

SeniorityRules

User Manual

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I. Introduction

SeniorityRules is a project dedicated to improving the lives of elderly populations in the midst of the COVID19 pandemic through facilitating connections on video calling platforms. Video calling platforms, like the popular platform Zoom, are utilized worldwide to allow one or more parties to connect with each other by displaying a live video of each other. Seeing the live video of a loved one and being able to see the emotions on their face in addition to their voice, drastically improves one's sense of feeling connected. Now more than ever, this is so important. Elderly aged people are vulnerable to COVID19 and as such, deserve their own platform, designed just for them, to be able to stay connected to the ones they love.

SeniorityRules is the place for all elderly aged people along with their loved ones. We have designed a space that will be easy to use and understand, making a video call as second nature as a phone call. We prioritize empathy and make sure you always know what your loved one on the other side is feeling. On SeniorityRules, you will be able to see, as well as hear, that your loved one is happy, sad, etc. no matter what!

As Meryl Streep once said, "the great gift of human beings is that we have the power of empathy." So let's start using it!

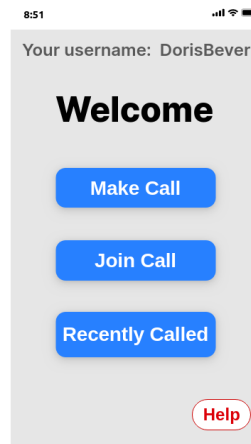
Continue reading below for information on how to begin using SeniorityRules.

II. Set Up

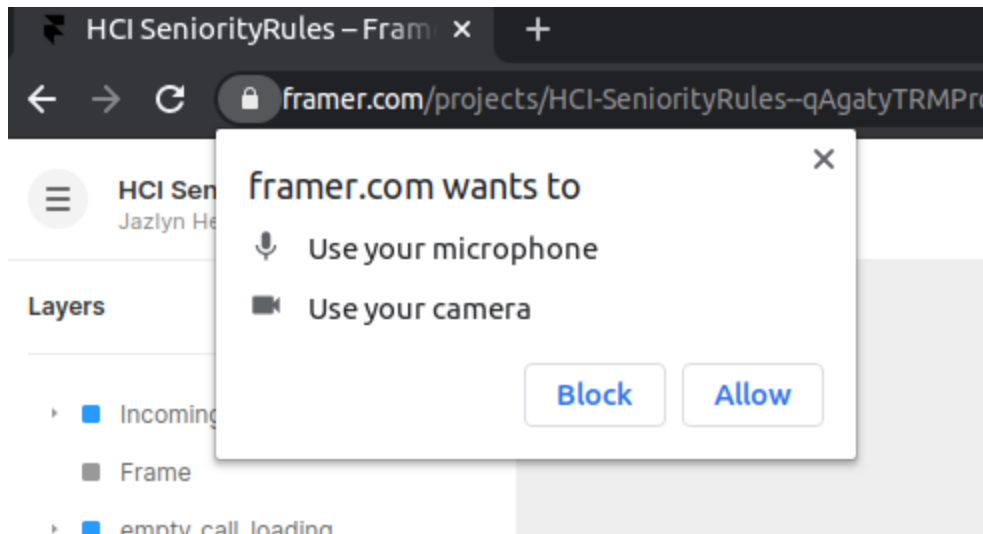
In order to begin using SeniorityRules, one will need to navigate to the Framer page provided here: <https://framer.com/share/HCI-SeniorityRules--fdAZXIsUB2xx3LVe5InI/fuZKrZXQC>

This is the location for our project's prototype and all of the work for the testing will be done from this webpage.

When you navigate to the webpage, you should be able to see the homescreen of the application right away. It will look like this:



You may also need to allow the system to access your microphone and camera from your device. This will allow the other user to both hear and see you. Please click "Allow" when you see a screen similar to the one below. This will complete the setup and allow you to use the application.



III. Using the Program

The following sections will describe how to perform main functions of the application. Below you will find pictures of the program with details on how to perform specific tasks.

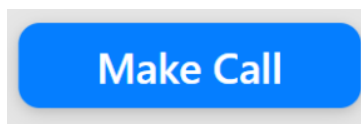
A. Make a Call

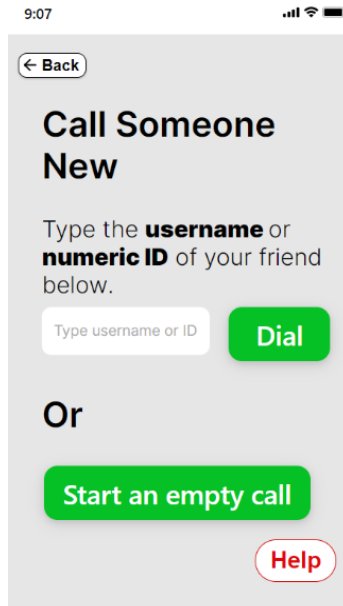
Below, you will find three different sets of directions for calling someone based on three possible scenarios. Follow the instructions of the condition that best reflects yours.

