

# Design Using AI Tools

Learner : Aditya Kulkarni

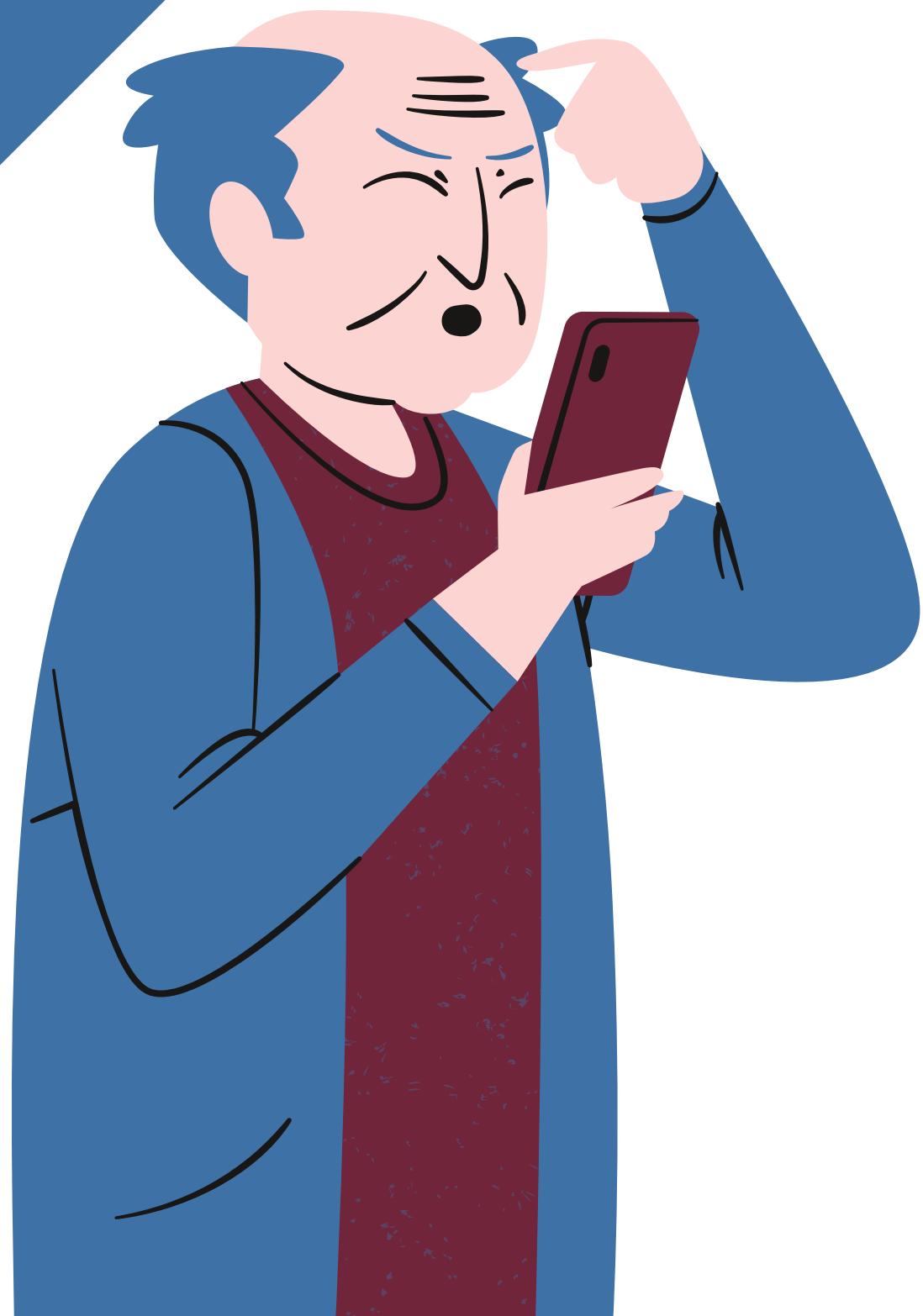
Mentor : Dr. Ravindra Bachate



# Connecting Generations

## Connecting Generations

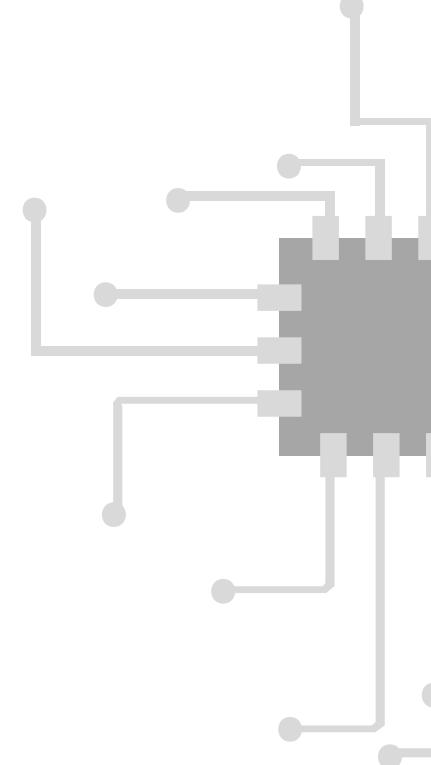
"Connecting Generations" addresses social isolation among seniors by fostering connectivity with friends and family through digital literacy, accessible technology, and social support. Through workshops, user-friendly tools, and community engagement, the project aims to enhance seniors' digital skills, improve access to communication platforms, and strengthen social connections, ultimately promoting better mental well-being and reducing isolation.



### Chat GPT

#### PROMPT

Act as a UX designer and create a project brief on the topic ( senior citizens facing connectivity issues with friends and family )



# Secondary research

Did a secondary research on how can devices increase connectivity of senior citizens and what might be their approach towards it.

key insights:

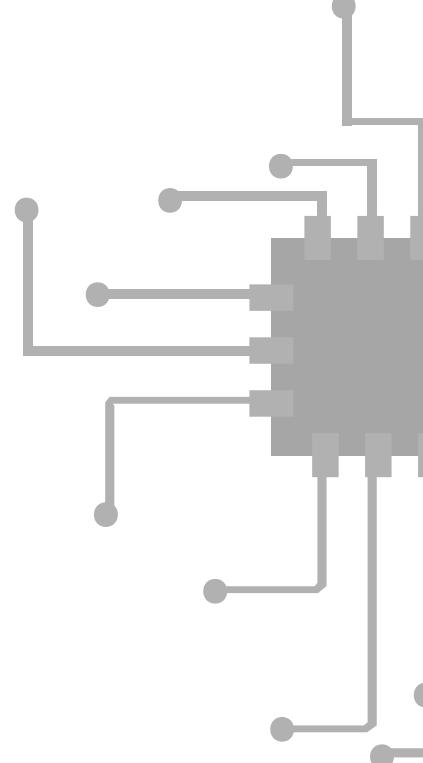
