

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

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Demystifying technology is what i do



Using technology to impact the lives of women and girls in Haiti.



Engaging in Science with K-12 kids at Charlotte Nature Museum



How I increased engagement with Science and Technology for K-12 students in low-income communities

Objectives

01 Challenges

02 Solutions

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

01

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?

02

Digital Skills



FUNDING & INFRASTRUCTURE

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

03

Incentives



SEIZE THE OPPORTUNITY

- ★ Recognition & value
- ★ Social connections
- ★ Competition

04

Food for thought

01 What are you leaving behind?