25.01.20: Review of "Ambient Computing to Support in-home Seniors Medication Habits"

About the article, the authors want to design a technology-based intervention that support the formation of medication habits using daily activities as contextual cues. As a solution, they propose an ambient computing system that provide seniors with an overview of their medication behaviour, and then help them chose the appropriate activity to be used as contextual signals. They propose conversational user interfaces and pictograms that represent the activities performed by seniors when taking their medications. Seniors should respond by using their voice or by pressing the buttons on the device.

According to Leslie Kernisan, a Geriatrics Expertise for Aging Adults, Family Caregivers, & those who serve them, *"some older adults are unable to take all their medications properly and depending on which medications are missed, this can cause serious effects on an older person's health."* So, we can see that the problem is there and despite there are other ways to treat it related with the use of daily activities as contextual cues, the principal problem Is that the patients don't choose the correct daily activities. So, the "app" that they are proposing choose the activities based on the specific daily routine of every patient. That's amazing, because the personalized result makes a more accurate prediction of the daily activities that every patient need. On the other hand, there is a picture from the UI of the application that they propose, and it looks very simple to me. But this is for seniors and that means that the UI must be easy to use and intuitive. There are seniors that refuse to use technology or just they aren't used to use it, so, it could be a big challenge to create an easy to use UI for the most seniors.