

# Inclusive AI Design

Ensuring Technology Benefits Older  
Populations

Bunmi Ogungbe, PhD, MPH,  
RN

Assistant Professor



**JOHNS HOPKINS**  
SCHOOL of NURSING



**JOHNS HOPKINS**  
BLOOMBERG SCHOOL  
of PUBLIC HEALTH



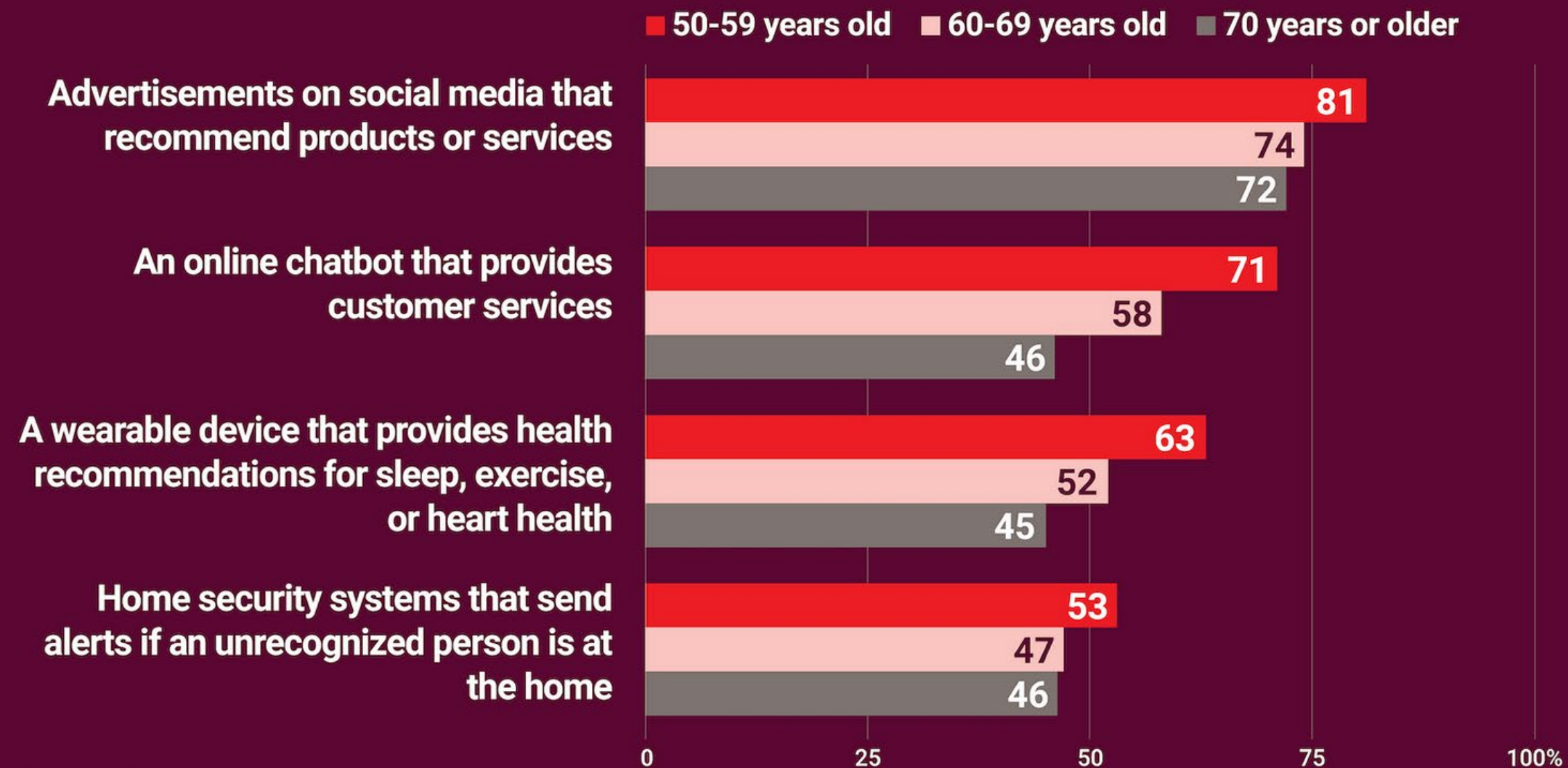


# Disclosures

- National Institute of Aging - Stanford L.E.A.R.N Center
- American Heart Association
- Founder, Leira Health

