Designing Ambient Interactions for older users

The 2009 Workshop has been held at the AMI 2009 conference, 18th November 2009

Designing ambient interactions for older people (full day workshop) focuses on the various interaction methods, technologies and paradigms that are useful to support the interaction of older people with ambient technology. The workshop follows last year's workshop at AmI'08 (titled "Capturing AAL Needs") on the elicitation of user needs and user requirements for older people for ambient assisted living (AAL) technologies. We aim to address the question which interface paradigms are best mapped to the cognitive and motor skills of older people, taken into account that this is a group that is in itself more heterogeneous than the group of -all- other people.

The interaction paradigms (both in concept and realisation level) will be discussed from a user centered framework with specialists from diverse disciplines like gerontology, HCI, psychology, and computer science including possible effects of these paradigms like for example societal implications that might arise as well as different needs of different members from the user group. In this context, the workshop will address ICT assisted services, as a means to better address the needs of senior citizens.

This workshop plans to draw a roadmap for researchers and practitioners for developing proper interaction paradigms effectively and interactively that fits well with the older person's needs and habits.

We strive for a design-for-all style of design which is supported by underlying, pervasive, partly multimodal, interaction mechanisms that address the heterogeneous needs of the target group. After a short introduction to the topic from different perspectives and ideas on the issue, the workshop will focus on the practical expertise in the area. The participants are expected to present their views on the design-for-all approach for interaction paradigms, multimodal interaction, interaction techniques, as well as context-aware assistive services.

After the participant presentations, we will focus on the technology creation challenges for new interaction paradigms for older users without excluding relevant criteria. Based on these discussions, we will try to build a bridge throughout the various steps in the design process from user requirements to interaction design and user evaluation and how these steps interact with each other. Furthermore, we will explore how technology advances could impact the design process.