

# GaTe – Gamification: Playful Dealing with Technology for Older People



Playful action and curiosity are a must for ideal learning processes, i.a. because learners get direct feedback with this principle. The Chair of Cognitive Psychology and Cognitive Ergonomics at the TU Berlin was examining whether older people lose their reservations towards modern technologies with the help of mobile Internet- based applications, which can introduce these technologies with positive interaction experiences. The Design Research Lab at the UdK Berlin was helping to create interactive prototypes. The cooperation between the Technical University of Berlin and the Berlin University of the Arts was selected nationwide from 14 institutes to carry out the task of making human-technology interactions fit for the demographic shift.

**Project Type** Research and practice

**Status** Completed, term: May 2013 until July 2014

**Funding** ca. 245,000 €

**Partner UdK Berlin**

Prof. Dr. Gesche Joost

**Partner TU Berlin**

Prof. Dr. Manfred Thüring

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