Interaction Design of In-vehicle Central Control Interface for Elderly Users.  The purpose of this study is to design the interaction of the in-vehicle central control interface for the elderly. It is well known that one's independence, well-being and overall superiority in life are often associated with mobility. The question of how to meet the mobility needs of an aging society has piqued the interest of researchers worldwide. The research aims to ensure that the ageing population also has access to the comforts that young people currently enjoy. This paper provides relevant research methods, design strategies and theoretical reference for the design of the interactive system design of the in-vehicle interaction center control interface for elderly users. Requirement: • 7100 words (+/- 5% tolerance) • Only need to write three parts: 1.Literture Review-2.Research Methodology-3.Findings Analysis and Discussion • Word count does not include notes, references, abstracts of appendices • No smaller than 10 size fonts • Pages are to be numbered • Double lined spacing 1. Theoretical framework: This is the theoretical framework of a Chinese scholar, I don't want you to write exactly the same as him, because it will be suspected of plagiarism, but it is a very good reference. A clear theoretical framework needs to be established Firstly, through basic concept analysis, the characteristics of aging driving perception, decision-making and manipulation behavior, and the process and cognitive factors of automobile human-computer interaction are obtained, and the characteristics, problems and trends of automobile human-computer interaction design are obtained through data collection and analysis. Secondly, this paper proposes an interactive way as the design entry point and analyzes its influence mechanism on the elderly driving behavior. At the same time, it deduces the evaluation factors affecting the results from the perspective of cognition and behavior, and obtains user needs through case analysis and focuses on touch and voice. Three interaction methods, gestures and gestures, are also used to analyze the driving behavior of elderly drivers using different interaction methods and their influencing factors through case studies. Investigate the existing car digital interface in the market, summarize its categories, functions, design elements, system technology and other information and sort it out systematically. After analysis, it is known that the car digital interface of elderly users has certain particularities. Among the case studies, I selected some models of Tesla and BMW for research, and analyzed the pros and cons of driving behavior from the four aspects of distraction, load, performance and experience, and established links with the characteristics of interaction methods, so as to clarify the interaction methods lead to corresponding The internal factors of the results, combined with case analysis, summarize the corresponding influencing factors of aging driving behavior at all levels. Analyze the advantages and disadvantages of car human-computer interaction for the experience of elderly drivers. For example, Tesla's operating interface has not been improved locally, because my research object is Chinese elderly drivers. Finally, according to the corresponding relationship between aging driving behavior and interaction design elements, the influencing factors and evaluation factors are placed in the process of automobile human-computer interaction to construct the aging design guidelines for automobile human-computer interaction. The design elements are analyzed at the three levels of behavior, decision-making behavior and manipulation behavior, and the aging-adaptive design strategy of automobile human-machine interaction corresponding to each behavior level is proposed. Based on the interactive experience model, the design strategies and principles for the interactive experience of automobile digital interface for elderly users are proposed from four aspects: sensory, cognition, behavior and emotion. Mainly from the two directions of Management for ageing and Active ageing to prove my research background. Key words: aging driving behavior; car human-computer interaction; interaction design; interaction mode; aging-appropriate, future design