

**Design Brief and Framework**  
**Designers for Tomorrow**  
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**The Challenge:** How might communities create meaningful, sustainable experiences for older adults?

**The Planned Approach:** We want to look at the needs of adults in the age range of 65+ and find out what their responses are to the questions we ask regarding the following.

- 1) The things they wished existed in their communities for people their age
- 2) The things that do exist but which they wish were better.

We plan to interview 5-6 participants who fit the age range specified above and ask them the questions indicated. We will take notes of their responses and share them with each other using email and Padlet. We also plan to research the website

<http://www.environmentsforaging.com/conference/home?spMailingID=45644590&spUserID=NTQ2MTQ2NTc4NTYS1&spJobID=421965363&spReportId=NDIxOTY1MzYzS0> to learn more about the topic.

After sharing and familiarizing ourselves with the responses and stories of the participants interviewed, we plan to look for one or more common themes among their responses. Then, we want to choose one theme for which to design an instructional solution.

Phase	Activity	Tool	Possible Use
Discovery	Understand the Challenge Team Building	Email Padlet	Communication for understanding of challenge Determination of approach
Discovery	Research	Interviews Padlet	Gathering information from participants
Discovery	Sharing	Padlet Email	Compiling information gathered from interviews
Discovery	Research	Website Padlet	Gathering additional information about the topic
Interpretation	Storytelling	Animoto	Presenting the stories of the participants in a visual and narrative way to personalize the challenges they face
Interpretation	Comparing stories	Animoto Padlet	Identification and selection of common theme