

## Call for papers

We invite position papers for the BHCI 2006 Workshop entitled "Designing for Elderly with Elderly". There appears to be a gap between the tomorrow's generation of elderly users, e.g. retired baby boomers, and the current understanding of elderly users in nowadays HCI design. This workshop aims to address this gap and to challenge the preconceptions about elderly users which may not hold valid for tomorrow's generation of elderly users. A powerful way of addressing this gap is through design methodologies developed for working for and with elderly users. Such design methods will focus on capturing the emotional requirements of elderly people and actively involving them in the design process. Requirements elicitation is a fundamental stage in the process of designing interactive systems. The emphasis on designing for elderly has received increasing attention in the last years, e.g. CHI 2005 student competition focused on designing for supporting the well-being of seniors above the age of 65. Within this area, the emphasis was mainly on designing for elderly, with relative less interest on including elderly people in the design process. Given the individual differences of this group of age, the classic participatory design method may need to be adjusted when the target groups are elderly. In addition, designing technology for this age group has primarily focused on assistive technology, to address the physical or cognitive needs of elderly people, whereas the emphasis on their emotional needs received less attention.

This one-day workshop will offer an interdisciplinary forum of discussions for practitioners and academic researchers interested in designing for elderly users. The two important issues that will be explored relate to the distinct set of needs, expectations and values that characterises tomorrow's generation of elderly, the retired baby boomers. These characteristics challenge our preconceptions of older users and require a new approach to design. The second issue pertains to design methodology and seeks to explore innovative design methods that can be used to successfully involve elderly users in the design process.

The workshop will serve as a forum for exchanging ideas and aims to address the following questions:

- Identifying requirements of tomorrow's elderly users
- Identifying some shared characteristics among elderly users that can successfully inform design
- Identifying preconceptions regarding elderly users
- Identifying design guidelines for technology for elderly users
- Designing games for tomorrow's elderly users
- Design methodology for working with elderly users
- Identifying the specificity of participatory design when applied to elderly users

Submissions should be sent by June 10 to Corina Sas at [c.sas AT lancaster.ac.uk](mailto:c.sas@lancaster.ac.uk) and should include:

- A four page position papers describing case studies of fully developed or prototype systems for elderly users. Theoretical or empirical approaches to novel design methods for working with elderly users are particularly welcomed.

Participants will be selected on the basis of the originality of their position paper, and contribution to the workshop goals. The workshop will be organised in brief individual presentations, problem-based group learning activities, group presentation and full-group discussion of results.

Main dates:

10 June – deadline for submission of position papers  
16 June – review decisions  
23 June - early registration deadline  
16 July – camera-ready papers  
11 September – workshop at British HCI 2006 (London, UK)

For more detailed information about the workshop, please visit:

<http://www.comp.lancs.ac.uk/computing/users/corina/BHCI06Workshop/>

Organisers:

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