

Age of target learners



Fig. 1

How does the age of the user affect the design of a collaborative learning application?



Overview

1. Preschool education (aged 3-6)
2. Primary School (aged 7-12)
3. Aged 15 to 55
4. Elderly people (aged 55+)
5. Conclusion
6. Summary

Preschool Education (aged 3-6)

- easily distracted
- quickly frustrated
- small attention span
- no literacy
- unpredictable



Fig. 2

Primary School (aged 7-12)

- ability to read and write
- urge to discover
- need to distinguish themselves



Fig. 3

Aged 15 to 55

- no special requirements
- Focus on a wide range of capabilities



Fig. 4

Elderly people (aged 55+)

- age-related limitations
- reservation
- awareness of their needs



Fig. 5

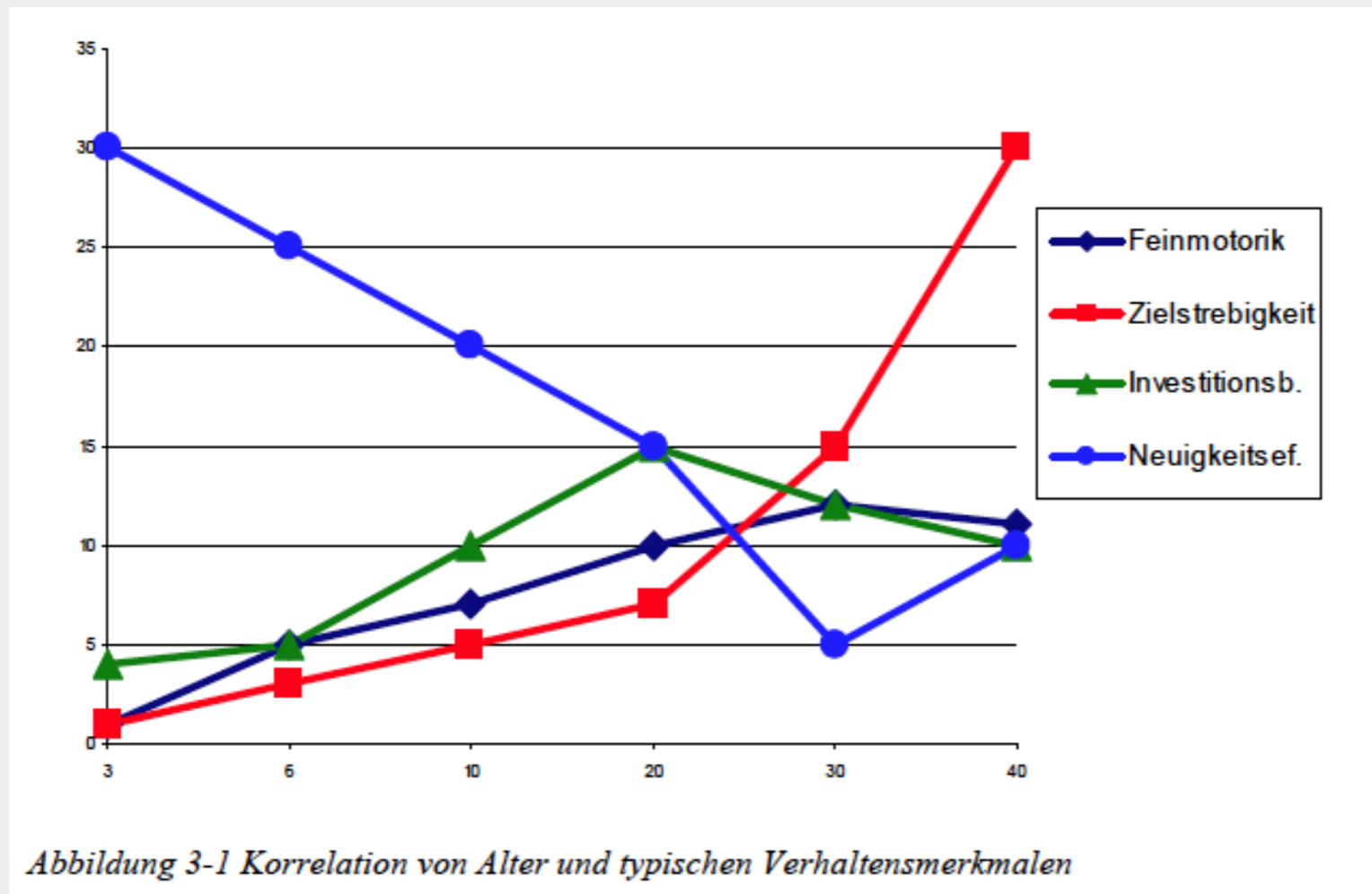


Fig. 6



Summary

- The younger the user, the more even the set-up.
- Importance of entertainment decreases with user age.
- The older the user, the more determined the process.
- Ambience factors become important with increasing age.

However: Always start the design with the intended purpose !

References

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