Vignette Writing

Three vignettes were captured by the investigator. They were extracted to keep the richness of the raw data hence served as indispensable supplements to previous analysis. They are also essential to the later definition of the design vision.

Vignette 1 This vignette captured two seemingly contrasting descriptions of the devices used by aging people. In the first case, the hearing aid was deemed shameful to use while in the second case, the measuring button used by the diabetes patients was not.

☀ *Implication:* the ways how people frame the devices - a signifier of decrepitude (negative) or diseases (neutral) - influence people's attitudes. It also demonstrates people's framing of the product influences their willingness to adopt it. The framing includes aesthetic feelings, attached meanings, and positioning.

Vignette 2 The book club gatherings were forced to be online during Covid times. In the beginning, this brought difficulties in using online tools. Later, the online scenario, in turn, stimulated the idea of co-making a Christmas recipe book together that can be easily shared.

☀ *Implication:* The second case inspires the prospective direction of design for emergence. While we as humans all love serendipity, however, it is not easy to curate serendipity. The line between serendipity and accident is thin. Design for pro-social unexpected use without prescribing a rigid way of use might be a potential way to empower users. Giving the power of control

Vignette 1
Shame or not

❝❝*The patient with the button attached on the skin doesn't need to explicitly claim to have diabetes. The button implicitly shows the state, which avoid the awkwardness to explain verbally. [Robert]*

Most aging people are kind of ashamed to wear hearing aids and they want to hide their dysfunction of bodies. It's like people walking with a cane. [John]

Vignette 2
Emerging activities

❝❝*...being forced to have online gatherings also brings new possibilities [Emily]*

back to older people helps build autonomy and increase self-efficacy.

Vognette 3 When asked to imagine what extra functions can be added to the selected device and the related use scenarios, one participant chose the glove and imagined that in an emergent dangerous situation, an SOS signal can be automatically sent to the family and friends on the tapping of fingers.

✳ *Implication:* The third snapshot foregrounds the substantial significance of bodily movements. Given that older people might face gradual changes in their motion systems, it is important to support natural interactional actions in the first place, such as voice user interfaces (VUI) or tangible user interfaces (TUI) rather than promoting unusual affordances or arbitrary conventions (Norman, 1999) that need to be learned.

Vignette 3
Body movements

❝ *...by doing this [tapping fingers] you can do this to send SOS signals secretly [Anna]*