

Runner's Presentation

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This program is about exposing under served populations to recreational technologies like video meetings to increase connections and reduce feelings of depression and isolation.



Full Program

Mental Health Awareness Program

Introduction

Emotional and Mental Wellness Depression, Isolation and COVID-19

Importance of Social Interaction

Why is social interaction important?
Best ways to connect to family and community
Benefits to mental health

The Use of Technology for Social Interaction

Introduction to Face-to-Face Technology
How Face-to-Face Technology works and what you can do
What is Google Meet?

Google Meet

Introduction
Setting Up an Account
Start a Meeting
Meeting Controls
You Try It!



Target Audience

We focused on making the program accessible for older aged or senior adults 65+ but overall the program works for anyone who has limited exposure or experience with technology.



Program Focus

- On a broad scale our program looks to educate learners on general mental health issues.
- Focus on issues associated with feelings of depression and anxiety.
- Feelings that may be exacerbated by long periods of isolation such as what occurred during the COVID 19 lockdowns.
- Our module focuses on the practical methodology of teaching users not just of the dangers of social isolation, but about a method of alleviating it through technology, specifically online meetings.





Learning Outcomes

♦ The goal of the program in its entirety is that learners recognize their mental health as a valid concern and take steps to alleviate the symptoms of isolation and depression using online meeting technology.



Learning Activities

- We provide learning activities in the form of guided exercises.
- We demonstrate the process and then guide the learner in performing the task themselves.





Learning Context/Setting

♦ This is intended for use by individuals, for those in assisted living homes, as well to provide support and resources to sometimes isolated residents.





Guided Tour

We created the final module of our course to demonstrate the process of using a virtual meeting program like Google Meet.



Interface and Design

We decided to use the colors and font recommended by the CDC and we modeled the styling on their other original projects with a few extra flourishes to distinguish us.

We incorporated a simple avatar to lead the learning and give a face the learner can relate to throughout the process.

How To Use Google Meet

Introduction

In 5 Steps you can meet with a friend

Meeting Controls

Setting up your account

5 You try it!

Start a Meeting

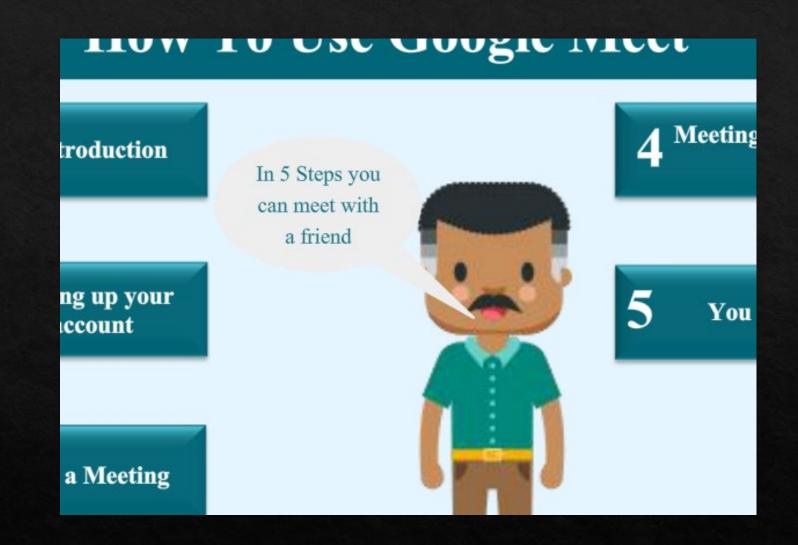






Main Menu

We chose a simple menu format to make navigating around the program easier. You can start from the beginning and continue to the end or jump to any part in the process to review the information using the menu.



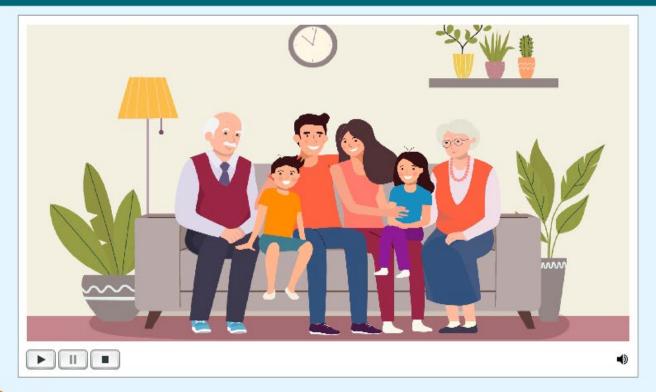
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Audio and Video Components

This is a shot from one of the video tutorials we created throughout the module to walk learners through each stage of the process.

