

Vitalising Welfare Technology

A master course in Tangible Interaction Design at AHO
in collaboration with **Diakonhjemmet** University College and
Sagenehjemmet

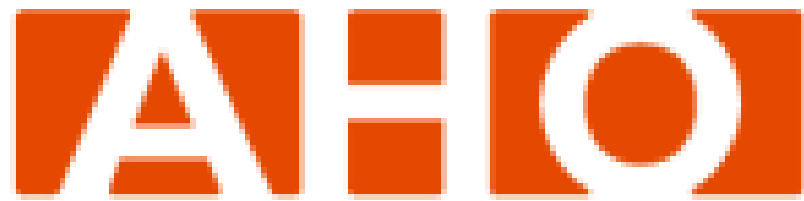
Birgitta Cappelen, AHO

background

the

RHYME

project
(2011-2016)



Arkitektur- og designhøgskolen i Oslo

The Oslo School of Architecture and Design



NORGESMUSIKKHØGSKOLE

Norwegian Academy of Music



Increase **health** for
children with severe disabilities
through use of
cross media interaction (sound/music, visual, tangible)
4. Generations of **co-creative tangibles**,
now maybe vitalising welfare technology?

RHYME.no

the future challenge

Assistive technology

Welfare Technology + Assistive Ambient Living

Living longer at home

Reducing hospital time and nursing cost

Increasing Quality of life

Universal Design

development in welfare technology

SINTEF SATSER PÅ VELFERDSTEKNOLOGI



many Welfare Technology def.

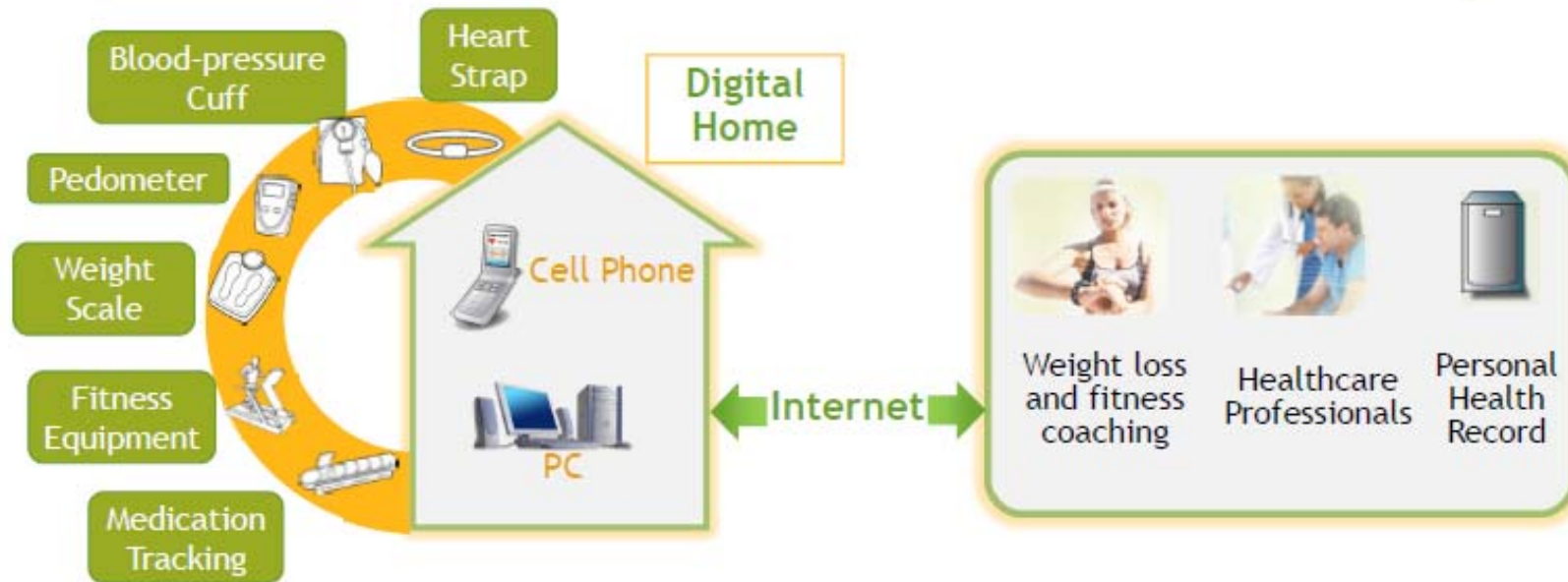
"The term welfare technology refers first and foremost to technological assistance that contributes to increased safety, security, social participation, mobility and physical and cultural activity, and that enhances the individual's ability to manage everyday life despite illness and social, psychological or physical reduced functioning..." (NOU 11: 2011: 99)
(Hilde Thygesens translation)

