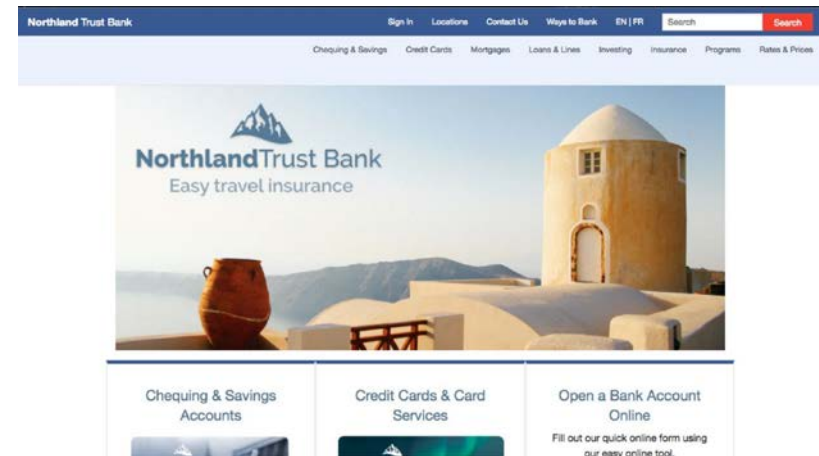


Image (c): TAGlab



• The problem ...

- Mental model barriers to engaging with online critical services:
 - Resistance to the use of online banking and similar applications due to low trust
 - Preference for interacting with “real” people
 - Online being perceived as less secure (mostly financial, but also in terms of information, e.g. cloud storage)
 - Lack of motivation for switching away from “in-person” transactions
 - Expectation for full privacy and information-seeking autonomy
 - Reliance on prior-established trust (both for financial and health transactions)



• The solution ...

- Contextual inquiry to expose mental models
 - Ethnographic-like observational method
 - Often follows a master-apprentice approach (researcher is the apprentice)
 - Can be used in fintech
 - Missing features in financial software (Kazemian, 2018)
 - Trust in and perceived benefits of online financial platforms (Rafih, in progr.)
 - Information seeking behaviour for essential services and trustworthiness of online sources, e.g. health (Aly, in progr.)
 - Perceived reliability of online services, e.g. customer service, online storage (Axtell, 2017, Rafih, in progr.)





• The solution ...

- Participatory design to further refine the models and build designs





• The solution ...

- A UX design approach to fintech adoption by older adults
 - Contextual Inquiry
 - Grounded in the Technology Acceptance Model
 - Focused on exposing Mental Models of tech (non) use
 - Participatory Design
 - Empower and engage older adults in designing tech
 - Leads to increase ownership of the design process and to better adoption



• The UX solution ...

- Simple can be useful if it works
- “If the user can’t use, it doesn’t work!” (Susan Dray)



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Thank you!



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