- **Complexity Barrier:** Modern technology overwhelms seniors; simplified interfaces are crucial.
- **Limited Familiarity:** Seniors need introductory training to build confidence in digital tools.
- **Physical and Cognitive Barriers:** Age-related impairments hinder device usage; accessibility features are vital.
- **Emotional/Social Factors:** Fear of technology and a preference for face-to-face interaction persist; clear error indication and enhanced video call quality are needed.
- **Support and Training Needs:** Accessible technical support and tailored training programs are essential.
- **User Preferences:** Seniors prefer user-friendly interfaces with large buttons and voice commands.
- **Community Support:** Peer groups facilitate knowledge sharing and reduce intimidation.
- **Best Practices:** User-centered design and interactive features improve usability and retention



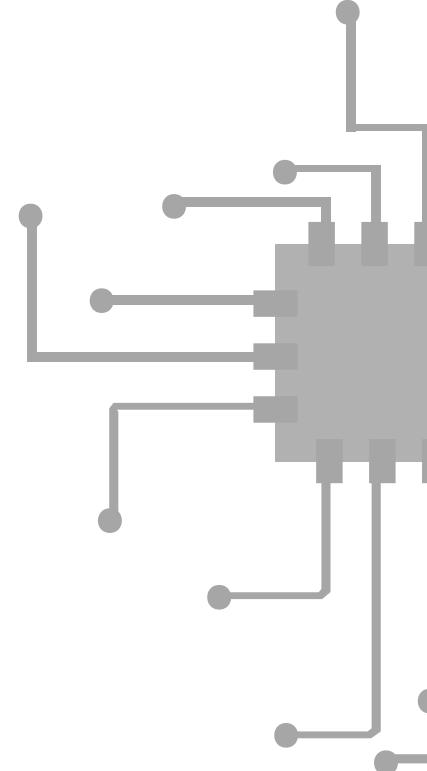
Chat GPT

PROMPT

Act as a UX designer and give me insights on how can devices increase senior citizen's connectivity with friends and family.



