

Abstract

Elderly individuals aged 60 and above often encounter various challenges in daily activities, such as dressing up. These challenges include difficulties in donning and doffing clothing, the need for frequent changes of clothes, struggles with clothing due to tremors, and obstacles faced by some elderly individuals when dressing while seated. As individuals age, there is typically an increase in their level of dependency. This case research is conducted at the Panti Sosial Tresna Werdha Budi Pertiwi (ElderlyCare home) in Bandung, focusing on the design of adaptive clothing. This research uses a Research and Development approach to identify problems and needs that exist on the elderly side. The stages of Research and Development are implemented starting from the process of collecting data through observation and interviews, analyzing the main needs or urgency of the elderly, designing and developing solution ideas, and testing conducted by potential users. During the clothing design process, the SCAMPER method is applied. The research addresses six key aspects: comfort, ease of use, flexibility of movement, aesthetic appeal, convenience in storage and washing, and safety to minimize the risk of injury. This research was performed to develop adaptive clothing that simplifies the elderly's dressing and undressing process. The adaptive clothing design aligns with the United Nations Sustainable Development Goal (SDG) on "Good Health and Well-being" by enhancing the quality of life for the elderly through tailored designs that cater to their unique needs.

Keywords: *Elderly, Adaptive Clothing, Research and Development, SCAMPER*