

# Inspiration from the Chinese culture in gerontechnology

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# 1. PURPOSE

**“Filial piety” is the most prominent feature of Chinese culture.**

- ▶ Regardless of how the family structure is changing, today’s Taiwanese society is still deeply affected by it.



金文

小篆

楷体

Currently, the research on the problems of aging societies and the development of technological products for the welfare of senior citizens emphasises the senior citizens themselves, but the **interactive relationships between senior citizens and their family members are hardly ever regarded as a major issue worthy of exploration.**

In this study, we hope to explore **the heritage of “filial piety” that is such an integral part of Chinese culture**. We believe that the interaction between children and parents can be improved with technological assistance that is **intuitive** and **practical**, creating an **interactive** and **communicative** environment more naturally adaptable to aging.

## 2. Method

In this study, it is hoped to **propose a communicative pattern based on “filial piety”** that is more intuitive and interactive and to propose the criteria for innovative technology to benefit senior citizens and their family members.

## **The inspiration for the design projects comes from well-known poems and classical Chinese literature regarding filial piety:**

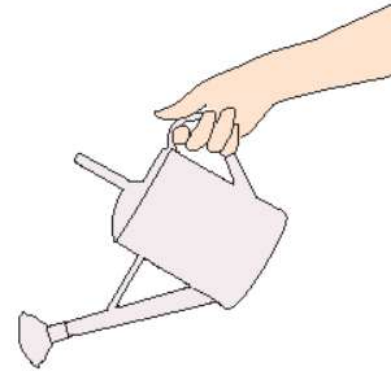
- ▶ A loving mother sews every stitch herself when she makes her wandering son's garments .
- ▶ Make the hearts of parents glad, without violating their wishes; make sound and sights pleasant to their ears and eyes, and make their living places comfortable.

**Sensory stimulation** is utilized to make sight, sound, touch etc. the design elements. By taking five classical music notes of Chinese culture as a basis, they are combined into the leisure activities of local culture, which are **floral plantation** and **Tai Chi**.



## Design Project 1

# Interactive flowerpot design





## Design Project 1: Interactive flowerpot design



It utilizes **Kinect technology** to convert the **elderly's hand gestures** while they are planting into different melodies. The melodies reflect mood, the weather, or plant conditions, giving to the listener a pleasant experience.

## Design Project 1: Interactive flowerpot design

**Concurrently, the melodies can be relayed to their children's phone or email via the Internet. Children can also monitor their parents' mood or health condition.**



