

Project Theme 1. Ageing and connection

Elderly people are healthier and happier when physically active and socially connected. Can technologies support older people to connect with each other and their families? How could you *study the real world setting* of *ageing and connection* in order to understand what technological intervention might support connection and/or physical activity for older people?

Beginning questions:

What is it like to be elderly?
What does an elderly person do all day?
Who do they interact with/want to interact with?
What activities do they engage in?
What objects are dear to them?
What technologies do they use/loathe?
What do they care about?
What makes them laugh and cry?
Where do they live?

Which elderly people might you study? What makes them unique?

Caution: The older you get, the more specific you become. Your body and life experiences all make you a very particular person. Beware of stereotyping.



Project Theme 2. Family Finances

Financial problems can bring a lot of problems to the wellbeing of families. How can we better understand the everyday financial issues of households? This project theme is about studying **real world practices** of the way families manage and interact with money.

Beginning questions:

How do family members manage their money?

How do they coordinate their finances?

What tools, systems and approaches do they use?

What precaution and security measures do they apply on their systems?

How are important financial decisions taken?

Prepare an “inventory of artefacts” that carries financial information. (Anything from a notebook to an online account)

How do financial aspects affect the wellbeing of a family?

How are family relationships shaped, with regards to household finance?

What do families do to save money?

What roles do children play in everyday family finances?

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Project Theme 3. Sports

We all play some kind of sport. How can we design innovative and novel technologies to enhance sporting experiences, of players and/or of spectators? How can a sport be a tool for engagement and experience? This theme is about studying real world sporting activities (not necessarily professional-level sport) and designing technologies that would enhance sporting experiences.

Beginning questions:

What is it like to be involved in a sport? (both as a spectator and as a player)

What kind of thinking goes on in a player's mind?

What daily routines do they have in place?

What hurdles/problems do they face in their everyday sporting activities?

How do people measure their *success* and *enjoyment* with regards to their sporting activities?

How do players develop relationships with their sporting implements (e.g. racket, bat, ball)?

What are the venues that can enhance a sporting experience?

What roles can technologies play in supporting sporting activities?