# Primary research



## Interview questionnaire for qualitative research

### Warm-Up Questions

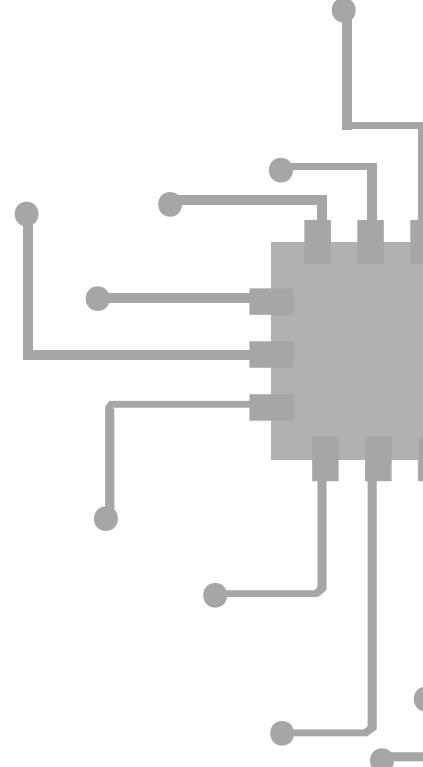
1. Can you tell me a bit about yourself and your daily routine?
2. How often do you communicate with friends and family?
3. What methods do you currently use to stay in touch with them (e.g., phone calls, video calls, social media)?

### Experiences with Technology

4. What devices do you own and use regularly for communication (e.g., smartphone, tablet, computer)?
5. Can you describe your typical experience when using these devices to communicate?
6. How comfortable do you feel using technology for communication? Why?

### Challenges and Barriers

7. What difficulties do you encounter when using technology to connect with others?
8. Can you share a specific example of a time you faced a challenge while trying to communicate using technology?
9. How do these challenges affect your ability to stay connected with friends and family?
10. What features or aspects of current communication tools do you find most frustrating or difficult to use?



### Support and Learning

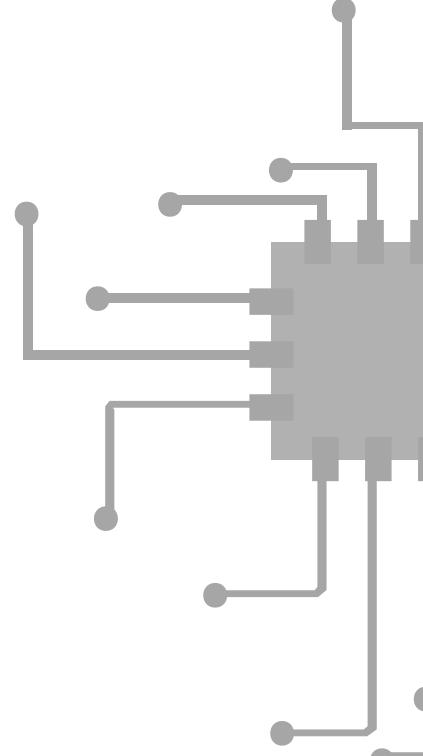
11. Have you ever received help or training to learn how to use these technologies? If so, can you describe that experience?
12. Who usually helps you with technology-related issues (e.g., family, friends, professional services)?
13. What kind of support or training would make it easier for you to use digital communication tools?

### Preferences and Needs

14. What do you like about using technology to stay in touch with your loved ones?
15. What improvements or features would make digital communication tools more useful for you?
16. How important is it for you to see the person you are communicating with (e.g., video calls versus voice calls)?

### Emotional and Social Impact

17. How does staying connected with friends and family through technology impact your emotional well-being?
18. Do you feel more or less connected to your loved ones when using digital communication tools? Why?
19. How do you think technology could better support your need for social interaction and connection?



## Future Expectations

20. What are your hopes or expectations for how technology could improve your communication with friends and family in the future?
21. Are there any specific types of technology or applications you are interested in learning more about?

## Closing Questions

22. Is there anything else you would like to share about your experiences with digital communication?
23. Would you be interested in participating in future discussions or workshops on this topic?

## Conclusion

Thank you for your time and insights. Your feedback is incredibly valuable and will help us in designing better communication tools for seniors.



## Chat GPT

### PROMPT

Act as a UX designer and prepare a questionnaire for qualitative research for senior citizens on the topic ( connectivity issues faced by senior citizens to connect with family and friends. )

# Insights

- **Seniors use phones & tablets:** Design tech for mobile devices.
- **Complex interfaces are a barrier:** Simplify interfaces and navigation.
- **Accessibility is crucial:** Offer features like larger text and voice commands
- **Customization matters:** Allow users to adjust interfaces to their needs.
- **Ongoing support is needed:** Provide training and easy-to-access help resources.