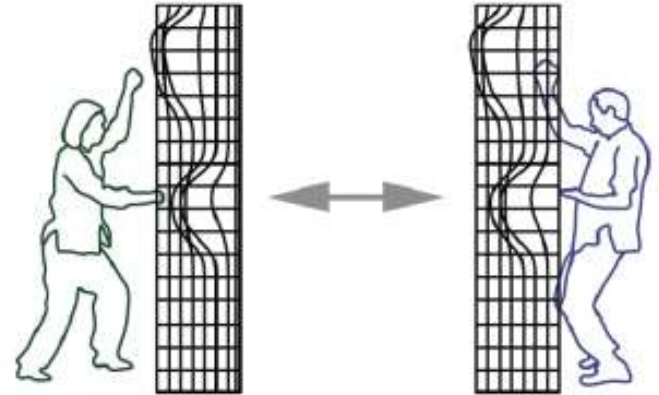
## Design Project 2

# Interactive wall design

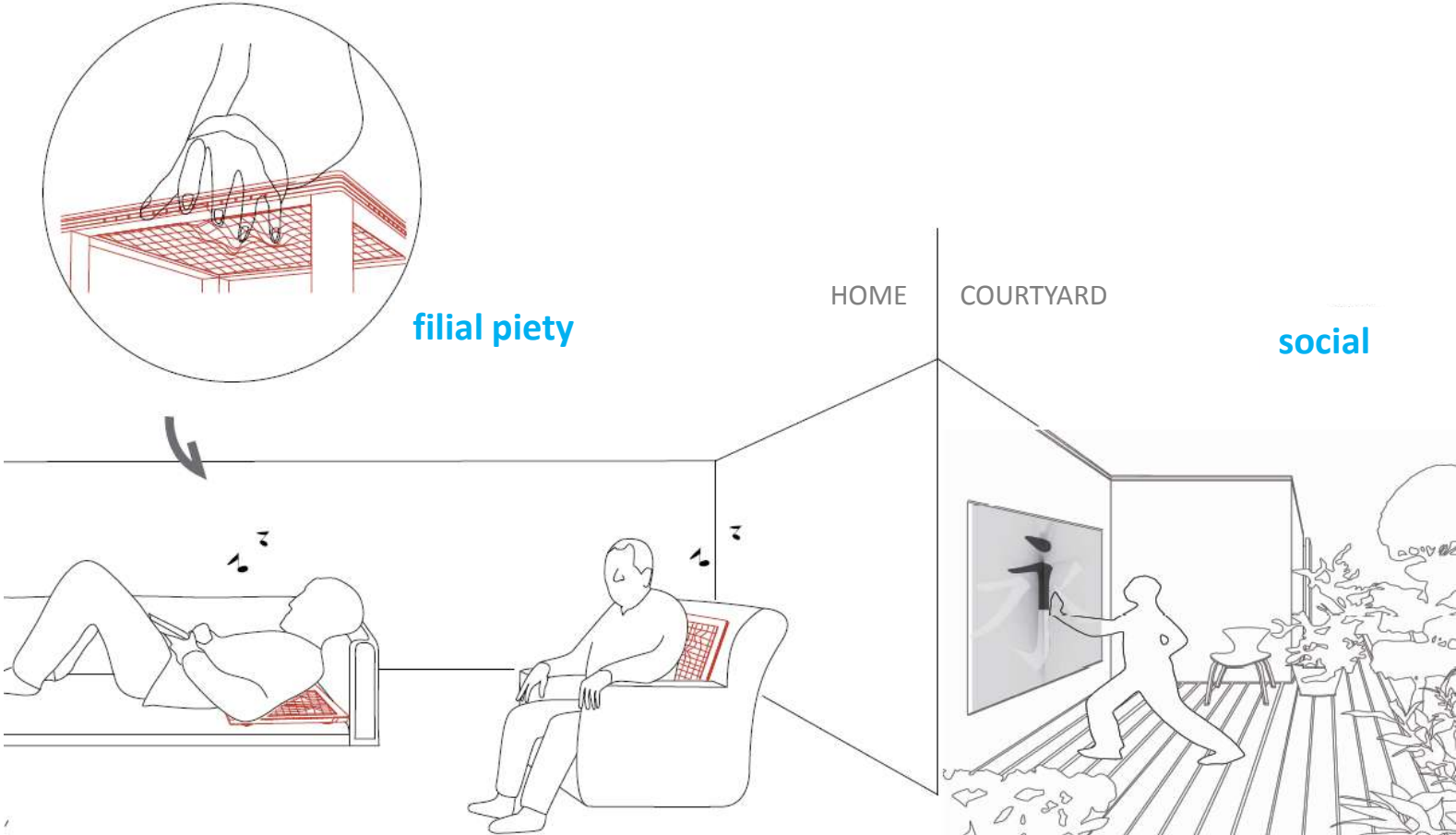


## Design Project 2: Interactive wall design

Both the parents and their children need to install the interactive wall devices. It utilizes **Kinect technology** to capture the **body movements** of the users as they face the wall and practice **Tai Chi exercises**. These input data convert to different melodies. At the same time, their relatives and friends can interact and mirror the Tai Chi movements via a corresponding wall.



# Design Project 2: Interactive wall design



## 3. Results & Discussion

In this research, two design projects that will enable senior citizens to better interact and share with their family members will be presented. It is hoped that **concepts regarding filial piety in the Chinese culture can be directed to designing products for senior citizens to this end.**

THANK YOU

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