



Tackling the Unglamorous

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moz://a

"Jumping with youth" © Tony Luciani

about me

Italy | Australia | USA

Architecture | Participatory Design

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Board of Directors | Democracy Lab

Conjoint Professor of Practice | Newcastle University Australia

Co-Chair | Participatory Design Advisory Board

Executive Steering Committee | Computational Thinking &
Design Center, Aarhus University

Funny Accent | Occasional Artist | Oddities Collector



"Boxed in #2" © Tony Luciani

The **voice of humans** at the center of every product we **imagine, design, build, and launch.**

2 problems

Time spent online results in risks to **children** and **teens**, such as effects on **mental health, suicidal ideation, bullying, exploitation,** and **sexual abuse.**

In the US, teens spend ~7.5 hours on screens **per day**, pre-teens spend ~5 hours

~**70m** online photos/videos flagged as child sexually abusive material in 2019, **up 50%** from 2018.



"A life divided" © Tony Luciani

Many **older adults** have **limited ways to socialize** and worry about **loss of independence.** This impacts their **quality of life** and increases **morbidity** and **mortality rates.**

60+ population **doubled** between 1980 (382m) & 2017 (962m). Projection: 2.1b by 2050.

In the US, 70% of older adults will require some type of long-term care.

1 pandemic

THE NEW OLD AGE

Just What Older People Didn't Need: More Isolation

The coronavirus pandemic could sharpen the health risks of loneliness. But there are ways to connect.

The unspoken COVID-19 toll on the elderly: Loneliness

"We can prevent and reverse loneliness with the power of our mind."

By **Eden David**

April 14, 2020, 7:59 AM • 11 min read



The Impact of Sheltering in Place During the COVID-19 Pandemic on Older Adults' Social and Mental Well-Being

Anne C Krendl, PhD, Brea L Perry, PhD

The Journals of Gerontology: Series B, gbaa110, <https://doi.org/10.1093/geronb/gbaa110>

Published: 11 August 2020 [Article history](#)

MAY 08, 2020

Equality Now
A just world for women and girls

COVID-19 Conversations: The Crisis of Online Child Sexual Exploitation

The COVID-19 pandemic is exposing and exacerbating gender inequalities around the world. Each week, we are sharing insights from Equality Now experts about how women's and girls' lives are being affected by the pandemic and what can be done to address the challenges.

COVID-19 and its implications for protecting children online

April 2020

Curr. Med. Res. Pract. 2020 July-August; 10(4): 201-202.
Published online 2020 Jul 22. doi: [10.1016/j.cmrp.2020.07.018](https://doi.org/10.1016/j.cmrp.2020.07.018)

Psychological impact of COVID-19 on older adults

[Sonia Mukhtar](#)

The New York Times

Tech Companies Detect a Surge in Online Videos of Child Sexual Abuse

In a first, videos outnumbered photos in reports to the authorities last year. Facebook found the most imagery, the bulk of it on its Messenger app.



unicef | for every child

Children at increased risk of harm online during global COVID-19 pandemic

Newly released technical note aims to help governments, ICT companies, educators and parents protect children in lockdown

14 April 2020

learn to define

1709 humans
12 experts
29 concepts
6 rounds of tests
4 market landscapes



"Internal Reflection" © Tony Luciani

535 humans
10 experts
13 concepts
4 rounds of tests
4 market landscapes

create principles

Training wheels for the internet

Empower children to learn how to make their own decisions online

Learning together

Support mutual learning for children and parental figures

Child development leads the way

Adapt to the needs of children as they grow, learn, and mature

Trusted Intervention

Transform intervention into growth rather than punishment



"Skipping through life" © Tony Luciani

Keep routines in the center

Provide ways to set, maintain, and reclaim routines to promote ongoing wellness, health, and recovery.

Make systems manageable

Create ways to keep infrastructural and technological systems running to help stay focused on life.

Simple and meaningful

Remove unnecessary complexity in interactions and interfaces, while ensuring technology achieves meaningful and powerful outcomes.

Enable shared experiences

Foreground moments, tasks, and information to experience with others.

Personalize independence

Grant means to self-determine key life aspects.

A helping hand

Ensure solutions serve the user

explore opportunities children/teens

MOZSafe

Predict online risk (predation, grooming, or abuse) and notify before harm occurs.



SafeZone

See and interact with traffic to home network to allow, block or be notified.



InterActive

Know who is consuming content and tailor customized information to educate about related risks.



frame opportunities older adults

Security & Privacy

Set up, maintain, advise on security & privacy, incl. fraud/scam identification



Personalization

Customize to individual's needs.



Health & Wellness

Assist in personal health & wellness activities (from Rx reminders to data share)



Technology Support & Management

Set and maintain in-home tech w/ assistance & automation



What's next?



"Channeling" © Tony Luciani

the design of **meaningful experiences** should be an act of **participation, inclusion, and deep engagement** with the communities we wish to enable, support and enrich through the products and services we create.

thank you.

acknowledgements:



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