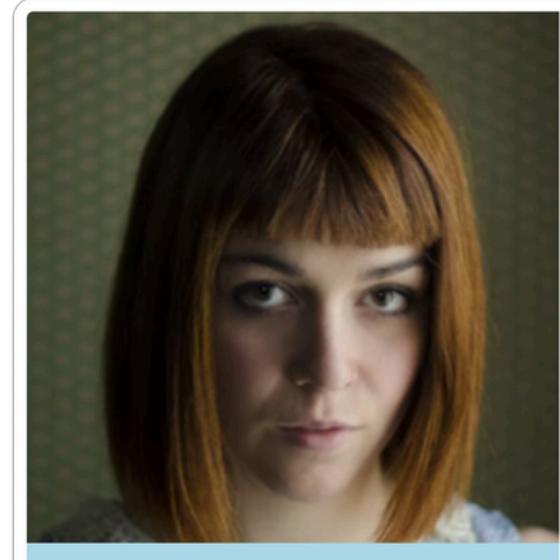
**Chat GPT**

PROMPT

considering that about 50 people were interviewed ; act as a UX designer and give me insights on the quantitative research.



# Persona



**Eleanor Thompson**



Age/Gender  
75/Female



Location  
New York City,  
NY



Occupation  
Retired librarian



Family Status  
Widowed with  
two adult  
children

## Bio

Eleanor enjoys reading, gardening, and spending time with her grandchildren. She is tech-savvy and enjoys using her smart watch for communication and health tracking.

## Goals

Stay connected with family and friends, stay active and healthy, continue learning new things

## Motivations

Stay in touch with loved ones, maintain independence, be informed about health and wellness

## Devices

Smart watch for chatting and health tracking, tablet for reading and browsing

## Brand Affiliations

Apple Watch, Samsung Galaxy Watch

It is a limitation of userpersona.dev that it has limited set of images , it doesn't match with the target audience.

