Final Year Project Report

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Senior Android Suite

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ABSTRACT

Technological innovation most of the times depends on the design of the user interface which reinforces such technical complexities of the products that primarily match the requirements of the end user. Any technological product is accepted only if the end user is able to understand its functionality and its usage. User experience regarding smartphones has been studied and researched widely all over the world to enhance the optimal performance of technical products like smartphones. The ambiguous area of research that stood out in the studies was that of smartphone usage by elderly people. According to the global trends of population, the population of seniors has been found to be incredibly increasing from 962 million that was in 2017 to 2.1 billion that is expected to be in 2050. The result, apparently, will be a world with older people with roughly the ratio of one out of six aged 60 and above. Moreover, it has been estimated that 86.7% of population of the world has smartphone subscriptions among which 37.2% are old people. So, catering to the issues of the old people related to smartphones happens to be an essential need coming up in the near future. Most of the times seniors do not need to use phones like youngsters or teenagers do i.e. social media, games, apps, etc. Their main need is connectivity and the basic task they normally do is to use the basic features. In order to consummate this goal, our project will first propound the area of research we have targeted and the issues that are diagnosed. That, are briefly, the hindrances elder people face in order to operate smartphones. The essence of the project we have worked on is mainly the refurbishing of the features in smartphone User Interface (UI) that can aid in the simplest and optimal use of mobile phones for seniors. The applications, user interface and other various features have been designed according to the requirements of the senior people.

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