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My design direction is the design of intergenerational interaction products between the elderly and young people based on service design thinking (ethnic minority areas). In the past research process, I often used observation and interview methods to conduct surveys on the elderly and young people, and hoped to pass on the ethnic minority culture to the younger generation based on the deep understanding of their culture by the elderly of ethnic minorities, hoping that the culture can be carried forward and inherited.

Based on the absurdist way of thinking, I made some directional changes to my design research methods. I wonder if I can let the elderly get deeper into the daily lives of young people, use technologies such as VR to let the elderly experience the 996 lifestyle of the younger generation, achieve the effect of identity dislocation, and propose why the intergenerational interaction between the elderly and the younger generation will decrease, and how to improve the intergenerational interaction service as a source of inspiration for design practice.

我的设计方向是基于服务设计思维的老年人与年轻人代际互动产品设计（少数民族地区）。在以往的研究过程中我往往会采用观察法和访谈法的方式对老年人和年青人群进行调研，并希望在少数民族老年人对其文化深刻理解基础上，将少数民族文化传承给年轻一代，期望文化得以发扬和传承。

基于荒诞主义的思维方式，对我的设计研究方式进行了一些方向性的改变。我想是否可以让老年人更加深入到年轻人的日常生活中，利用 vr 等技术，让老年人体验一下年轻一代 996 的生活方式，达到身份错位的效果，提出为何老年人与年轻一代的代际互动会减少，并可以通过何种方式提升代际互动服务，作为设计实践的灵感来源。