

# TEAM "LET'S GET WEIRD"

Liza George  
Varsha Jagdale  
Biqing Li  
John Thompson

In the United States and also around the world, the 65+ year old demographic is growing as people are living longer. Not only are people living longer, but they are also staying active longer. Our designs will facilitate physical activity within this growing age demographic.

## USER PROFILE

Adults 65+ years old  
Independent Living  
Shared Community  
Limited Mobility  
Impaired Vision and Hearing  
Desire to Remain Autonomous

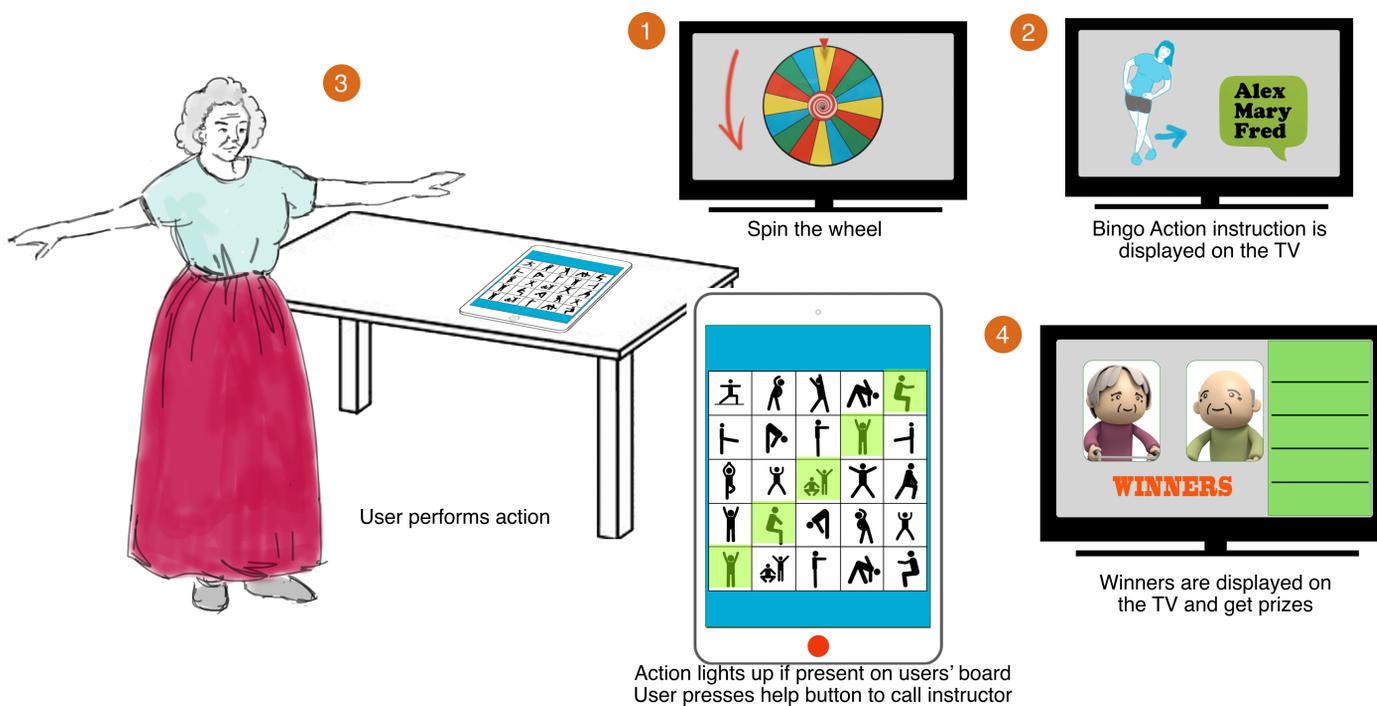
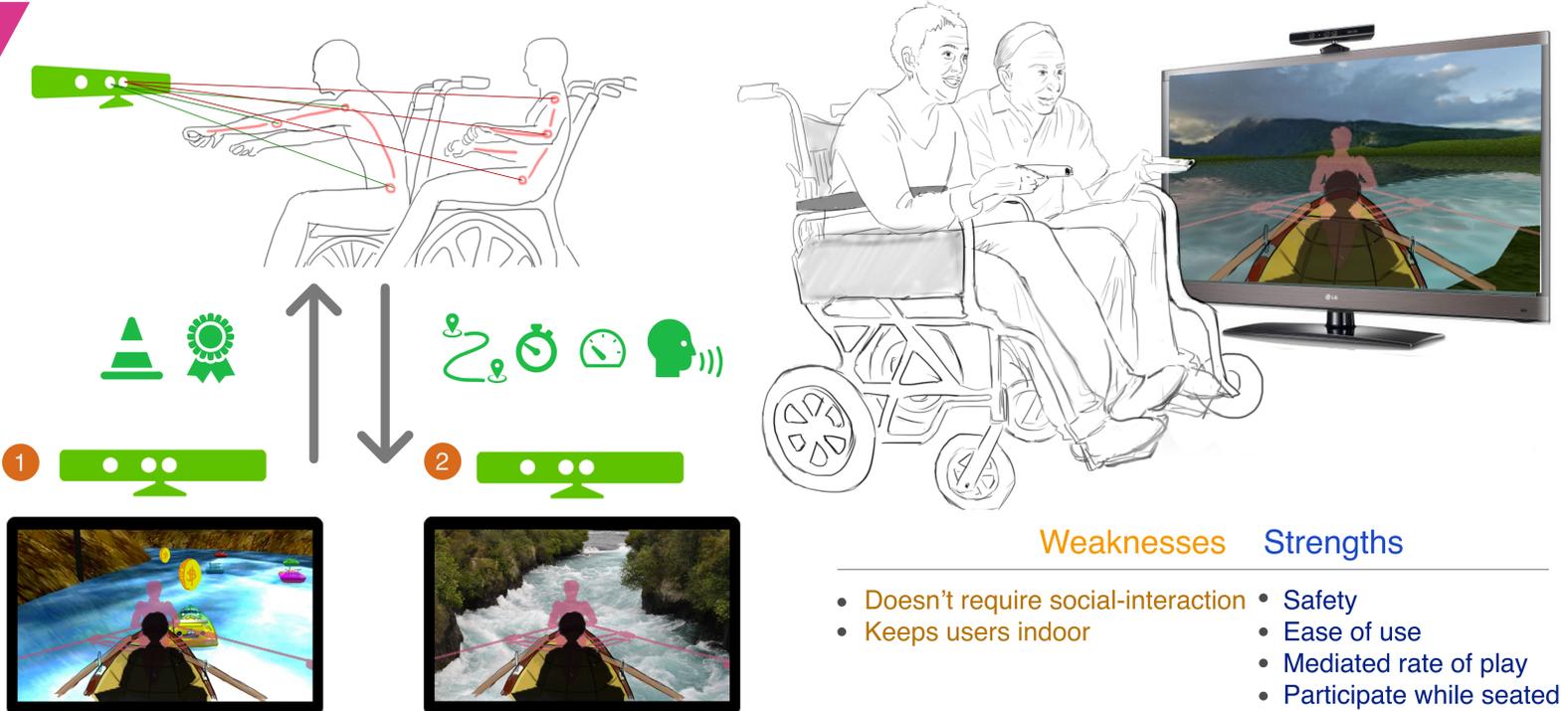
## DESIGN CRITERIA