«user oriented technology with a goal to maintain and increase users independence, safety, security, increase independence, participation and quality of life.» (NOU 11: 2011: 17)

other definitions focus on the system or services

Wellness

One billion adults overweight worldwide



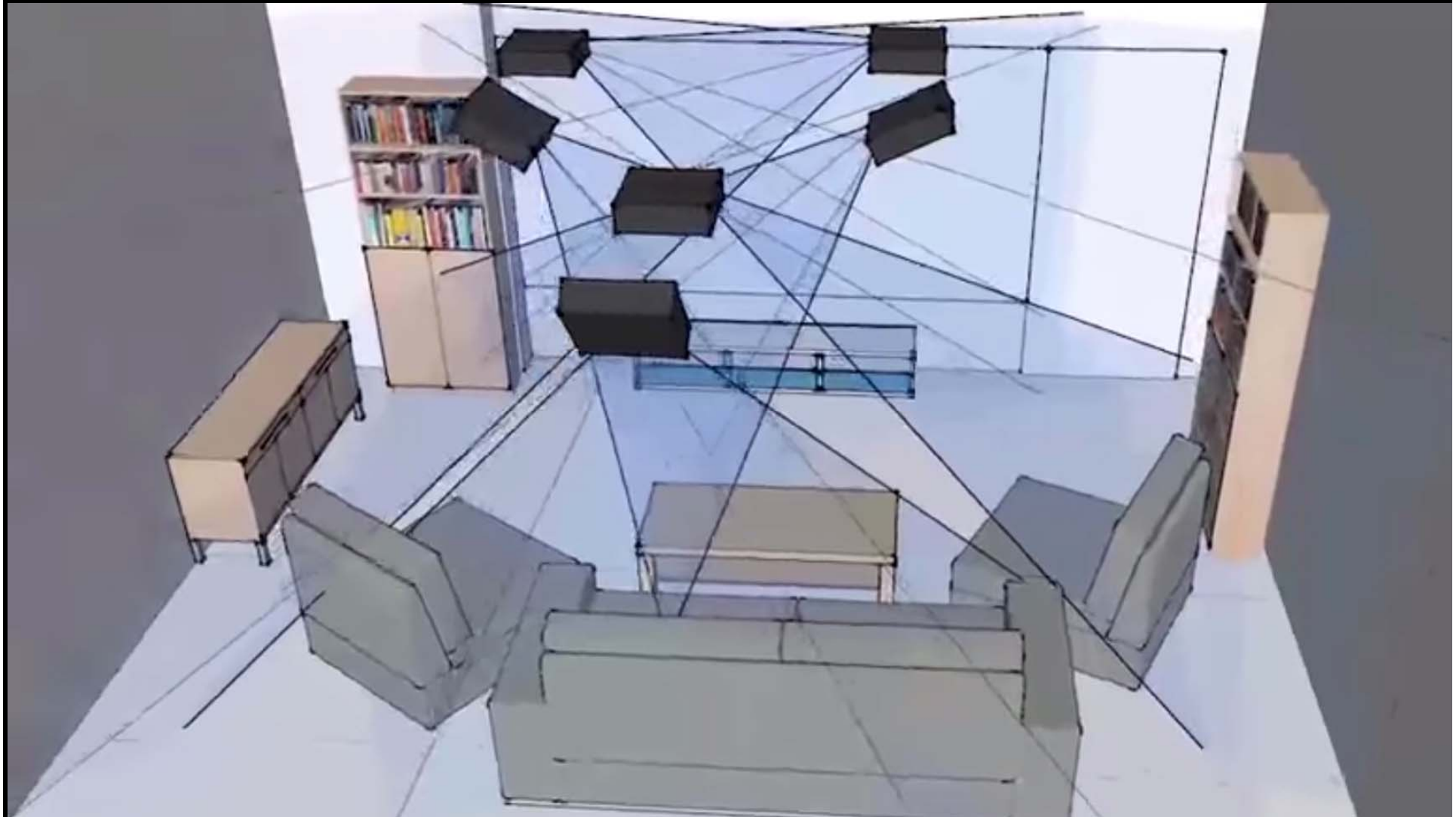
Continua member companies help individuals live healthier, more active lives by connecting them to their wellness team through a more efficient exchange of personal fitness information.

