

# Study Mobile phone interaction patterns among elderly and propose prototypes for easier screen based interaction

**Course:** Human Computer Interaction - IE403

**Group Name:** Candid Crew



# 1

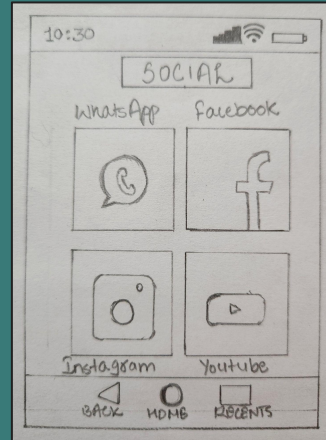
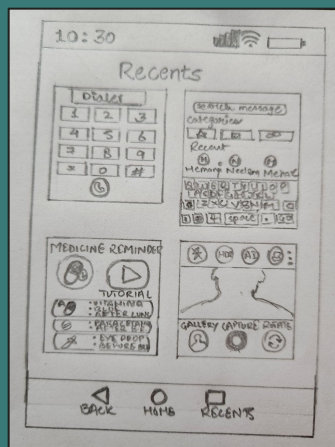
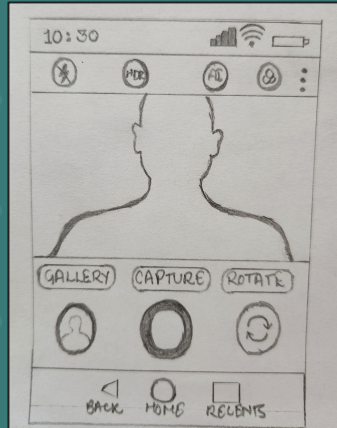
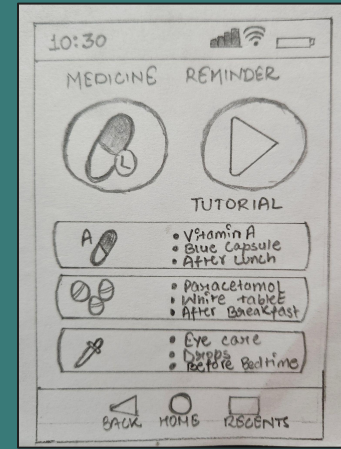
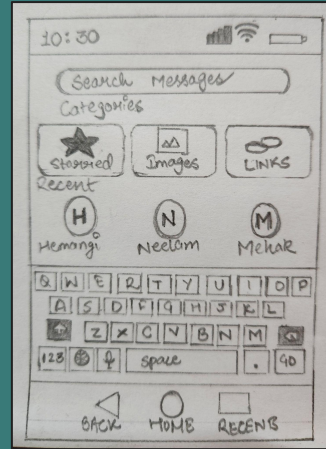
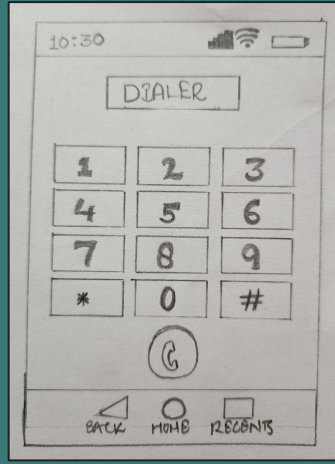
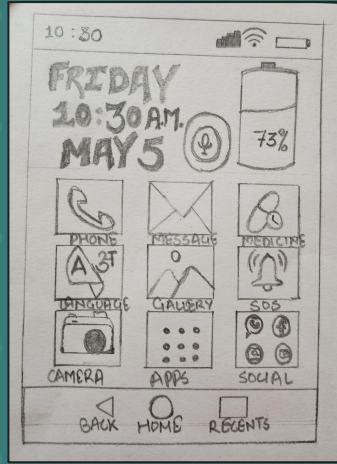
## Findings



- Elderly individuals prefer larger icon size, font size and more brightness for better readability and visibility.
- Large dialler and keypad was convenient for them to use.
- They were facing difficulties using gestures and were more comfortable with using navigation bar.
- Some apps were difficult for them to use. So providing video tutorials for apps would make them easy to use and help elderly interact with the application in a better way.
- Physical, cognitive disabilities and other impairments were the major barriers in using the phone.
- Labelling what the specific icons do was the one of the wanted feature of elderly so they can figure out easily what the specific icons did.
- Most frequently used apps included calling and messaging.
- Groups who were more familiar with technology had different mobile usage patterns than the ones with less familiarity with technology.

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# Prototype



Prototype(FIGMA) : [Click here](#)  
 Prototype design : [Click here](#)  
 YouTube Video : [Click here](#)  
 Google Drive Link : [Click here](#)

Thank You