If you know the username of the person you wish to talk to.

When you know the username of the person you wish to talk to, do as follows:

- ☐ Click the 'Make Call' button on the Home Page (shown above)



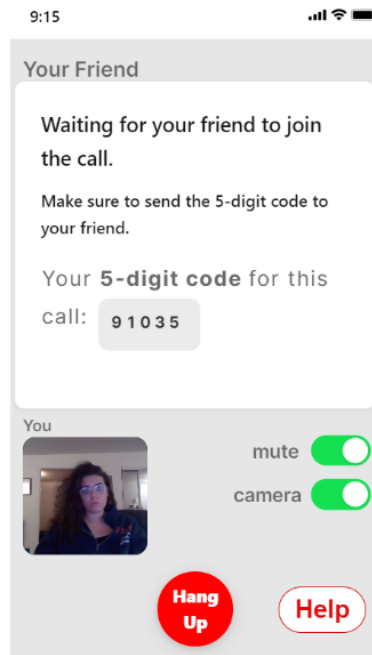


- ☐ You will be redirected to the screen titled 'Call Someone New' as depicted above.
- ☐ In the input text box (the white box with small, grey text), type in the username of your friend.
- ☐ Now click 'Dial' and start talking!

If you don't know the username of the person you wish to talk to.

When you don't know the username of the person you wish to talk to, you can create an empty call. An empty call means that you will start a call with no one. Your friend will be able to join your call on their own. Here's how to do this:

- ☐ Click 'Make Call' button on the Home Page (shown above)
- ☐ You will be redirected to the screen titled 'Call Someone New' as depicted in the previous section.
- ☐ Now click the large green button with the words 'Start an empty call'
- ☐ The call has successfully started when you see this on your screen:

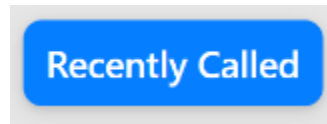


- ☐ On your screen (as depicted above), you will see an information message, instructions, and a 5-digit code.
- ☐ As the instructions say, you need to copy this code, in this case 91035, and send it to your friend. To send the code, you must temporarily exit the program (don't worry, everything will remain the same!) and do one of the following:
 - ☐ Call your friend on your cell phone or landline and verbally tell them this code
 - ☐ Email this code to your friend
 - ☐ Text this code to your friend
- ☐ Once this code has been sent, return to the app (everything is exactly as you left it!)
- ☐ Now simply wait for your friend to join the call and start talking!

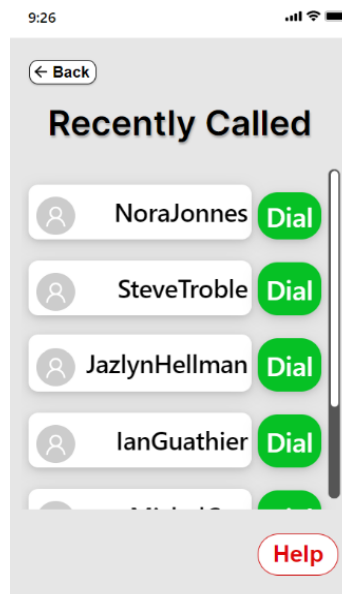
If you have recently talked to the person you wish to talk to.

You might talk to a few people frequently, we want to help you out by making it easier to call these individuals. If the person you wish to talk to is also one of the last 5 people you have called on SeniorityRules, do as follows:

- ☐ Click 'Recently Called' (shown below) on the Home Page.



- ☐ This will redirect you to the following screen:



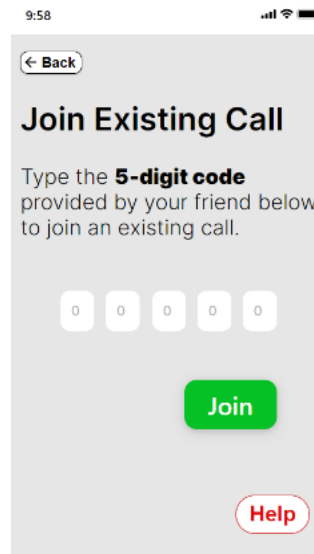
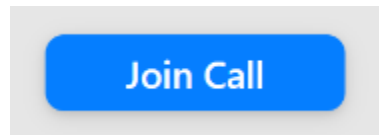
- ☐ From here, simply scroll and find the person you would like to call.
- ☐ To initiate the call, click 'Dial' or just click on the person's name.
- ☐ Start talking!

