Interreg North Sea

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ACE

ACE Pilot: EldersHome

XR in the home environment of older adults: Usability and engagement

Background

- Ageing in place -> more older adults living at home.
- European ACE project: accelerating home care innovation through pilots.
- LiCalab - Thomas More as pilot coordinator: cross-border testing of care solutions in the Flemish home care context.

Objective and research question

- Usability of XR among older adults in their home environment.
- Experienced engagement compared to traditional screens.

Method

- Sample of 6 older adults, living at home (>65 years).
- Observation, interview, System Usability Scale (SUS), Likert scale.
- Qualitative and quantitative analysis.

Results

- Engagement (attention and focus, motivation and interest, enjoyment and experience, active participation): **4.5/5**
- **5/6** participants prefer XR over traditional media.
- **SUS score: 85.8/100** (excellent usability).
- **Immersion:** “You are completely absorbed into another reality.”
- **Content:** appreciated, need for regularly new, personalized content.
- **Applications according to the participants:** during illness and limited mobility, support of mental well-being, movement and rehabilitation, virtual outings, for learning.
- **Availability according to participants:** lending via home care shops or service centers or purchase in a regular store with the possibility to download content from a library.

Conclusion

- Higher engagement than traditional screens.
- Positive user experience through immersion.
- Excellent usability.