

## EXPERIMENT PLANNING WORKSHEET

### POV + HMW

**We met** [redacted], an older adult who lives in a rural community and is enthusiastic about using technology.

**We were surprised that** [redacted] is worried about technology because of the negative AI she has seen in Star Wars.

**We wondered if this surprise means that** media has a large influence on the perception of technology for [redacted] and other older adults.

**It would be game changing if** there was a more straightforward way for [redacted] to discern what about technology is good and bad.

**How might we** use older adults' life experiences to help discern between harmful and beneficial technologies?

### SOLUTION

We could use a short questionnaire about older adults to build a technology education experience for them that could help them learn about new technologies or existing technologies that could be brought into their lives to make it easier for them to accomplish their daily tasks. We could train a model on an older adult's life (their career, family, life experiences, etc.) to see what they've done & learned, and then create personalized lessons to be given at checkpoints at the rest of their life

Take in information on older adult's life and tailoring lessons based on that, curating historical context and connect things that they liked to what is available now

### ASSUMPTION TO TEST

Older adults want to learn in a structured way, older adults know how to fill out questionnaires and are willing to share personal information

Older adults feel comfortable about content personalization based on their history

### EXPERIMENT OVERVIEW

Give an older adult a google form with personal questions and see if they fill it out with personal details. Then take the information they provided and have ChatGPT generate

3 technologies that they might not know about but may want to know about. Ask them if they would want to try those technologies and how they feel about content personalization based on their history

## **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.)

Create google form and response to inputs to it in a timely manner.

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

Should take <1 hour to complete

### **4. Analysis plan**

Ask the participants if they feel like they learned from these tid bits, and if they left feelings more comfortable with that technology?