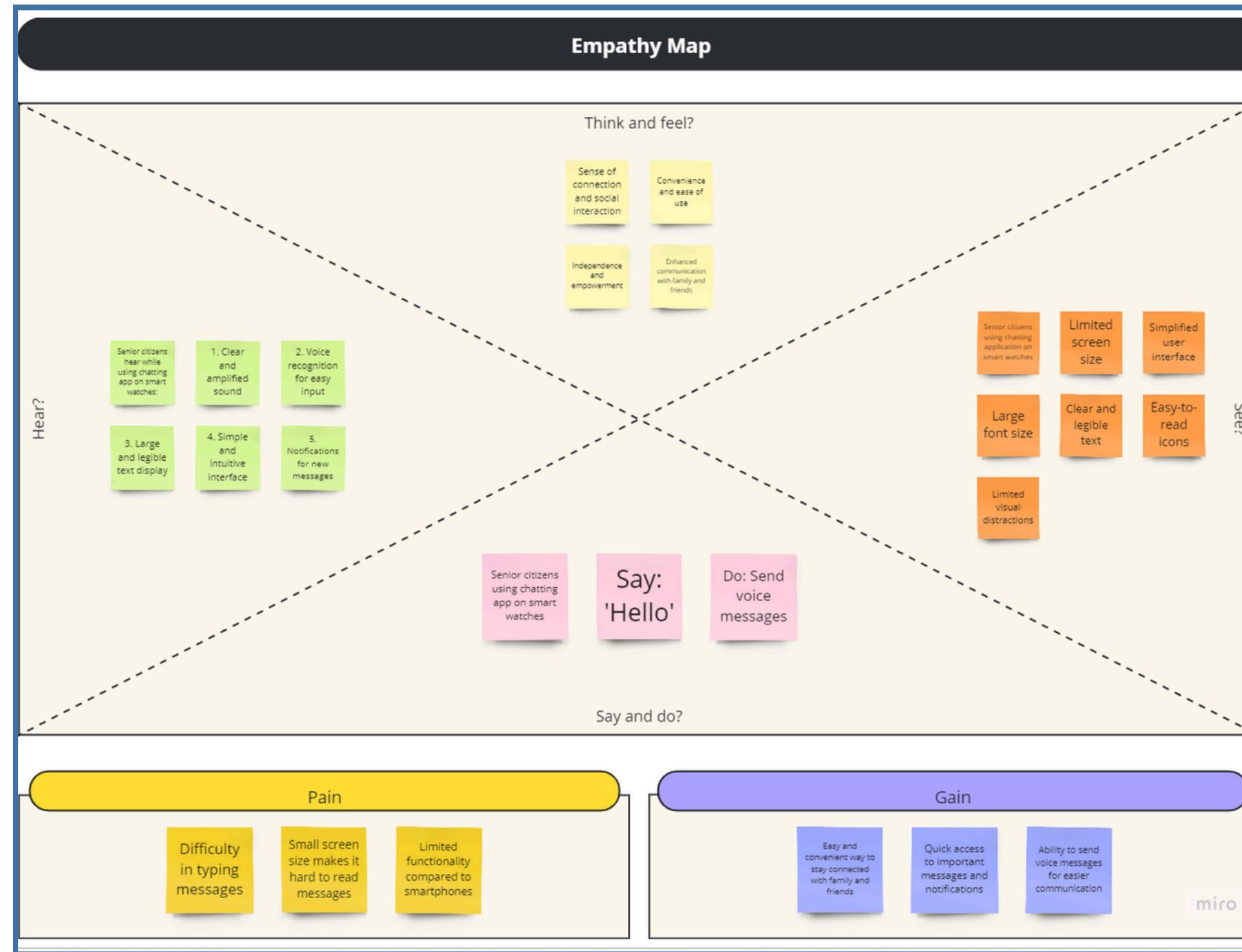


UserPersona.dev

PROMPT

Act as a UX designer and prepare a persona for a senior citizen of 75 yrs using smart gadgets facing connectivity issues with friends and family.

# Empathy map



The answers are correct upto an extent , but the AI tool can't do the detailed analysis on the topic.



Miro.ai

PROMPT

Act as a UX designer and analyze what might be the senior citizens say / see/ feel/hear/do while using a connectivity device.

# User Journey mapping

The screenshot shows a Miro Customer Journey Map. On the left is a toolbar with icons for selection, text, shapes, etc. The main area has a header "Customer Journey Map" and a subtitle "time user". It features a grid for mapping user steps across six stages: Journey Step, Feeling, Thought, and Internal ownership. The first stage has yellow sticky notes: "Onboarding Set up and familiarize with the chat app on smartphone", "Communicating And connecting and initiate conversations", "Notifications Ensure provide timely and concise notifications", and "Accessibility Ensure provide accessible features and options for users with disabilities". The second stage has a blue note: "Support and Assistance Easy access to help and troubleshooting". A sidebar on the right is titled "Miro Assist BETA" and contains a "Sticky Notes" section with text about senior citizens' feelings towards smartwatch chat apps, followed by "Chat reply" and "Ask Me Anything" buttons.

Limitation- AI  
can't understand  
feelings

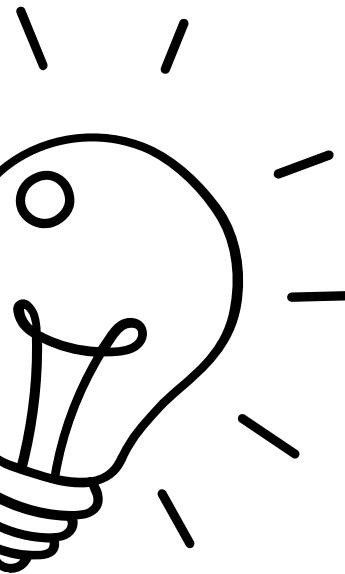


Miro.ai

PROMPT

Act as a UX designer and analyze what might be the feelings / thoughts of senior citizens using connectivity devices.





# Problem Statement

Senior citizens are experiencing social isolation because they find current digital communication tools too complex and inaccessible. This leads to fewer social interactions, increased loneliness, and deteriorating mental health.



## Chat GPT

### PROMPT

Act as a UX designer, considering the insights of primary , qualitative research, etc ; make a problem statement for the topic.

# Brain storming



ideamap.ai

PROMPT

Act as a UX designer and mind map for a chatting app for smart watches used by senior citizens.