B. Join Call

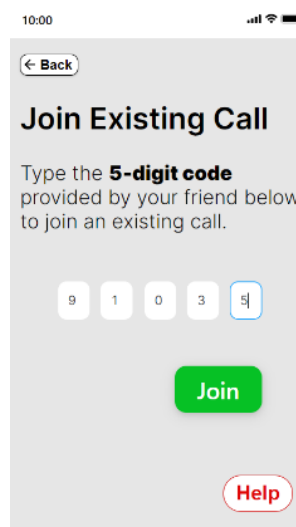
To join an existing call, here's what you do.

- ☐ First get the 5-digit code from your friend. (More instructions on how to do this in the above section)

- ❑ Click the 'Join Call' button (below) on the Home Page.



- ❑ This will redirect you to the above page.
- ❑ Here, type in each single digit into each input bar (the white box with the grey text). Like below:

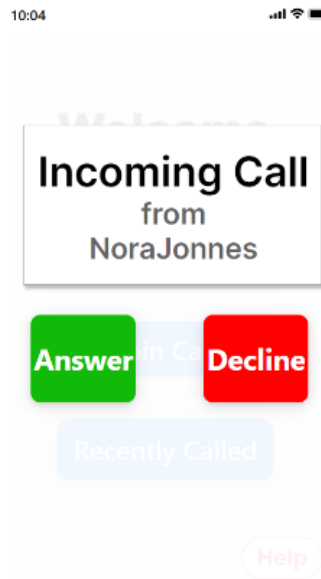


- ❑ Click 'Join'

- ❑ Start talking!

C. Incoming Call

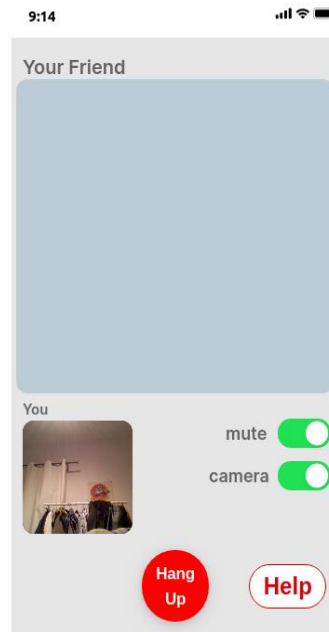
Last but not least, when someone calls you, it will appear as an incoming call notification with two options: 'Answer' and 'Decline'. Choose as you would like and start talking! See below for an example.



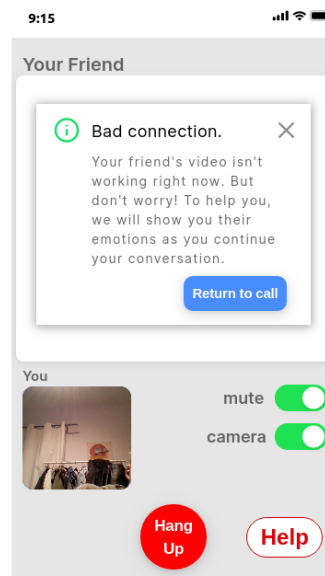
IV. Emotion System

In this section we will detail how to turn on and use the emotion detection system of the prototype. This system is designed to be available for situations in which the video of the person you are calling is not working properly. The system will replace your partner's video with a representation of their emotion in order to allow you to continue to have some idea of what they are feeling. Given that this is not a full implementation of the product, our emotion system is not fully functioning. As such, you or the examiner will have to manually engage your emotion system in order to test it.

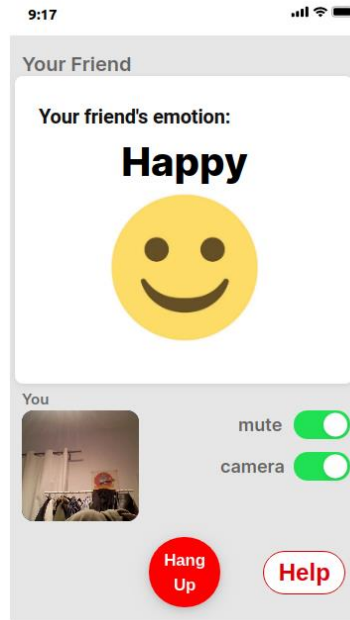
Once you have entered into a call, your screen will look something like this:



From this screen, clicking twice on the status bar at the top (the part colored in white between the time and the battery level) will bring you to this screen:



This will represent the situation in which you have a low connection with your partner and therefore can't see their video. Clicking the "Return to call" button will turn on the simulated emotion system. This is an example of one of the emotions:



If you don't see this immediately, try clicking the status bar again to get it started. Then, to see another one of the emotions, click the status bar again to cycle through the four options that we have available thus far. As we said before, this is not a full implementation of the emotion system, so the emotions are not actually tied to the other person's actions. However, we are using this to represent what a final product might look like for this system. As such, you will need to manually cycle through the emotion options in order to see them all.