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# Recognize existing knowledge

for

# Human Computer Interaction Project

Versión 0.1

Prepared by

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## Revisions

Version	Primary Author(s)	Description of Version	Date Completed
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## Introduction

Chances are good that you already have some knowledge about the topic. Conducting a “What Do We Know?” session helps call forth existing knowledge related to the Design Challenge. Once documented, you can freely focus on discovering what you don’t yet know.

## What do we know?

### What people need or want

In this case, we are talking about elderly, so we understand that they want to be at the forefront. The old people want to be part of the society like other generations. It could be rude how they are not considered as a group, but as a part of the past. So this is one of the main points of our challenge, focusing on the feeling of appreciation and worry about them.

The past point was a wish of the users, but the app is also centered in a need. The mental exercises are important for the elderly. This kind of exercise can prevent cognitive diseases and disorders that could affect the quality of life in the elderly.

### What technologies can help in this challenge

Because of the situation with the Covid-19, the principal technologies that are going to help us are the "virtual meeting" (hangouts, skype) and the classic phone call. These tools will help our data recollection and the process of requirements.

Also, at the create phase, we will use tools of fast prototyping like figma or marvel. This will help us to create a first impression of the app solution and make some usability testing and recollect the users' commentaries.

### What solutions or ideas are being tried in other areas

The gerontologist area is trying really hard to keep the communication with the elderly. The meeting application has hangouts and zoom are being very relevant for the medics to communicate with the people. Even a simple paper explaining exercise is very useful.

### Any early hypotheses about how to solve the design challenge

The first idea is an app that helps the elderly to do some exercises for the occupational therapy. These exercises are oriented to the cognitive area, and are very helpful in quarantine time.

## About the area of investigation

### What constituents do, think, or feel

The disinformation is the reason why most of the old adult in Yucatan do not even know what a gerentoly is. It could be even offensive the idea of a therapist for some of the users. But, It is not their fault, the aging is a complex process when they experience challenges in their lives and in the environment.

### How people value offerings

The same disinformation makes a devaluation in the product. Many users do not know how much this could be helpfull.

### What constituents' future needs may be

Learn how to use the basics of a smartphone. Out of that, the app could bring all the need for the main user.

## What do not we know?

In conclusion, we do not know about the therapy, and this could be the first interaction for the team with the elderly and the first app that we will make for this specific user.