# Product Features

## EasyChat Key Features:

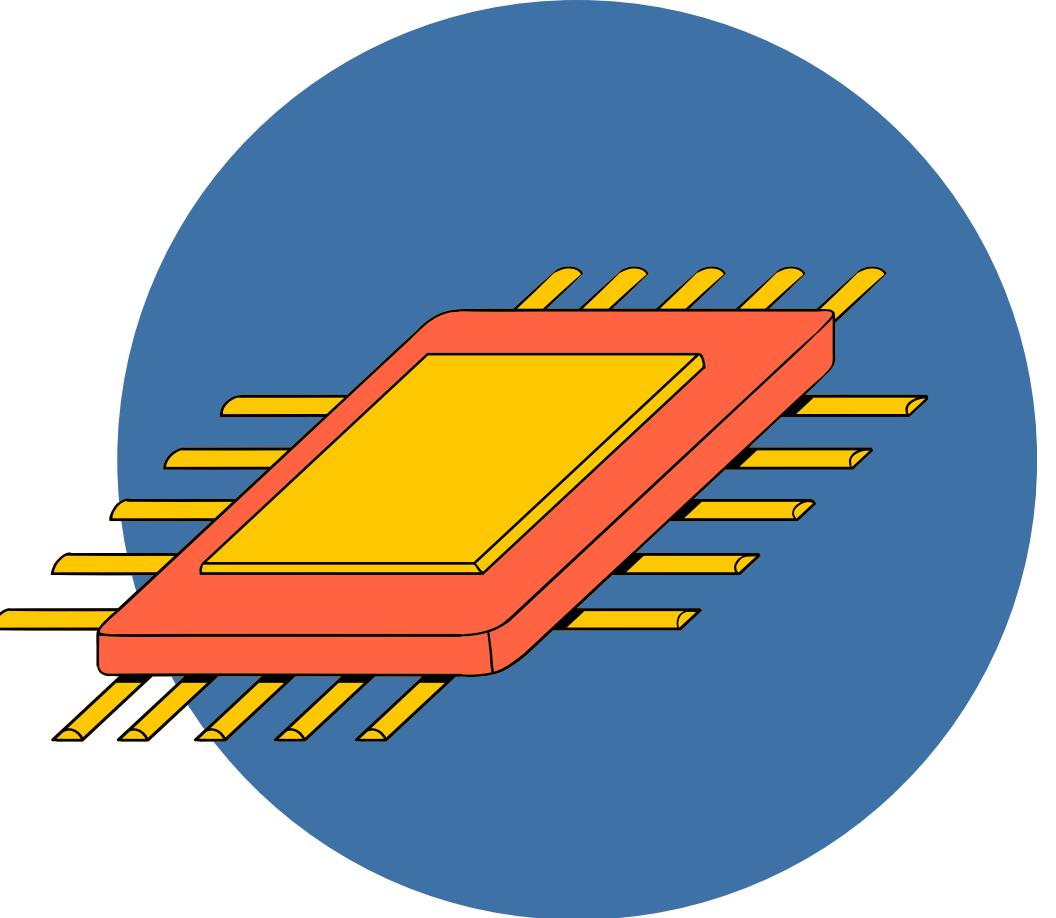
1. Voice-to-Text Messaging: Speak messages instead of typing.
2. Large & Legible Text: Easy-to-read interface for better visibility.
3. Simplified Interface: Streamlined layout with large buttons for easy navigation.
4. Health Integration: View health data like heart rate within the chat app.
5. Emergency Button: Send SOS alerts to pre-set contacts for immediate assistance.
6. Reminders & Medication Alerts: Set reminders for appointments and medications.
7. Quick Replies & Predefined Messages: Respond quickly with pre-saved messages.
8. Family Sharing Hub: Share photos, updates, and information with family securely.



## Chat GPT

### PROMPT

Act as a UX designer and define the connectivity chatting app for senior citizens ,to be used on a smart watch .



# Wireframing



It can't generate wireframes for other smart devices like smart watches,etc.

The screenshot shows the WireGen AI GPT wireframe generation interface. At the top, there's a header with the logo and the title "WireGen - AI GPT wireframe generation". Below the header, there are tabs for "Generate wireframes with AI" and "Favorites". A text input field labeled "Describe your idea" contains the instruction: "create a smartwatch interface for a chatting application used on smart watches by senior citizens". There are three example links: "Example 1", "Example 2", and "Example 3". Below the text input is a "Generate" button. To the right of the text input is a preview area showing a wireframe of a mobile phone screen. At the bottom of the interface, there are buttons for "1 Screen" and "Autodetect", and a status bar with "0/25 Upgrade", "Contact", "Help", "Leave feedback", and "v0.19 Beta".

This is a detailed wireframe of a smartwatch settings interface. It includes sections for "General Settings" (Language: English, Font Size), "Notification" (Message Alerts, Call Alerts, Battery Alerts), "Account Settings" (Username, Password, Profile Picture), "Privacy Settings" (Profile Visibility: Everyone, Only Contacts, Only Me; Contact Settings: Everyone, Only Contacts, No One), "Accessibility Settings" (Font Style: Normal, Color Scheme: Light, Text-to-Speech: Enable Text-to-Speech), and an "About" section (Version: 1.0.0, Contact: developer@example.com).



