# Activity sheet 1.7: How age affects user interface design

*Learning outcome A: Understand interface design for individuals and organisations*

*A2: Audience needs*

You work for a business that makes computer programs for clients.

You have been asked to help design a program to encourage people to visit museums and   
art galleries.

You are going to create two versions of your program:

* for young people aged 13–19
* for people aged 60+.

Discuss with your partner what experiences you think people of these two age groups will have   
of using different devices. Use this discussion to answer the following questions.

## For young people aged 13–19

1. How will the age of the users affect your design of the user interface?

1. How **will previous experiences the users have of using computer devices affect your design   
   of the user interface?**

## For people aged 60+

1. **How will** the **age of the users affect your design of the user interface?**

1. **How will previous experiences the users have of using computer devices affect your design of the user interface?**

## For both age groups

1. **How might the culture and beliefs of different users affect the design of the user interface?**

Take it further

Choose a program or smartphone app that you use regularly that could be suitable for a child aged 7–9 to use (for example a smartphone music player app).

Explain how you would redesign the user interface to make it suitable for a 7–9-year-old child   
to use.