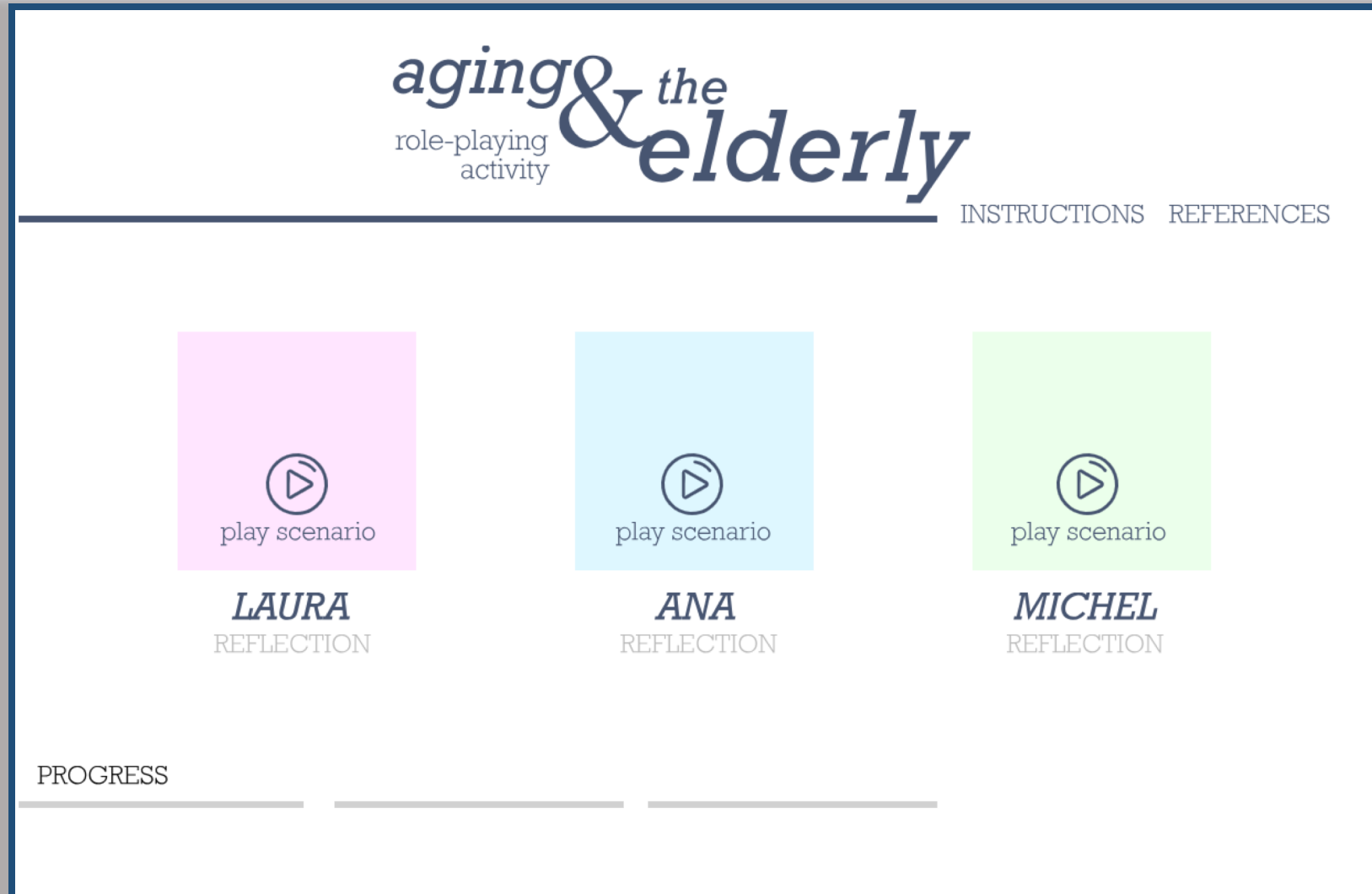


# HOME SCREEN: beginning state



**Active Buttons:** 'Play' Scenario, 'Instructions/ objectives', 'References'

**Interaction:** Choose a scenario

**Camera:** n/a


**Action:** n/a

**Dialogue:** n/a

# SCENARIO: 1 – introduction


aging & the elderly  
role-playing activity

HOME HELP



**LAURA**

Older adults often experience challenges to their well-being. For this activity, you should imagine that you are experiencing what happens to Laura. Put yourself in Laura's shoes and think about how she feels. Laura is 87 years old. She has just had lunch with some friends and stops by the pharmacy on her way home.

