(1) **Persona (Agnes):** Visualization of users' demographic data (Agnes is the most typical persona among all the users). Agnes has been leading a lonely and boring life. To make her life easier, her daughter brings her to the Blackwood.

(2) **Agnes comes to Blackwood and the staff introduces her to CleverCogs:** Visualization of the platform data (Usage, activities, and services the platform provides, etc.). The presentation by the staff makes Agnes satisfied, and she decides to move here.

(3) **Agnes's one day:** tell a one-day story of Agnes's, to go into a deeper depth of the data of internet activities (Visualisation of Internet activities and 'others like me' data). Select the most popular internet activities, show Agnes's usage throughout the day, and imagine her behavior before and after using clevercogs. Tell the story through time series to show How CleverCogs benefits their life and can improve life satisfaction and general well-being for this older group. For example, at 9 am, Agnes listens to the radio instead of reading the newspaper, which was unpleasant for her before. (Also show the 24-hour usage distribution of this kind of activity and the characteristics of other Radio users). Similarly, this is followed by Agnes' Youtube activity at 3 pm, Facebook at 8 pm, and card games at 10 pm. During the day, Agnes is supposed to have fun and also has difficulties with these internet activities.

(4) **What if Scenario:** tell the implications of the data; propose a possible recommendation system for the users by suggesting more options when they are using activities that don't suit their situations, or when they have no ideas about what kind of activities to do; a quick imagination of Anges's daily life after the recommendation system has been set up.