TechWise 

empowering older adult technology education

Final Prototype README

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Final Medium-Fidelity Prototype

Link to TechWise Figma

Operating Instructions

Begin by following the link to the Figma, which is linked above. We recommend operating our prototype on a computer or an iPad to provide the correct dimensions for viewing the screens. Our prototype was designed and refined using Figma, and we revisited designs through user feedback and heuristic evaluations. We combined four different flows to create the full user experience of our plan, which combines "Onboarding," "Shopping for Technology," "Placing Inventory in Your Home," "Earn Money Through Education Opportunities," and "Buy Technology from the Store." Our prototype application allows users to experience feedback and connection with technology through a game-like world.

Limitations

We regret that we cannot fully realize our vision to create a human-centered AI application that would empower older adults to learn about technology.

Due to our prototype being built and designed on Figma, there will be functionality limitations. There are specific experiences our users will not be able to enjoy because the application still needs to be realized as a high-fidelity product. We cannot collect user data, which is a critical component of our application. In a fully realized product, we would collect information about the user in our onboarding process. We provide two examples of themes to show that our realized application would be personalized to the individual user. Using generative AI, our application would build a personalized experience for each older adult user.

During a particular experience, you can only click on one or two options from a selection of available options. This is because we only have screens created in Figma for a limited course of user experiences. All options should be built out in the future so that no user is limited in their experience. We also envision options to be personalized to the user based on their onboarding intake information. This is why we focused so heavily on user data collection in the onboarding process.

Similarly, we have created a limited set of experiences for testing within our “Shopping for Technology,” “Placing Inventory in Your Home,” “Earn Money Through Education Opportunities,” and “Buy Technology from the Store” Figma flows. At this time, the application is not entirely linked across all of the tasks. For example, a user may like to purchase a specific piece of technology from the store during the “Buy Technology from the Store” experience and cannot purchase that item now. In the future, we would like to provide more testing options for our users so we can gain more knowledge from testing.

Lastly, some buttons are meant to be clickable but currently do not map to anything. For example, clicking the gear on the top right corner of the Home screen does not do anything, but we envision a settings page opening up that allows you to personalize settings that might make the game more accessible to you. Most of the interactions of buttons that are not clickable are either available in other tasks or can be reasonably assumed in terms of what action it performs.

Wizard of Oz

All accessibility features, such as speech-to-text and text-to-speech, are implemented by Wizard of Oz. We envision our users having the ability to speak with our application or have our application speak to them based on their accessibility preferences. Our target demographic has expressed the desire to engage with technology using their voices, and we are limited by Figma’s capability to produce personalized speech and engagement.

Future Wishes

In the future, we would love to see our application created in code and become deployable. Our application could be built upon a foundation model that actively engaged with our demographic group and helped them build a personalized relationship with technologies through our learning environment.

Also, we would like to increase the capacity of our foundation model to provide AR/VR engagement with our users during the “Placing Inventory in Your Home” process. Our target demographic expressed interest in being able to visualize and interact with the technology items they are introduced to during the game. We hope that combining the game world and the natural world through an AR/AV interface can extend our user's enjoyment and increase their interest in learning about technologies.