START SCENE 

PROGRESS

**Active Buttons:** 'Start Scene', 'Home', 'Help'

**Interaction:** Start scene

**Camera:** n/a

**Action:** n/a

**Dialogue:** voice-over by narrator – Older adults often experience challenges to their well-being. For this activity, you should imagine that you are experiencing what happens to Laura. Put yourself in Laura's shoes and think about how she feels. Laura is 87 years old. She has just had lunch with some friends and stops by the pharmacy on her way home.

# SCENARIO: 2a – simulation



**Active Buttons:** 'Help', 'Home'

**Interaction:** n/a

**Camera:** Wide shot

**Action:** Laura walks up to counter

**Dialogue:** n/a

# SCENARIO: 2b – simulation



**Active Buttons:** 'Help', 'Home'

**Interaction:** n/a

**Camera:** Medium shot

**Action:** Pharmacist greets Laura

**Dialogue:** Pharmacist – Hello, how are you doing today?

## SCENARIO: 2c – simulation

aging & the elderly  
role-playing activity

HOME HELP

**LAURA**

How are you doing today?

- ▶ I'm feeling great! I just had lunch with some friends. It was a fun time!
- ▶ I'm feeling tired. I just had lunch with some friends and I'm ready to get home!

PROGRESS

**Active Buttons:** 'Help', 'Home'  
Dialog box option 1 (correct), Dialog box option 2 (incorrect)

**Interaction:** Select appropriate response

**Camera:** Medium Shot

**Action:** Laura's expression

**Dialogue:** n/a

# SCENARIO: 2d – simulation

aging & the elderly  
role-playing activity

HOME HELP

**LAURA**

How are you doing today?

- ▶ I'm feeling great! I just had lunch with some friends. It was a fun time!
- ▶ I'm feeling tired. I just had lunch with some friends and I'm ready to get home!

*That is not how Laura is feeling*  
TRY AGAIN

PROGRESS

**Active Buttons:** 'Help', 'Home' 'Try Again'

**Interaction:** Select 'Try again', then select appropriate response

**Camera:** Medium Shot

**Action:** Laura's expression

**Dialogue:** n/a

# SCENARIO: 2e – simulation



**Active Buttons:** 'Help', 'Home'

**Interaction:** n/a

**Camera:** Medium Shot

**Action:** Laura responds to pharmacist

**Dialogue:** Laura – I'm feeling great! I just had lunch with some friends. It was a fun time!

# SCENARIO: 2f – simulation



**Active Buttons:** 'Help', 'Home'

**Interaction:** n/a

**Camera:** Medium shot

**Action:** Pharmacist responds to Laura

**Dialogue:** Pharmacist – That sounds nice. How may I help you today?



# SCENARIO: 2g – simulation



**Active Buttons:** 'Help', 'Home'

**Interaction:** n/a

**Camera:** Wide shot

**Action:** Laura and Pharmacist complete interaction

**Dialogue:** Laura – Could you please fill these prescriptions for me?  
Pharmacist – Sure, I can fill these right now.

# SCENARIO: 3a – assessment

The screenshot shows a web application interface. At the top left is the logo "aging & the elderly" with "role-playing activity" underneath. To the right are two buttons: "HOME" with a circular arrow icon and "HELP" with a magnifying glass icon. Below the navigation is a video player showing an elderly woman with white hair and glasses, smiling. To the left of the video is a pink rectangular area with the name "LAURA" in blue serif font. Below the video is a white question box with a dark border containing the text "What emotion is Laura feeling in the first scene?" and three radio button options: "Sad", "Tired", and "Happy". At the bottom left is a "PROGRESS" label above a horizontal progress bar with three segments.

