**Expert-Oriented Artifact**

**for**

**Human Computer Interaction Project**

**Versión 0.1**

**Prepared by**

**Group Name: 1998**

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| **Course:** | **Human Computer Interaction** |
| **Date:** | **02/04/2020** |
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# **Revisions**

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| **Version** | **Primary Author(s)** | **Description of Version** | **Date Completed** |
| 0.l | Rodrigo Moguel Gamboa | Initial version | 02/04/2020 |

# **Interview**

1. What is occupational therapy?

2. Can this exercises be physical as well as cognitive?

3. Any example of a cognitive exercise?

4. Is it completely necessary for the gerontologist/therapist to be present during physical exercises?

5. How much would it matter that the communication between the gerontologist/therapist and the elder was through a video call or voice chat during physical exercises?

6. What does it mean that physical exercises are progressive?

7. Can cognitive exercises also be progressive?

8. Is there any way to measure the performance of the elders during cognitive exercises?

9. What functionality would be essential in a mobile app designed to give this kind of exercises to the elderly?

10. Would a mobile game like Candy Crush count as occupational therapy?

11. How viable would it be to have an app that gives the elderly games designed to be cognitive exercises for occupational therapy?

12. What emotional benefits would an app like this bring to the elderly during times of crisis, such as right now?

13. Any more advice to help the elderly use mobile devices more effectively and with less struggle?

14. Is there a list of the best cognitive and physical exercises for occupational therapy?

15. What would be the solution for physical exercise that require external tools? Would we need to provide them, or could they build their own tools?

16. Are there many apps on the market that focus on occupational therapy for the elderly??