Panel How to Design for Digital Healthy Living?

Moderators

Marike Hettinga Windesheim University of Applied Sciences, the Netherlands Alma Leora Culén University of Oslo, Norway

Participants

Panelists

Paolo Perego, Politecnico di Milano, Italy Veronica Janssen, Leiden University, the Netherlands Tone Bratteteig, University of Oslo, Norway Maurizio Caon, University of Applied Sciences and Arts Western Switzerland, Switzerland Carolien Smits, Elderly Care | Windesheim University of Applied Sciences, the Netherlands

Cristiana Degano, Gruppo SIGLA S.r.I., Italia Shaleea Shields, NHS Human Services, USA

Invited demo

Rune B. Rosseland, University of Oslo, Norway The Health Conductor - Bodily Interaction with Music for the Promotion of Seniors' Health and Well-being

Motivation for having the panel

- What is Digital Healthy Living?
- How do we design technology to support wellbeing?
- How do we cross field boundaries at Digital World conferences and look into designing for digital healthy living from cross-disciplinary perspectives?
- Can we move beyond presentations and enable real cooperation across different fields?

Demo

Why demo?

It is an example of design for well-being. It offers a possibility to reflect (from different disciplinary perspectives) on its design and start a conversation

Open Discussion





Innovating with Older Adults



Windesheim zet kennis in werking



Research Group Innovating with Older Adults

MISSION:

Practice based scientific research into innovations concerning older adults. The research is conducted in collaboration with professional and educational practice and older adults themselves. We develop and evaluate innovations focussing on the profession itself and technological improvements.
By developing, sharing and implementing knowledge our research group wants to improve the lives of vulnerable and healthy older adults.

Windesheim zet kennis in werking



3 Research Programs



Windesheim zet kennis in werking



Interdisciplinarity:

- Vulnerable and healthy older adults require partly different expertise
- Innovations concern all aspects of life of older adults; therefore:
- Interdisciplinary research group: psychology, nursing, social work, social science, health science, gerontology, ICT
- Professional and technological innovation: multiple domains
- Multiple steps in the knowledge cycle
- Applied research and innovation requires interaction between students, lecturers, professionals and researchers, e.g. in living lab.



Haute école d'ingénierie et d'architecture Fribourg Hochschule für Technik und Architektur Freiburg

How to Design for Digital Healthy Living?

Maurizio Caon, PhD

DHL2016 | 10/05/16 | maurizio.caon@hes-so.ch

HumanTech

Technology for Human Wellbeing Institute





Sanders, L. (2008). ON MODELING An evolving map of design practice and design research. interactions, 15(6), 13-17.



Say Think	
Do	User-Centred Design
Use	— Participatory Design

Sanders, E. B. N. (2002). From user-centered to participatory design approaches. Design and the social sciences: Making connections, 1-8.



Benefits of Participatory Design

- Higher quality user requirements
- New ideas generation
- Including all typologies of users
- Increase users' acceptance
- Opportunity for education
- Ensures sustainability of programs











Thank you!

Maurizio Caon maurizio.caon@hes-so.ch



IARIA DIGITAL WORLD 2016 VENICE, 24-28 APRIL 2016

PANEL

HOW TO DESIGN FOR DIGITAL HEALTHY LIVING?

Cristiana Degano Head of Research



mHealth – Barriers to overcome

- mHealth for Home Care: problem of adoption of the mobile devices. How can overcome it?
- The six technology barriers to overcome:
 - Easiness
 - Ergonomic
 - No invasive
 - Reliability
 - Availability
 - Efficiency









In tight collaboration with Children Gaslini Hospital and the Pediatric Palliative Home Care Center, iCARE platform (*Telematic Platform for the Improvement of Home Care Services for Pediatric Palliative Care*), mobile and cloud based platform, has been designed and developed.

UCD approach has been applied together with an interdisciplinary work over:

- Medical doctors
- Psychologists
- Nurses
- Families
- Children

Results

- Rationalize communications among the clinical team members and the clinical team and the family
- Simplify tools
- Improving the patient's and family's self-confidence in performing the care activities



DIPARTIMENTO DI DESIGN

APRIL 25TH, 2016 **PAOLO PEREGO** RESEARCH FELLOW AT POLITECNICO DI MILANO

DIGITAL WORLD 2016 APRIL 24-28, 2016 - VENICE ITALY

USER CENTERED DESIGN IN HEALTHCARE DESIGN, FACT OR FICTION?