Does this **increase**
health, wellbeing
and **quality** of life?

security, control, button or **valuable** jewellery?
70-80 % not intended use, misuse...



monitor **all**, always ... good? **why?**



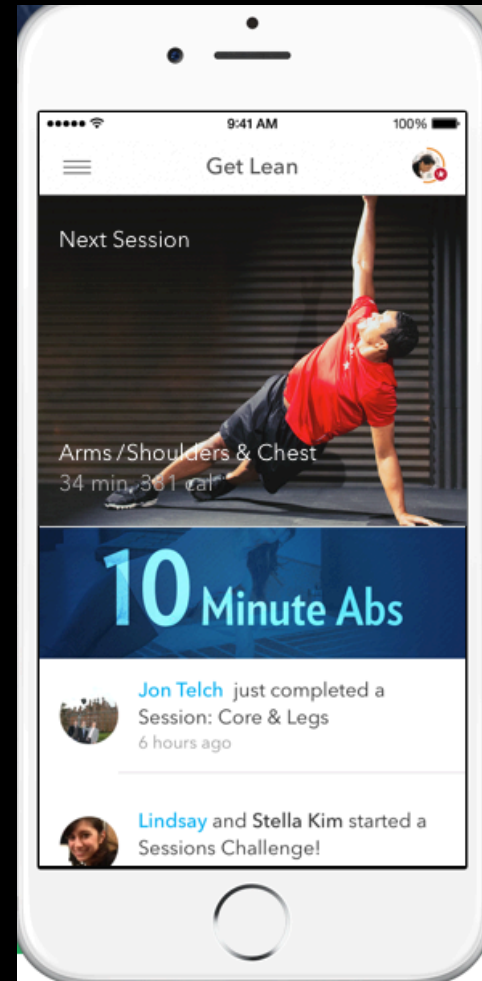
measure, control, **good?** more **stress?**



soon everyone will have one



Thing : APP - Hybridisation, Relation



many definitions of Health

Health comes from «**whole**»

Healthy means becoming whole, healing

Biomedical health approach,

measure medical parameters (blood, heart etc)

Humanistic health approach

based on **peoples own experience** of health

focus on **their abilities and recourses**

NOT their weaknesses and diagnosis

Health categories

reduce passivity and isolation

increase vitality and self expression,
actability

community, relation and participation,
meaning and mastery



Resource and Empowerment orientation

Focus on the **persons strengths** and abilities, **not** their special needs, **weaknesses** and diagnosis

offer:

positive experiences, **no wrongs** or failing

many ways to vitality and **self-expression**

many ways **to act** and build competence (mastering)

many ways to strengthen **mutual social relations**

many ways to **share** and **participate**



[video](#)



Vitalising Welfare Technology

What is it?