We also incorporate an audio component to read text, which adds accessibility for our target audience.

Introduction



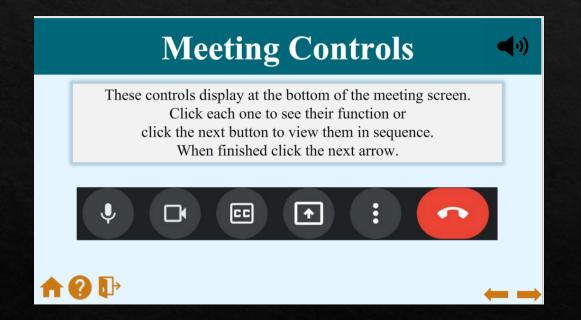


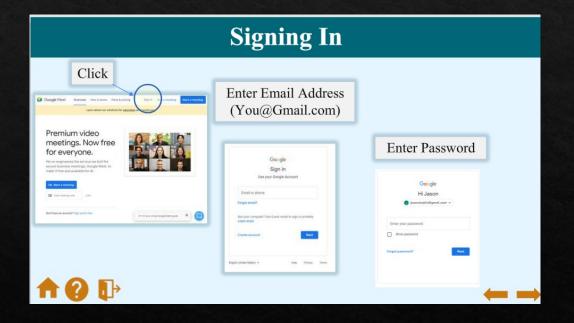






Additional Content Screens

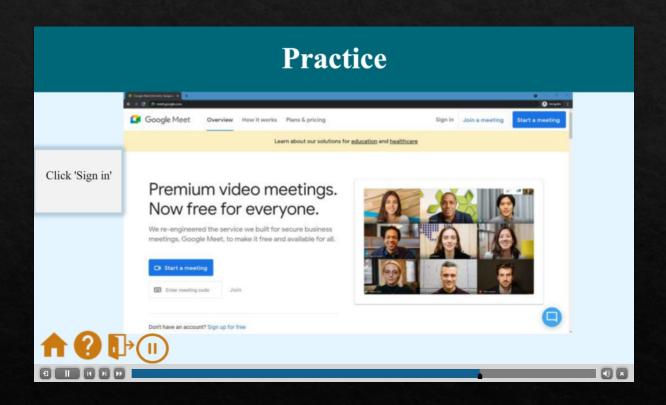




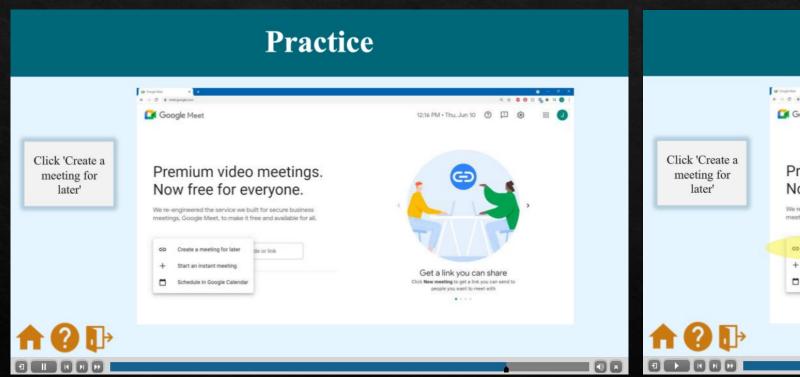


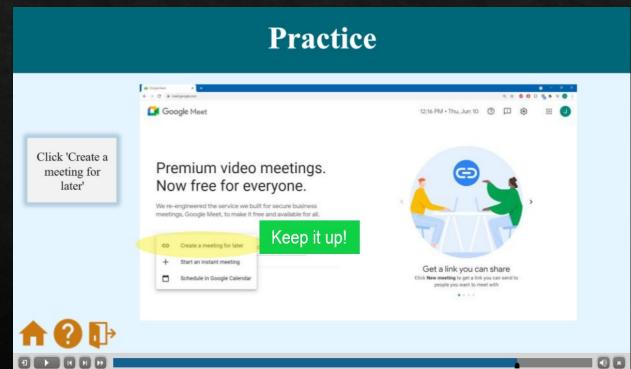
Assessment

♦ We added interactivity with a user led walkthrough of the process.



Assessment





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Assessment

♦ After the user-led walkthrough of the process, we challenged the learner to proceed to use the information in the real world.

Knowledge Check

Now it's your turn!

Go ahead and follow the steps set up your account and start a meeting.

Remember you can always come back to this course to review the correct steps or reach out.

Quick reference:

- Step one : Go to google.meet.com
- Step two: create an account and login
- Step three: Start a meeting and invite someone to join.
- Step four: Have fun on your meeting!













Questions?