# Adults ages 50 to 59 are more likely to encounter online chatbots or wearable devices than those ages 60 and older.

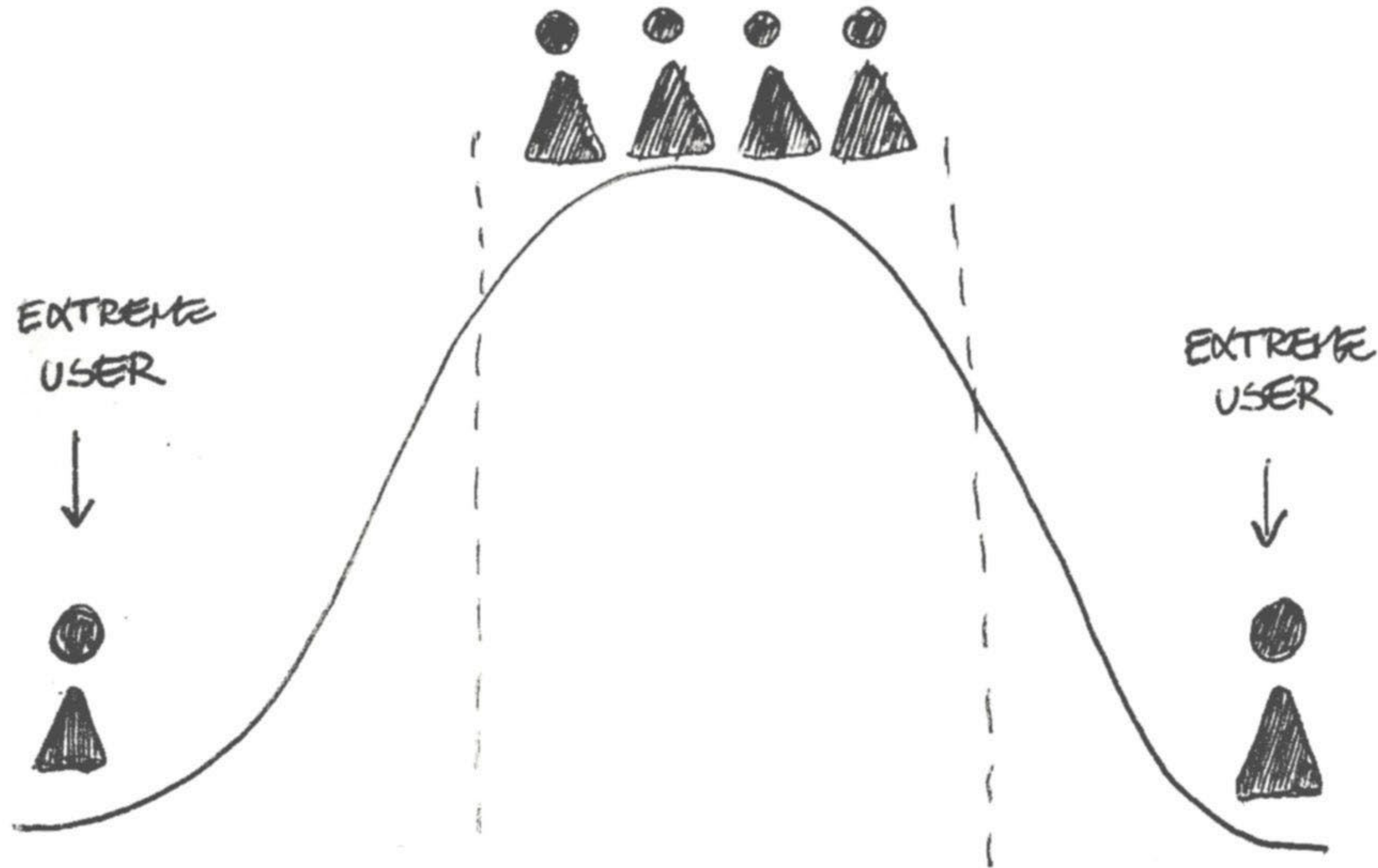
Percent of adults age 50 and older who have encountered each of the following technologies



Question: Have you ever encountered the following types of technologies, or not?