## WireGen plugin - Figma

### PROMPT

Act as a UX designer and generate a chatting app used on a smart watch having features like speech to text, ai companion ,health monitoring, family connectivity; for senior citizens

# Solution



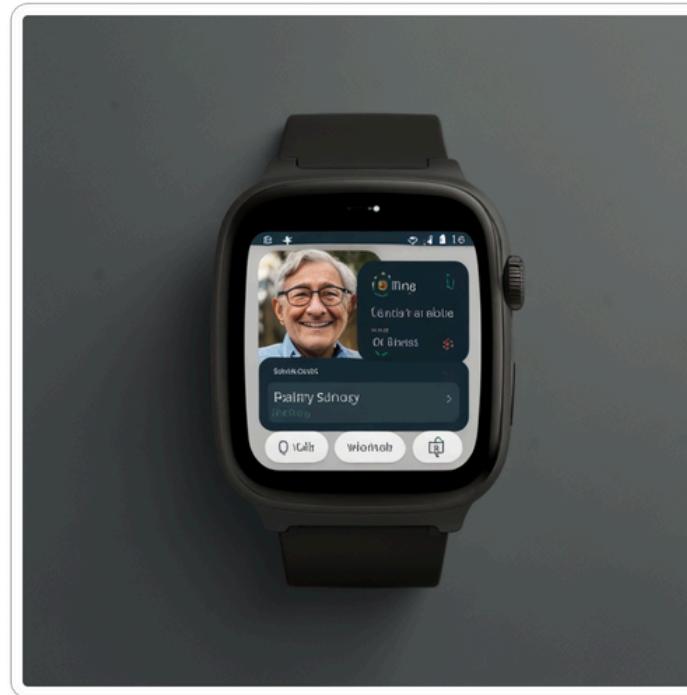
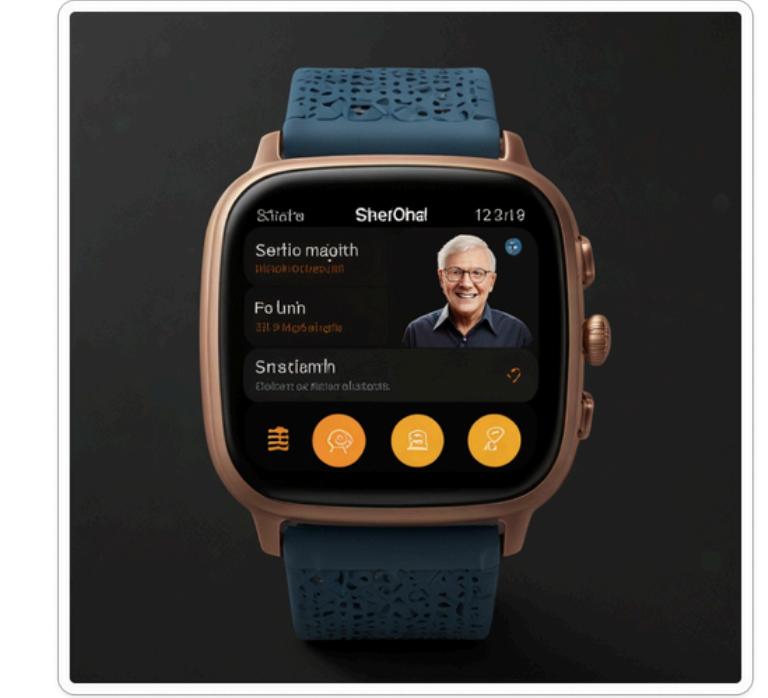
Although specifying the features of the app , there is no clarity of ui text and functions in the images generated.



