**# Research Questions for HCI**

1. Is your design going to be useful for all elders? Can it be marketed to those elders who haven’t even used smartphone?
2. Can your design be used in different ways? Can it be adapted according to a person’s taste? [to cater elders with different abilities]
3. How easy is your design for someone to pick up and start using immediately without instruction?
4. Does your design give the user enough information to make the most efficient use of your product? Is this true in all conditions?
5. Have you tried to make your design “foolproof”? In that, no matter how it is used, there are minimal errors and minimal consequences for those errors? This is vital for those with differing abilities; they may make mistakes compared to other users but they should not be unduly inconvenience for those mistakes either.

HCIHas your design tried to minimize the physical effort needed to get the best use from your product?