USER CENTERED DESIGN IN HEALTHCARE DESIGN, FACT OR FICTION?

- UCD is an approach in which USERS are the main aspects of the development process.
- USERS in healthcare are different and numerous:
 - Patient;
 - Parents;

. . .

Doctors and healthcare workers;

- Regulatory issues could be very compelling. Are certification authorities user?
- Can UCD be applied to healthcare design?!?!?!

Ivation Pills Reminder





Health Italian portal



CozyBaby

Wearable Newborn monitoring

AdherTech - Smart Wireless Pill Bottles



OhMD

Secure texting for healthcare

INVISIBLE TECHNOLOGY: HOW WEARABLE DEVICES CAN IMPROVE WELLBEING?







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How to Design for Digital Healthy Living

- a Participatory Design perspective

Tone Bratteteig

Design of Information systems, Department of Informatics, University of Oslo

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panel Digital Healthy Living, Mestre 25/4 2016



UiO **Institutt for informatikk** Det matematisk-naturvitenskapelige fakultet

How to Design for Digital Healthy Living

- a Participatory Design perspective

 all digital solutions are designed by someone, & for someone

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who decides what "healthy living" is?

panel Digital Healthy Living, Mestre 25/4 2016

Det matematisk-naturvitenskapelige fakultet

User participation in design: why



Det matematisk-naturvitenskapelige fakultet

User participation in design: why

the design process



Det matematisk-naturvitenskapelige fakultet

User participation in design: why



Tone Bratteteig, panel Digital Healthy Living, 25/4 2016

photo: Karoline Helene Stark

Det matematisk-naturvitenskapelige fakultet

User participation in design: why



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But use practices matter most the design process sketches ... specifications ... tested versions ideas ... prototypes ... iterations

produ

design result





Tone Bratteteig, panel Digital Healthy Living, 25/4 2016

Norwegian Centre

or Integratea

Naoe Tatara^{a,}

Eirik Arsand^{a,}

Tone Bratteteig^e, Gunnar Hartvigsen^{b,}

ity of Oslo, Oslo, Norway

Norway, Tromsø, Norway

e Design of Inform

Supporting healthy living

ambition: living longer independently @ home

- responsibility
 for one's own health
- quality of life *different views*
- autonomy space for action & choice

falls - good health reasons for institutionalization - be social

as seen from the user *loneliness*

cognitive failure

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Supporting healthy living as seen from the user





Elderly centers / Care+ housing

loneliness

cognitive failure

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Supporting healthy living as seen from the user

Tina Vedal, Suhas Joshi, Anita Woll





Do-It-Yourself Health Care: A Three-Step Approach to Supporting Patient Self-Management in Clinical

Practice

Veronica Janssen Health, Medical & Neuropsychology Leiden University Roderik Kraaijenhagen Hearts4People Amsterdam



Discover the world at Leiden University

Supporting self-management in practice: a 3-step approach

- Set of tools and techniques to help patients change their health and illness behavior
- 2. Set of tools and techniques to help transform patientcaregiver relationship
- 3. Integrate multiple partners involved in diseasemanagement and embed in care routine



cardiovitaal 🏾

Discover the world at Leiden University

But...

- How do we make self-management tools of added value?
- How do we empower people?
- How do we keep people engaged?
- How do we involve significant others (and keep them involved)
- How do we tailor to seniors, low SES, low eHealth literacy etc.?

Discover the world at Leiden University

Current work

- Multi-center implementation
- Dynamic implementation-evaluation
- Loyalty programs 3.0:
 - Developing an advanced loyalty program to aid maintenance of healthy lifestyle
 - Involve environment, community, commercial partners





How to Design for Digital Healthy Living?

Shaleea Shields NHS Human Services, USA

www.nhsonline.org

Connection

- Connection is a need for marginalized populations
 - Mainstream technologies are not designed for them

Benefits of Connection

- Digital world is a key to freedom
- Self advocacy
- Quality of life



Culture Shift towards Technology

- Technology is "part of the job"
- Showcase benefits to individuals who are supported and their staff
- Promote ownership of projects



Sustainable Implementation

- Products that are simple and sustainable
- Usability (not just accessibility)
- Support from the top down

