Department of Systems Engineering and Engineering Management

Seminar Series

1. Facilitating Gerontechnology Adoption: Observational Learning with Live Models

Ms. Lu PENG
PhD candidate
Department of Systems Engineering and Engineering Management
City University of Hong Kong

2. Attitudes and Perceptions of Older Chinese People in Hong Kong towards Silver Gaming

Ms. Wing Lam YU
PhD candidate
Department of Systems Engineering and Engineering Management
City University of Hong Kong

Date	6 August 2018 (Monday)
Time	2:30pm - 3:30pm
Venue	P7510, 7/F, Yeung Kin Man Academic Building

1. Abstract

This study aims to investigate the effectiveness of observational learning with live models in facilitating technology adoption for older people. A between-groups observational training with a video-taped demonstration was developed. Model generation (child, young adult, and old adult) was set as factor that may affect training outcomes. Sixty Hong Kong Chinese people aged 60 or above were di-vided into three groups. Results confirm that the self-efficacy and behavioral intention of older people significantly improved after the training. The greatest improvement of self-efficacy and behavioral intention was found in the old adult and child model groups, respectively.

1. About the Speaker

PENG Lu received her Master degree of Management Science and Engineering in Central South University, Changsha, in 2013. She is currently a Ph.D. candidate at the Department of Systems Engineering and Engineering Management at City University of Hong Kong, supervised by Dr. Alan H.S. Chan. Her research is focused on occupational safety of older workers.

2. Abstract

This preliminary study aimed to explore the perceptions and attitudes of older Chinese people (over 60 years of age) in Hong Kong towards gaming by adopting a qualitative research method and to investigate the factors that motivate them to participate in gaming. A face-to-face interview was conducted with 20 older Chinese people in Hong Kong. The qualitative data were classified into six groups of factors, viz., personal factors, interpersonal relationships, product factors, environmental factors, desired outcomes, and economic factors, which are all interdependent. Findings suggest that personal factors are the core factor as they contribute the most to the perceptions and attitudes of the older people towards gaming. Interestingly, most participants were unable to clearly define gaming, and the older generation had no consensus. These findings have important implications in removing the barriers and difficulties that hinder the older Chinese people from gaming.

2. About the Speaker

YU Wing Lam is a Ph.D candidate in the Department of Systems Engineering and Engineering Management, City University of Hong Kong. Her main research interest is cognitive load in silver gaming.

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All are Welcome!