- a new invented word

- a new focus and vision for welfare technology

- a new way of designing

- a new way of designing for health improvement

 - based on a humanistic health approach

 - resource orientation

 - design for diversity

 - compassion as design approach

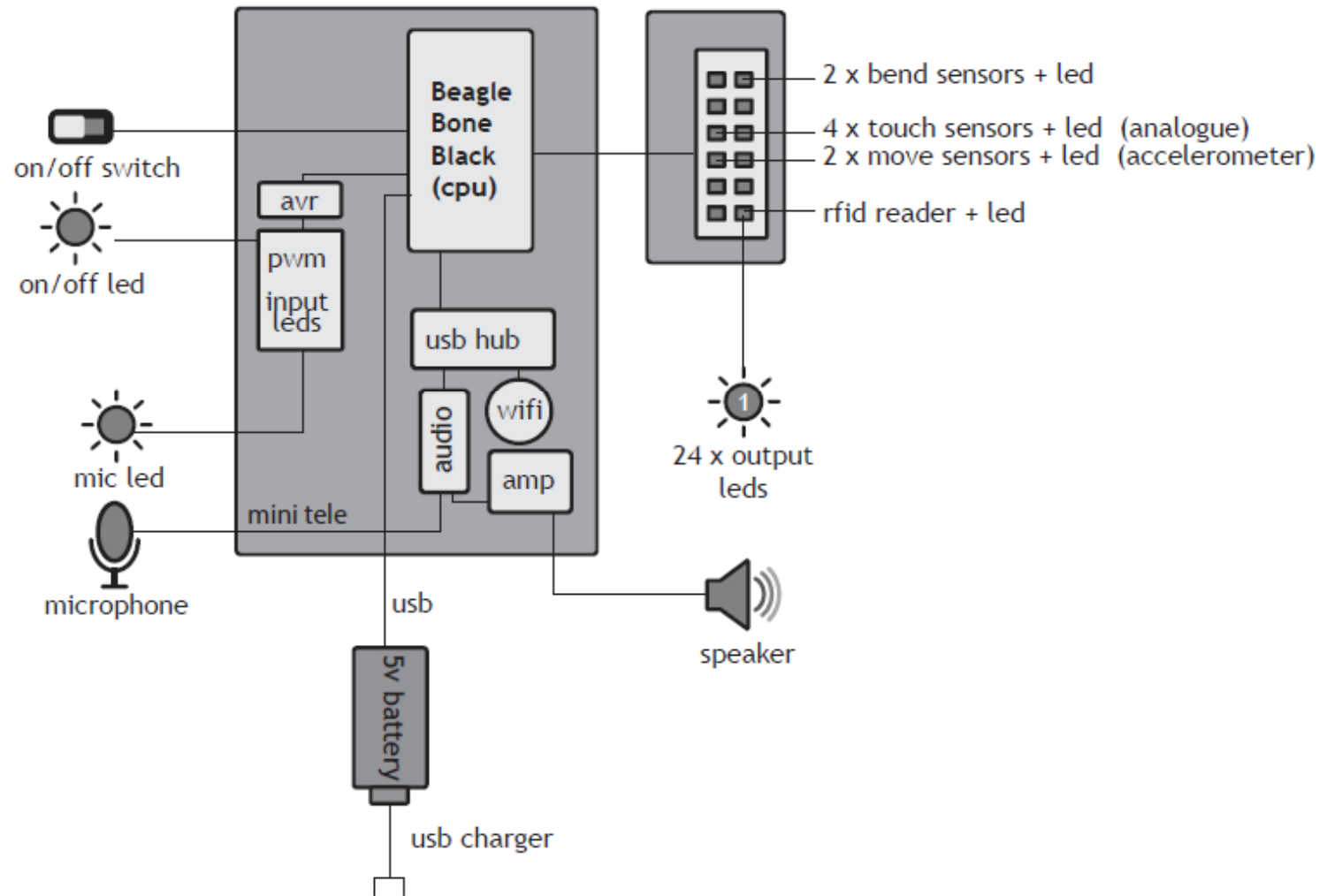
the Assignment

design and develop **Concepts for Vitalizing Welfare Technology** (health improving technology) for **recipients at Sagenehjemmet** as main user group .

main goal is to improve **vitality** (reduce passivity and isolation, collaboration)

Use the **RHYME 5. Generation Technology platform**

6 possible User Contexts



the 5th Generation **MusickingFields platform**

User Context - 6 possible

Kafeen



Kafeen er mye brukt til fellesarrangementer. Den kan du leie til egne arrangementer.

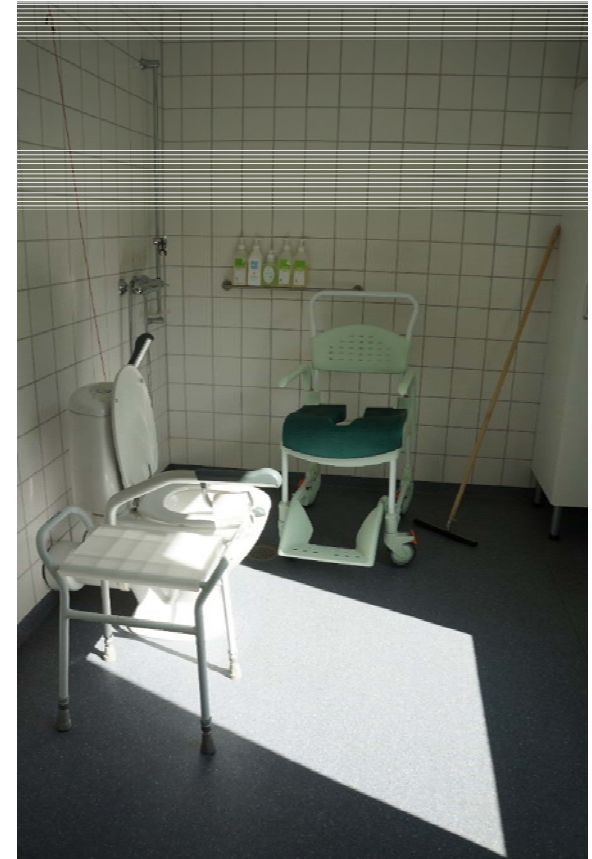


Vinterhagen ligger ved siden av kafeen og er et fint sted å sitte med utsikt til hagen