Source: Foresight 50+ poll conducted August 17-21, 2023 with 1,128 adults nationwide.

# Average User --- Edge user



## Sources

Imrie R. et al 2003. <https://doi.org/10.4324/9780203362501>

Baibaei M. & Majobnia M. 2025. <https://medium.com/@moisenm/designing-for-everyone-the-imperative-of-inclusive-ai-in-the-era-of-gpt-51e82d32276c>

# Universal and Inclusive Designs

## Universal 'AI' Design

designed to be usable by all people to the greatest extent possible, without the need for adaptation or specialised design.

## Inclusive 'AI' Design

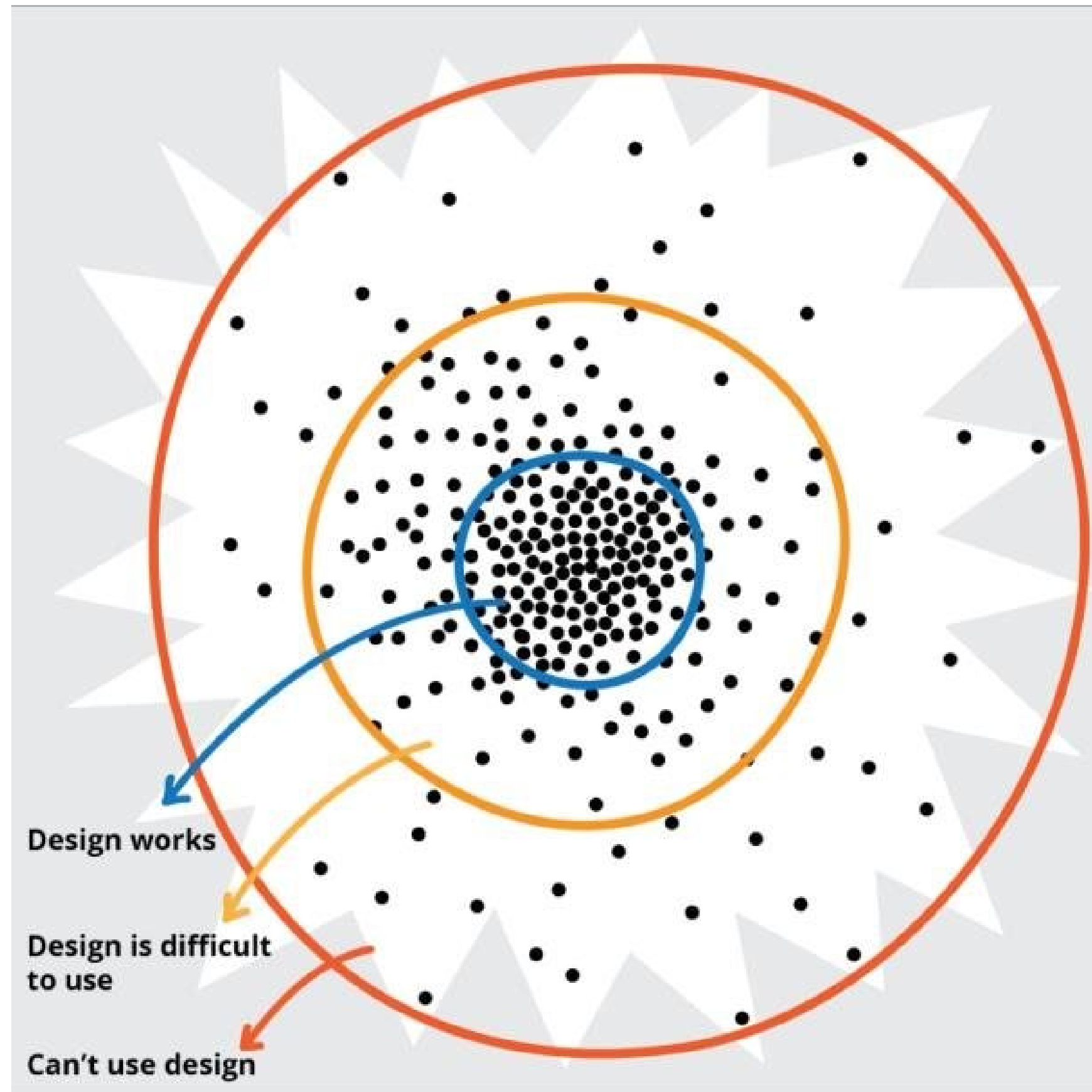
to support everyone by addressing the unique needs of those often overlooked — edge users and outliers — whether due to age, socioeconomic factors, disabilities, etc.