**Active Buttons:** 'Home', 'Help', option 1 (incorrect), option 2 (incorrect), option 3 (correct)

**Interaction:** Select appropriate feeling

**Camera:** n/a

**Action:** n/a

**Dialogue:** n/a

# SCENARIO: 3b – assessment

aging & the elderly  
role-playing activity

HOME HELP

**LAURA**

When participating in physical activities of daily living, older adults are overall happier when they have the option to make choices in their activities, they can understand the activities, and they can relate to the activity. Positive feelings owing to physical activities in daily living depend on the extent that psychological needs are satisfied (Kanning & Hansen, 2016).

PROGRESS

**Active Buttons:** 'Home', 'Help'


**Interaction:** n/a

**Camera:** n/a

**Action:** n/a

**Dialogue:** voice-over by narrator – When participating in physical activities of daily living, older adults are overall happier when they have the option to make choices in their activities, they can understand the activities, and they can relate to the activity. Positive feelings owing to physical activities in daily living depend on the extent that psychological needs are satisfied.

# SCENARIO: 4 – reflection



The screenshot shows a web interface for a reflection activity. At the top left, the logo reads "aging & the elderly" with "role-playing activity" underneath. To the right are "HOME" and "HELP" buttons with circular arrows and a magnifying glass icon respectively. Below the logo is a photo of an elderly woman named Laura, with her name "LAURA" written in a pink box to the left. A text box contains the instruction: "Please consider the experiences of most elderly individuals. Imagine you experience Laura's situation. Take a moment to think about how this would make you feel." Below the text box is a "SUBMIT" button with a pencil icon. At the bottom left, the word "PROGRESS" is followed by a horizontal progress bar with three segments.

**Active Buttons:** 'Home', 'Help', 'Submit'

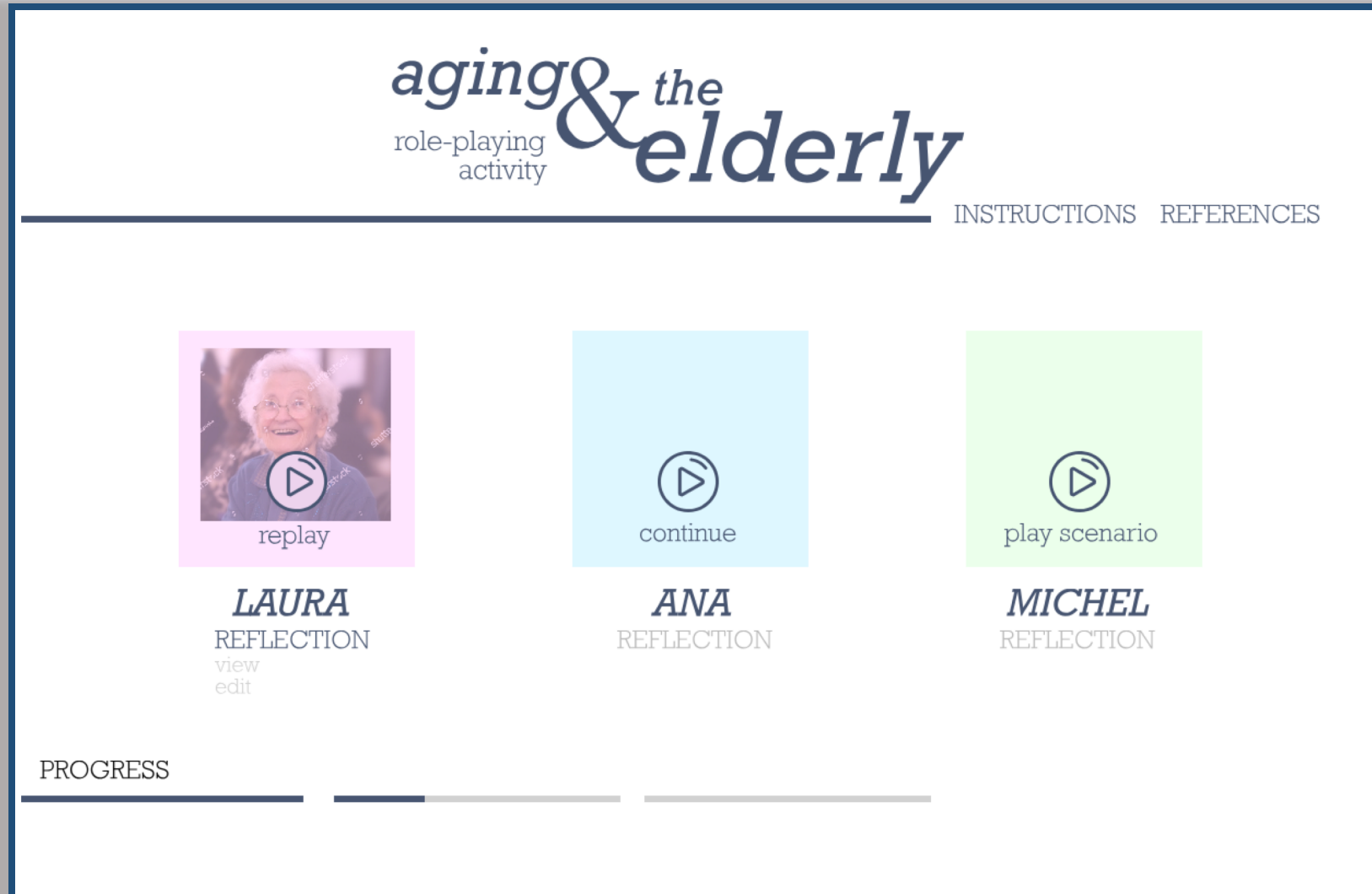
**Interaction:** Type reflection in text box