User Context - Livingroom



User Context – Private room



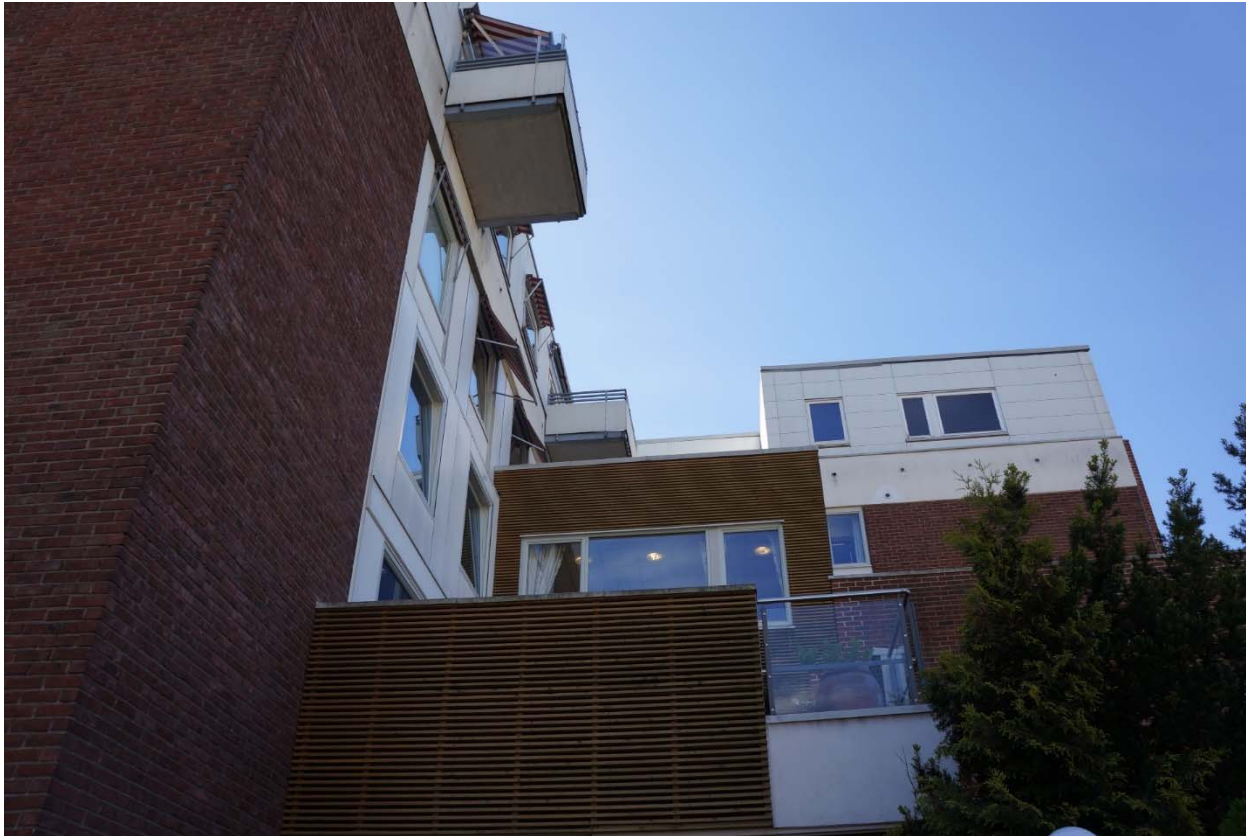
User Context - Hallway



User Context – Vitalizing Room (a non defined room)



User Context - Terrace



the Results (3week course)

40 ideas from **workshop** at Sagenehjemmet first day

21 more elaborated ideas first week

7 presentations of the students work today

7 working sketch **models** exhibited here

Arguments in a research discourse about the **future of welfare technology** that we will continue...

Thanks to!

Sagenehjemmet

Diakonhjemmets University College

Sugan and Anders

Fredrik

AHO Tangible Interaction

NFR/Verdikt/RHYME project

The fantastic Students and ALL of you