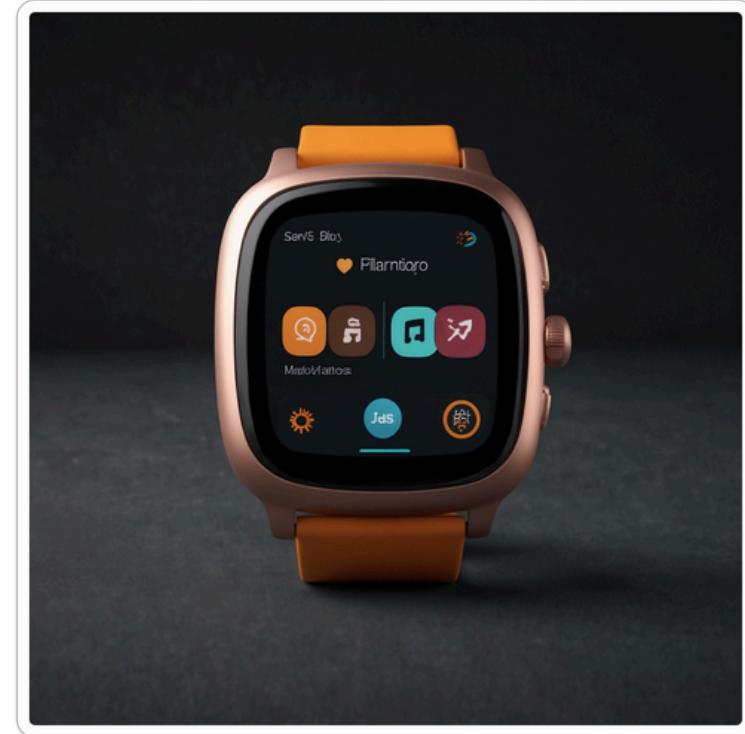
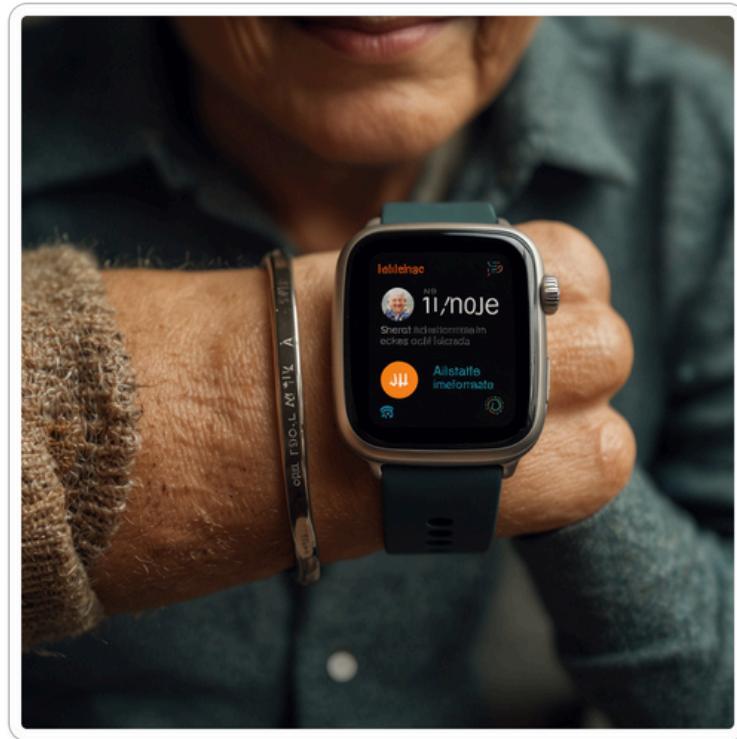
**Miro.ai**

PROMPT

create a UI interface of a smart watch for chatting application having features, speech to text, ai companion ,health monitoring, family connectivity; used by senior citizens



leonardo.ai



leonardo.ai

# User testing summary

EasyChat User Testing Summary

## Key Findings:

- Positive: Easy to use, clear interface, voice-to-text works well, health integration is valuable, SOS button provides security.
- Areas for Improvement:
  - Voice-to-text accuracy in noisy environments.
  - More customization options (themes, fonts, reminders).
  - Confirmation step for SOS button to avoid accidental triggers.
  - More details and explanations for health data.
  - Improved tutorial for swipe gestures.



## Chat GPT

### PROMPT

considering that we have developed a product from this product brief; act as a UX designer and create a user testing summary for the product.



# AI Tools

- **Chat GPT (Data collection)** - It gives good amount and matching results with our topic ; but also need to specify the tone as per need.
- **Userpersona.dev (Persona)** - Results didn't match with the expectations , had to specify more amount of data and had limited pictures.
- **Miro.ai (Empathy map, User journey map, image generation )** - Understands the prompts well ; but have to always specify the format of answers required.
- **Ideamap.ai (Brainstorming)** - Divided the data well into sections but the results generated were very generic for almost any prompt.
- **WireGen plugin - Figma ( Wireframe )** - Even after specifying as smart watch interface didn't any option for creating wireframes of the same.
- **Leonardo.ai ( Image generation )** - Takes a lot of time, doesn't understand the prompt well and the UI text generated is not understandable.
- **Canva.ai ( presentation)** - It can't prepare a complete presentation on specified topic, it can only suggest on the basis of theme, graphics and textual content.

# Thank You

Aditya Kulkarni