### Sources

Clarkson P. J. et al. <https://doi.org/10.1016/j.apergo.2013.03.002>

Baibaei M. & Majoobnia M. 2025. <https://medium.com/@moisenm/designing-for-everyone-the-imperative-of-inclusive-ai-in-the-era-of-gpt-51e82d32276c>

# Who are We Designing For .... With?



## Sources

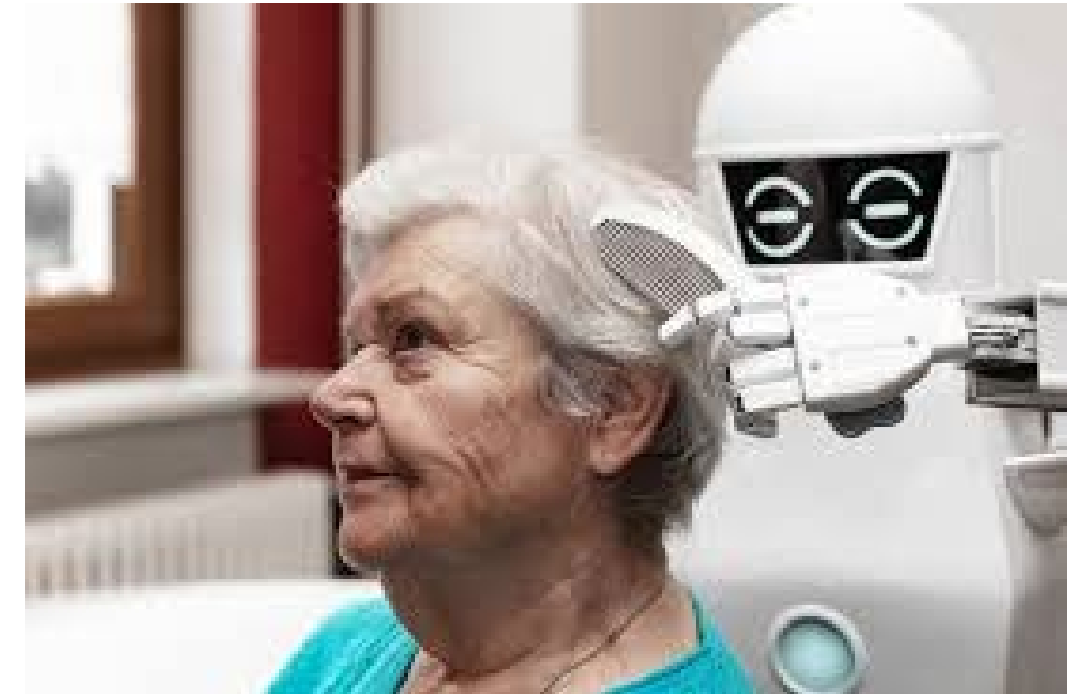
<https://accessibilityinclusivedesigncasestudies.wordpress.com/users-technology-rebuilt/challenges-of-inclusive-design-rebuilt/>

Baibaei M. & Majobnia M. 2025. <https://medium.com/@moisenm/designing-for-everyone-the-imperative-of-inclusive-ai-in-the-era-of-gpt-51e82d32276c>

# Who are we designing With?



**VOICE ASSISTANTS**



# Are we designing with the People?



## Applications of Human-Centered Design to Food Is Medicine Interventions

### Co-Design Sessions:

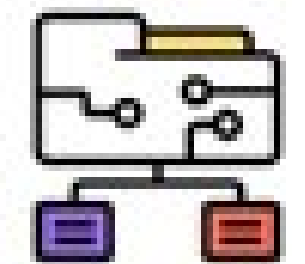
Conducted in English and Spanish across three sessions:



Orientation  
/ Listening



Prototyping



Process  
Mapping

### Sources

Adeleye K,..Ogungbe O. DOI: 10.1161/JAHA.11205

# Are we designing with the People?

## Preparation and Framework

Framework Selection  
Session Planning



02



Virtual Setup  
Introductions  
Icebreaker Activities  
Listening Session

## Sessions 2 & 3:

Community Location Setup  
Language-Specific Groups  
Low-Fidelity Prototyping



04



Persona Development  
Journey Mapping  
Identify Goals

## Persona and Journey Map Refinement

Participant Feedback  
Share Insights



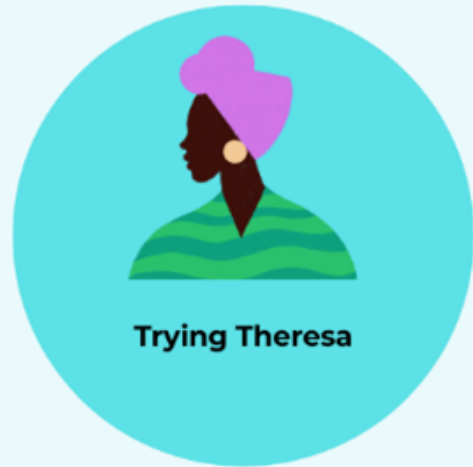
## Sources

Adeleye K.,..Ogungbe O. DOI: 10.1161/JAHA.11205

# Are we designing with the People?

## THRIVE Persona: Trying Theresa

Personas are used to describe the differing perspectives and experiences of people participating in a study. This will help us better understand if our intervention is truly meeting the needs and addressing the challenges of our participants.



### DEMOGRAPHICS

- Immigrant from West Africa
- Middle-aged
- Living in the US for a 10 years+
- Not Medicare eligible yet
- Has cardiovascular conditions (hypertension, overweight)
- Has adult children and a spouse who she cooks for

### PRIORITIES

- She doesn't want to have any further health complications or end up having a heart attack like her aunt
- Staying connected to her culture through food
- To be healthy enough to be an active grandparent in the future

### MOTIVATION

- Learning how to make cultural foods healthier so she can stay connected to her culture while improving her food regimen
- Aunt had a heart attack due to hypertension and she's afraid to go down the same path

### SUPPORT

- Her church health ministry provides health education and community around making healthy choices

### RELATIONSHIP

- West African food/food regimen - lots of carbs paired with vegetables and protein
- She loves to eat a good, satisfactory meal
- She's had many negative experiences with dieting

### HABITS

- Weekly grocery shopping for herself and her family
- She makes homecooked meals and only eats out for special occasions
- She wants to purchase healthier meals, but it would stretch the grocery budget too much

### BARRIERS

- Hard to modify food preparation methods while keeping the same great flavor
- Her husband is more traditional and doesn't want to change his food regimen, so she ends up using her old recipes

### CHALLENGES

- Healthy, organic foods and rice alternatives are more expensive
- Many people in her family struggle with diabetes. If they haven't been able to successfully change, she doesn't think she can either

## Sources

Adeleye K,..Ogungbe O. DOI: 10.1161/JAHA.11205

# Are we designing with the People?



## Frameworks Used:



Social Cognitive Theory



HCD Double-Diamond Framework

## Participants:

**36**

INDIVIDUAL

**75%** female contributed insights.

## RESULT



Healthcare System Integration



Food Access and Education



Community Empowerment

## OUTCOME

High Engagement  
(100% felt valued)

Positive Recommendations  
(92% endorsed similar approaches).

Key components:  
Tailored Coaching, Adaptable  
Food Pharmacy Systems, and  
Group Education Programs.