**Camera:** n/a

**Action:** n/a

**Dialogue:** n/a

# HOME SCREEN: new state



**Active Buttons:** 'Enter Scenario', 'Instructions/ objectives', 'Replay' scenario, 'References', 'View' reflection, 'Edit' reflection

**Camera:** n/a

**Action:** n/a

**Dialogue:** n/a

# Explanation of the Design

This design includes elements that caused strife between Adam and Lorena such as instructions, support and objectives on an as-needed basis to prevent them from distracting from the scenarios themselves. Learners are not required to access the additional content if not needed. As Lorena requested, this design includes decision-making and immediate feedback to enhance perspective-taking without adding unnecessary complexity to the user interface or development.

This proposed design applies the segmenting principle (Mayer, 2001) by including interactions often. However, it is simple enough, it may be easily developed for a variety of devices within a program like Adobe Captivate – which school or Adam likely already have access to.

When considering multimedia principles, I included a progress bar as part of the user interface motivates learners to progress through content (Balboni, n.d., 3.1-3.3) This proposed design avoids extraneous information; audio narration accompanies longer passages that contain static, quiet graphics rather than animations (Mayer, 2001). Finally, the structure of layout remains consistent throughout the user experience and each scenario is color coded. This structure adheres to the signaling principle by subtly creating a strict organizational system making it easy for learners to find what they need (Mayer, 2001).

# Storyboard Outline

## Home Screen features

- Primary
  - 3 scenarios
  - Progress bars
  - Reflection
- Secondary
  - References
  - Activity instructions and objectives

## Scenario

1. Introduction – text and narration Portrait of Laura
  - a. Audio voice-over by narrator
  - b. Enter scene button
2. Scenario – help button top right, Home button top right, Bottom center ‘Scene 1’ and progress bar
  - a. Wide shot: Laura walks up to counter
  - b. Medium shot framing pharmacist. Audio voice-over by Pharmacist: Hello, how are you doing today?
  - c. Medium shot framing Laura’s expression
    - a. Dialog box: How are you doing today?
      - a. Option 1 (correct answer)
      - b. Option 2 (incorrect answer)
  - d. Incorrect option chosen Feedback: Not quite; try

again

- e. Medium shot framing Laura responds. Audio voiceover by Laura (correct option)
  - f. Medium shot framing pharmacist. Audio voice-over by Pharmacist: That sounds nice. How may I help you today?
  - g. Wide shot: side view end of Laura and Pharmacist’s interaction.
3. Assessment
    - a. Dialog box: What emotion is Laura feeling?
      - a. Sad
      - b. Tired
      - c. Happy
    - b. Laura is feeling happy:
      - a. Audio voice-over by narrator: ‘When participating in physical activities of daily living, older adults . . . (Kanning & Hansen, 2016)
    - c. Portrait of Laura. Dialog box: Please consider the experiences of most elderly individuals. Imagine . . .
  4. Home screen – progress update.

# References

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