

Appendix

Case study 1: final ChatGPT output

Project Title: Enhancing Digital Literacy for the Silver Generation: A Collaborative, Cross-Disciplinary Design Approach

Brief Overview:

This project brings together students from various design disciplines and professional backgrounds to collaboratively address a pressing issue: the digital divide affecting individuals aged 67 and above. Your group is to develop a design solution that improves digital literacy among this demographic, utilizing your diverse skills and perspectives. This solution should be an innovative blend of branding strategy, audience analysis, and user-focused design tailored to this age group's needs and preferences.

This project will demand strong research, problem definition, solution ideation, and proposal development, grounded in your respective design discipline or professional expertise. In the process, you will gain invaluable experience in interdisciplinary collaboration, empathetic design, stakeholder engagement, and project presentation.

Section 1: Group Presentation (30%)

Duration: 10 minutes

Task: Deliver a group presentation on your shared research findings, problem definition, and preliminary design concepts relevant to your disciplines.

Details:

User Research & Empathy: Present your collective understanding of the target demographic's needs and challenges and key insights from your research, incorporating reputable design methods (e.g., personas, empathy maps) as appropriate to your disciplines.

Stakeholder Analysis & Engagement: Discuss key stakeholders and their perspectives. Share how their input has informed your problem definition and initial design concepts.

Problem Definition & Initial Concepts: Clearly define the problem and present preliminary design concepts aligned with your diverse disciplines.

Grading Criteria: Depth and breadth of research, stakeholder engagement, clarity of problem definition, creativity and relevance of preliminary design concepts, and presentation skills.

Section 2: Group Written Report (70%)

Task: Develop a comprehensive group-written report, using your diverse design disciplines to detail your solution. The report should be accompanied by visual aids, references, and citations.

Details:

Branding & Audience Analysis: Describe your collective branding strategy for the proposed solution (if applicable), analyze the target audience, and detail how your design aligns with their specific needs and preferences.

Detailed Design Proposal: Detail your design proposal. Show how you've incorporated elements from your diverse disciplines, whether that's creating an advertising campaign, designing a user-friendly app interface, crafting a wearable tech garment, or applying another design method to your professional practice.

Implementation Strategy & Evaluation: Explain how you would implement your design in a real-world setting. Define key success metrics, and propose how you would collect and analyze data to evaluate the effectiveness of your design.

Grading Criteria: Innovation and inclusivity of your design, effectiveness of your branding strategy, depth of your audience analysis, feasibility and creativity of your design proposal, quality of your implementation strategy, and the clarity and persuasiveness of your written report.

Additional Tasks:

Group Collaboration Plan: At the start of the project, each group should submit a Collaboration Plan detailing the role each member will take, how tasks will be divided, how conflicts will be resolved, and how each member's strengths will be leveraged.

Peer Evaluation: At the conclusion of the project, each group member will submit a confidential peer evaluation. This will assess each member's contribution to the project, collaboration skills, and overall teamwork.

Resources: Use the resources available through the university, as well as external resources relevant to your disciplines. Leverage industry experts, reputable design tools, and individuals from the target demographic.

Deadline: This project will run over the course of the semester. Detailed deadlines for each section and additional tasks will be set by your instructor.

Case study 2: final ChatGPT output

Innovation Studio: Designing for Well-being and User Experiences

Unit Description:

This graduate design studio focuses on developing innovative digital solutions that enhance well-being and improve user experiences. Students will explore human-centered design principles, integrate technology with physical environments, consider ethical considerations, create prototypes, conduct usability testing, collaborate in interdisciplinary teams, and refine communication skills. Through practical projects and

research-based activities, students will develop comprehensive design solutions that address user needs and promote positive user experiences.

Learning Outcomes:

By the end of this unit, students will be able to:

1. Understand the unique needs of users and their well-being.
2. Apply human-centered design principles to develop tailored solutions.
3. Integrate digital technology with physical environments for enhanced user experiences.
4. Consider ethical considerations and user privacy in design solutions.
5. Create prototypes and conduct usability testing for user-centered design.
6. Collaborate effectively in interdisciplinary teams to leverage diverse expertise.
7. Develop effective communication and presentation skills for diverse audiences.

Design Brief: Digital Well-being and Smart Home Solutions for Seniors

Create a comprehensive digital solution that promotes the well-being of seniors aged 70 and above. The solution should address the physical, cognitive, and social needs of seniors by providing the following features:

- **Physical well-being:** Incorporate features that encourage regular physical activity, monitor vital signs, and provide personalized exercise routines.
- **Cognitive stimulation:** Include brain training games, memory exercises, and access to educational content to enhance cognitive function.
- **Social connection:** Develop features that enable seniors to connect with like-minded individuals, participate in community groups, and share experiences.

Objectives:

- Design a user-friendly mobile app and web-based platform that provides a seamless and intuitive user experience for seniors.
- Integrate the digital solution with smart home technologies, allowing seniors to control various aspects of their home environment easily.
- Consider accessibility, safety, and ethical considerations when designing the solution to ensure inclusivity and user protection.

Weekly Schedule:

Week 1: Introduction to user-centered design principles and understanding user needs.

Week 2: Human-centered design principles and methodologies.

Week 3: Research-based exploration of physical well-being features and technologies.

Week 4: Exploring innovative design concepts and ideation techniques.

Week 5: Integration of digital technology with physical environments.

Week 6: Usability testing and evaluation of design solutions.

Week 7: Ethical considerations in design and user privacy protection.

Week 8: Prototyping physical well-being features and conducting usability testing.

Week 9: Integrating smart home technologies with the digital solution.

Week 10: Iterative design process for enhancing usability and accessibility.

Week 11: Refinement of design solutions based on user feedback.

Week 12: Final presentation and exhibition of design solutions.

Assessment Tasks:

A1. Research-based Report on Seniors' Needs and Well-being

- Deliverable: A written report analyzing the physical, cognitive, and social needs of seniors, supported by relevant literature and case studies.

A2. Design Project for Tailored Solutions

- Deliverable: An end product/prototype that demonstrates the application of human-centered design principles in developing a digital well-being or smart home solution for seniors, accompanied by a design rationale explaining the design choices.

A3. Presentation on Integrating Digital Technology with Physical Environments

- Deliverable: A presentation and accompanying documentation showcasing a comprehensive design concept for integrating digital technology with physical environments, including detailed plans, user interface designs, and system integration strategies.

A4. Ethical Analysis and Reflection Paper

- Deliverable: A written reflection paper providing an ethical analysis of the potential privacy and ethical implications of the proposed digital well-being and smart home solutions for seniors. The paper should include recommendations for responsible design and implementation.