## Sources

Adeleye K,..Ogungbe O. DOI: 10.1161/JAHA.11205

# Are we designing with the People?

*“Do not design anything for the people without the people”*

*“See... I am retired, I got nothing but time, show me how to do it”*

*“For me, what would be good if it was transferred into a app”*

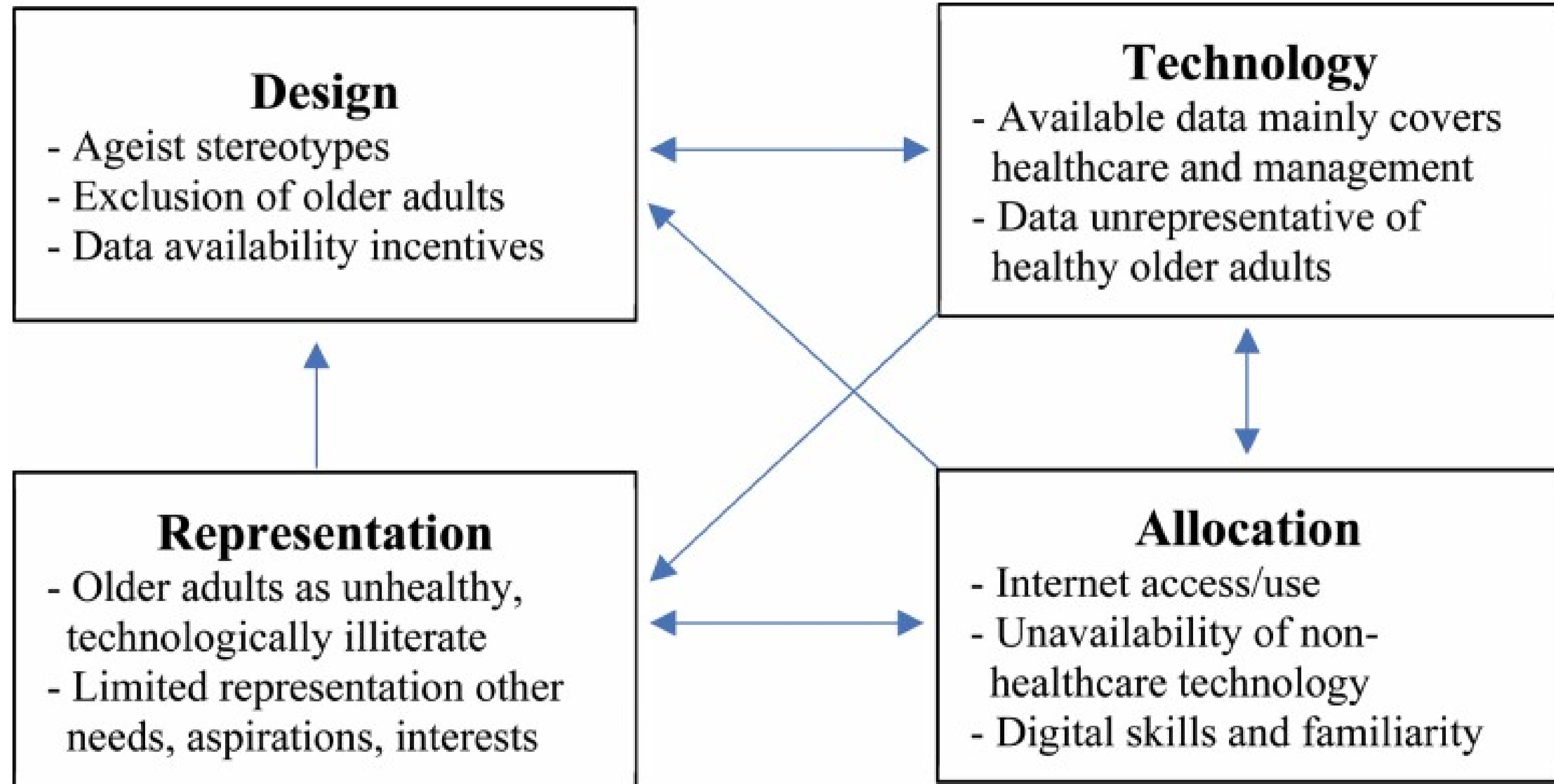
*“Do not design anything for the people without the people”*

# Are we designing with the People?

To co-design culturally responsive AI-optimized sleep interventions with older adults (who have diagnosed cardiovascular diseases) that preserve cognitive function



# Stereotypes and Digital Ageism



# Mind the Gap: Where AI Meets (or Misses) Aging

- **Representation Issues:** Training dataset, AI studies, Longitudinal data
- **Algorithmic Bias, Fairness:** AI interface design, bias testing
- **User Experience, Accessibility:** insufficient research on how older adults interact with AI

- **Trust and Adoption:** Privacy, limited support for literacy, tailoring
- **Implementation/Sustainability:** testing in real-world, aging-friendly settings
- **Methodological Limitations:** co-design methods/approaches, interdisciplinary collaborations

*“Do not design anything for the people without the people”*

# Thank you!

Bunmi Ogungbe, PhD, MPH,  
RN

oc  edu

