

EXPERIMENT PLANNING WORKSHEET

POV + HMW

We met [redacted] the center director of the Avenidas Older Adult Center.

We were surprised that [redacted] has worked with many older adults who were initially not very well-versed in technology only because they were not aware of what tools or technologies are available to them, then later became enthusiastic about technology after taking classes.

We wondered if this surprise means that it is more difficult for older adults to stay up to date with what technologies exist and how to best use them to better their lives.

It would be game-changing if [redacted] could increase awareness for members of the older adult community about what technologies exist and how they can help the lives of older adults.

How might we make technology seem more exciting and less scary for older adults?

SOLUTION

We could create a narrative-based game to teach older adults about different types of technologies, starting with the basics like iPhone/iPad and then moving to more advanced technology such as ChatGPT. This could include “levels” that aim to teach about discerning scam/fraud as well.

ASSUMPTION TO TEST

Older adults are interested in technology education and an engaging way to connect them with this information would be through a game based education platform.

EXPERIMENT OVERVIEW

We plan to read the script below of a simulation of playing a narrative-based game. We will then ask follow up questions to gauge the older adult’s interest in playing such a game to learn about technology.

Title: Whispers of the State

Introduction:

Our story begins in the bustling capital city of Technopolis, where the balance between technology and governance is vital to maintaining harmony. The protagonist, Alex Masters, is a seasoned government official who has just been appointed as the head of a top-secret task force. This task force is responsible for uncovering and addressing a mysterious emergency that threatens the very foundations of the government.

Alex, however, is not well-versed in the cutting-edge technologies that have become the backbone of modern society. To succeed in their mission, Alex must quickly learn to navigate the complex world of digital tools and futuristic devices. The game is tailored towards older

adults who are learning about technology, allowing them to explore and master various tech concepts as they progress through the narrative.

Scene 1: The Briefing

Alex Masters is summoned to a private meeting with the Minister of Security, who explains the gravity of the situation and the necessity of resolving the mysterious emergency. The Minister introduces Alex to their personal tech advisor, Evelyn Hughes, who will guide Alex through the technological aspects of their mission. The Minister also provides a high-tech communication device, the first of many gadgets Alex will need to learn about and utilize throughout the game.

Scene 2: Training Grounds

Evelyn takes Alex to the top-secret government training facility, where they can safely learn and practice using the various technologies available to them. In this safe environment, players will be introduced to essential tech concepts such as internet browsing, email, messaging apps, and virtual assistants. As the game progresses, Alex will also be exposed to more advanced technologies like facial recognition, hacking, and drone surveillance.

Scene 3: Information Gathering

As Alex becomes more comfortable with technology, they will be tasked with gathering information on the mysterious emergency. Players will explore the digital world, collecting clues and engaging with various NPCs who can provide valuable insight into the crisis at hand. Some of these interactions may involve solving puzzles or completing mini-games that test the player's mastery of the technologies they've learned about.

Scene 4: Putting It All Together

With all the information collected, Alex and Evelyn will begin to piece together the puzzle of the government's emergency. Players will need to apply their newly acquired tech knowledge to analyze data, decrypt hidden messages, and identify potential suspects. As the narrative unfolds, the true nature of the emergency will become apparent, and it will be up to Alex and the player to save the government and the city of Technopolis from imminent disaster.

*By intertwining a captivating mystery narrative with the educational elements of technology, *Whispers of the State* offers an engaging and accessible learning experience for older adults. As players progress through the game, they will not only uncover the gripping story but also develop valuable tech skills that will prove useful in their everyday lives.*

DETAILED EXPERIMENT DESIGN

1. Participants (target participants, how many, recruiting strategy, compensation)

Goal is ~2 older adults

2. Preparing for study & prototype creation (including any required software, supplies, additional people, etc.)

Script

3. Running study (length, plan for mgmt during study if needed)

Should take <1 hour to complete

4. Analysis plan

Ask follow up questions:

- Is this a game you would consider playing to learn more about technology?
- Did you enjoy the narrative aspect of the game?
- Does it help make the learning aspect seem more exciting?
- Are there alternative ways of learning that you might prefer?
- etc.