Equity in Information Systems and Addressing the Digital Divide

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Understanding the Digital Divide

 The difference between those that have access to the internet and those who don't



Understanding the Digital Divide

- Some stats (in Canada)...
 - Home Internet service
 - 97% those under the age of 50
 - 74% those aged 65 and older
 - Don't own a smartphone
 - 5% those under 60
 - 20% those aged 60 and older



The most vulnerable

- Especially during COVID-19, older adults suffer from increased loneliness, isolation and affective disorders
- All types of cybercrime have surged worldwide due to the pandemic
 - Older adults may have difficulty in detecting cyber-attacks effectively
 - Cybercriminals have been capitalizing on these vulnerabilities

Bridging the Divide

- Funding for infrastructure development in rural areas
- Access via local libraries, community centres, etc.
- Targeted subsidies
 - Technology
 - Access

Geographic &

Socioeconomic

Education

Bridging the Divide



- Cognitive support
- Emotional support
- Design





- One size does NOT fit all!
- Differences in motivations, expectations, experiences, comfort, capabilities, etc₀.



Age-related changes in capabilities



Basic principles that designers get wrong

1. Size, colour and contrast

- Font sizes too small
- Click targets too small
- Colours used inappropriately

Overwhelm with dense text, especially when text is stuffed into small spaces without enough white space to separate sections

Not enough contrast between website elements





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Basic principles that designers get wrong

- 2. Navigation
 - Aesthetic overriding intuitive navigation
 - Overwhelming information
 - Mismatch with mental models
 - Needs to clearly answer
 - Where am I?
 - Where have I been?
 - Where can I go?

Hamburger Menu



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MENU

SEARCH

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Basic principles that designers get wrong



3. User testing with older adults

- Only real way of knowing how someone will interact with a technology is by testing it with them
- Gain insights into usability struggles and successes

Going beyond surveys

- With surveys ...
 - Low granularity
 - Subjectivity bias
 - Social desirability bias
- Neurophysiological tools



Why we get it WRUI



- Designers tend to design for people like themselves
- Pressure to turn around next version
- Underestimate the size and potential of their older adult customers



 Lack of understanding / knowledge

Thank you!

Let's chat ...