Facilitate Physical Activities for Users  
Motivate Users to Stay Physically Active  
Provide Intermittent Breaks during Exercise  
Prompt Users through Entire Process  
Allow for Errors and Provide Recoverability  
Prize-Oriented Competition

## WII ROWING

Allow users the ability to participate in fun physical activity from the comfort and convenience of their room

In order for most users to enjoy physical activities they must join others in a group class at the activity center or go outside of the community. Not only could users injure themselves while outside but most residents require a considerable amount of time to get ready. This application brings the activity to them.



## BINGO-GO!

Build upon a beloved game of the user community by adding a physical component.

Bingo-Go! is an interactive bingo game that has actions instead of numbers. It encourages participants to be active together and have fun by playing a game that they can relate to.

### Weakness Strengths

- Might not provoke the same level of interest as Bingo
- Group interactive
- Allow for breaks
- Retain interests
- Prize oriented
- Can be played by people with hearing impairments

## WALK SAFE

A fun device to show others that you exercised and motivate them as well. The device also acts as a safeguard.

Inspired from the fact that the elderly are hardly interested in quantitative data. Therefore we are trying to personify the data. In addition, the device ensures the safety of the user when they are not attended by a caretaker.

### Weakness

### Strengths

- Possibility of false positives
- Motivates physical activities
- Ensures safety
- Requires minimal user input

