Harnessing digital technologies for the well-being & inclusion of older persons

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Demystifying technology is what I do.
Objectives
Challenges

01 Assumptions
02 Exclusion
03 Acceptance
04 Infrastructure & access
Challenges

**ASSUMPTIONS**
About who older persons are & what they want

**EXCLUSION**
From product research & design processes

**ACCEPTANCE**
Of usefulness, skills & ability

**INFRASTRUCTURE & ACCESS**
Cultural differences, language, limited infrastructure & cost
Solutions

- 01 Inclusive R&D
- 02 Reframe the narrative
- 03 Digital skills
- 04 Incentives
Listen to older people

“FOCUS ON THE USER AND ALL ELSE WILL FLOW”

- Include older people in product research and design
- Design for accessibility & better affordances
- Build for active daily living
Reframe the narrative

“AGING IS NOT LOST YOUTH. IT’S A NEW STAGE OF OPPORTUNITY”

★ Lifelong learning
★ Independence
★ Storytelling & legacy
Reframe the narrative

“AGING IS NOT LOST YOUTH. IT’S A NEW STAGE OF OPPORTUNITY”

★ What story do you want to tell?
★ What skills can you share?
★ What makes you happy?
★ What do you want your grandkids to know about you?
Digital Skills

FUNDING & INFRASTRUCTURE

★ Fund intergenerational digital centers
★ Fund local entrepreneurs
★ Leverage existing support systems (e.g., church)
Incentives

SEIZE THE OPPORTUNITY

★ Recognition & value
★ Social connections
★ Competition
Food for thought

01 What are you leaving behind?