Definition of Objectives

for

Human Computer Interaction Project

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Introduction

This project come up from the desire to eliminate barriers and connect seniors and young people, helping the elderly to use this "new" and much needed technology called "Smart Phones" since them in many cases have been overcome by the rapid advance of technology and have failed to adapt to it according to studies about the use of technology in the elderly.

As the objective is for the elderly, individuals over 60 years of age will be taken as users taking as reference the definition of Lois Hoffman in his book "Developmental Psychology today".

As a reference and starting point for the development of the project, we have studied launchers as "Grand Launcher" and "Necta Launcher" that modify the Android user interface making it simple so that it can be more easily understood. The problem with this is that by making the interface simpler, many of the smartphone's capabilities are ignored, causing it to end up as a cell phone from 15 years ago and therefore not taking full advantage of its potential which represents a waste of resources Having bought a smartphone.

What we are trying to do with this project is an Android theme with a user-friendly interface, but without eliminating and trying to reduce as little as possible the capabilities that make a smartphone a smartphone thereby making the elderly take full advantage the device doing with this that there will be a sea of possibilities.

Health Science Journal.The use of technology by the elderly.Zoe Roupa,Marios Nikas,Elena Gerasimou.[1]

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