**Suggested Use**

This design challenge was used for Maker Day 2013. You can use this challenge or modify this document to create your own design challenge. Please read the document – Designing a Problem Sketch / Design Challenge for background information.

**Design Challenge: Our Aging Society**

**Overview**

In 2011, Human Resources and Skills Development Canada reported that 15.3% of British Columbia’s population was classified as aged (age 65 and over). It also predicted that this population would increase to 23.8% by 2036. As a result, there is a real concern about providing support structures for these citizens.

**Design Rationale**

The population of BC prides itself on being mobile, whether it is by driving, riding public transportation, biking or walking. Mobility is important for many reasons, including shopping, accessing health care, and participating in social gatherings – just to name a few. Research suggests aging in place is beneficial on many levels, but experience tells us that as people age it becomes increasingly difficult to satisfy their need to enjoy the activities that make life rewarding as well as participate in everyday tasks.

**Problem Scenario**

Your team has been selected to develop the prototype of a tool that will help this identified population with their need to get out of their homes and participate in public outings.

This tool must be hand-held and be able to satisfy one of the following identified concerns:

* Getting dressed
* Transportation / travel
* Personal Security
* Carrying purchases
* Paying for purchases
* Shopping for food, clothing, other personal items
* Maintaining their homes – basic repairs, gardening, etc.

**Success will be determined by**

* Uniqueness and usability of the tool
* Alignment of the prototype with the design
* Ability of your tool to help the elderly get out and about
* Alignment to engineering design motto: **“Make it smaller, stronger, do more, be easier to use, be cheaper, be clean, be greener”**

**Parameters**

* You must use some of all the items in tool kit in some way
* You may make a pitch to use the materials found in the Pantry.
* You should use the tools located in the Shared Tool Area