AMBIENT ASSISTED LIVING

JOINT PROGRAMME

Catalogue of Projects

Autumn 2011

AAL
AMBIENT ASSISTED LIVING

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JOINT PROGRAMME

The Ambient Assisted Living Joint Programme (AAL JP) celebrates its third year of activity and we want to celebrate this event with the publication of this catalogue to showcase the objectives and progress made by the funded projects.

Over the past three years, we worked together with the 23 Partner Countries (Austria, Belgium, Cyprus, Denmark, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Luxembourg, the Netherlands, Poland, Portugal, Romania, Slovenia, Spain, Sweden, United Kingdom, Israel, Norway and Switzerland) and the European Commission to ensure continuity and quality of our project work.

A work that has allowed the development of technology and know-how which will help the well-being of the elderly of today and which will ensure a better tomorrow for those who today are still young.

The programme s planned total budget is € 600 M over 6 years, of which approximately 50% is public funding - from the AAL partner states and the European Commission (based on Art. 185 of the EC Treaty) - and approximately 50% is private funding from participating public and private organisations as well as companies.

The AAL Association is the organization that operates as a liaising between the European Commission and the Partner States: the results of this combined effort are the approximately 60 on-going projects and the hundreds of people at work, that are working together to contribute and to shape the future of ICT based solutions to support the active and healthy ageing of elderly people.

This catalogue will present you a number of projects resulting from the first three thematic calls issued since 2008: “ICT based solutions for prevention and management of chronic conditions of elderly people”; “”ICT based solutions for advancement of social interaction of elderly people”; “Self- serve society”.

We hope you will appreciate this, and we trust that you can get all the information you need.

Lena GUSTAFSSON
President of the Ambient Assited Living Association

Ambient Assisted Joint Programme is an activity of the **Ambient Assisted Living Association**

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AMBIENT
ASSISTED
LIVING

CALL 1

ICT based solutions
for Prevention and Management
of Chronic Conditions
of Elderly People

AGNES

User-sensitive Home-based Systems for Successful Ageing in a Networked Society

OBJECTIVES

Providing a user-sensitive ICT-based home environment that supports a personalized and person-centric care process by detecting, communicating, and meaningfully responding to relevant states, situations, and activities of the elderly person with regard to mild cognitive impairment. Central to the proposed idea is the combination and integration of home-based ICT and social networks, connecting the elderly person living at home with their families, friends and carers, on various levels. The project will provide the technological means to exploit the power of social networks and the beneficial effect of social inclusion and activities on cognitive and mental processes.

PARTNERS

Umeå University, Dept. of Informatics	R&D	Sweden	http://www.umu.se/
Can Controls	SME	Germany	http://www.cancontrols.com/
Athens Information Technology	R&D	Greece	http://www.ait.gr/
Graz University of Technology	R&D	Austria	http://portal.tugraz.at/
Universidad Nacional de Educación a Distancia	End-users, R&D	Spain	http://portal.uned.es/
ModernFamilies	SME	Austria	http://www.modernfamilies.net
Kendro Merimnas Oikoyennias kai Pediou	End-users	Greece	http://www.kmop.gr/
ONDA Communication S.p.A.	Business	Italy	http://www.ondacommunication.com
Fundacion Instituto Gerontologico Matia	End-users	Spain	http://www.ingema.es/
Skellefteå Kommun	End-users	Sweden	http://www.skellefteа.se/

Name of the project:
AGNES / User-sensitive Home-based Systems for Successful Ageing in a Networked Society

Coordinator: John Waterworth

Duration: 36 months

Starting date: 1 September 2009

Total budget: € 3.635.370

Public contribution: € 2.045.816

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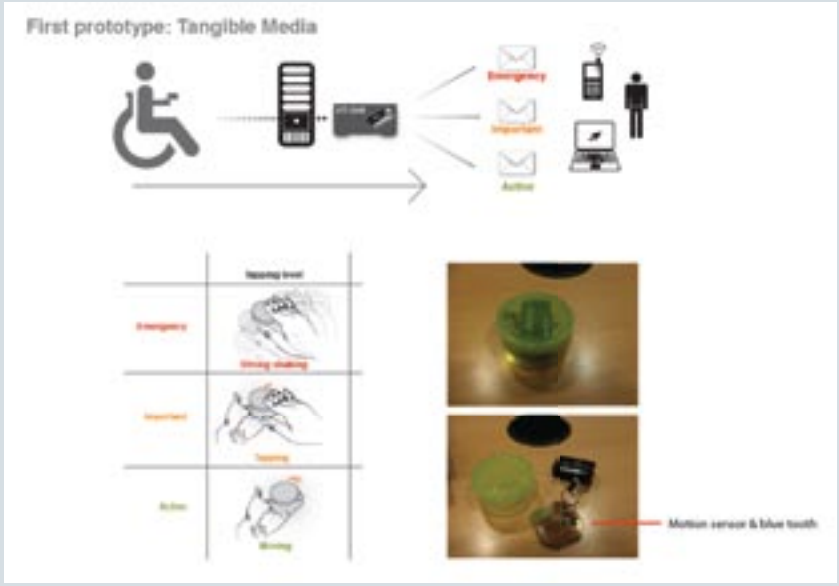
PROJECT OVERVIEW

AGNES will start by providing a basic ICT platform to create and maintain an easy-to-use web-based social network for individual elderly persons. This platform will be used to stimulate the elderly person. Timely information will be passed to the network on the activities and subjective state of the elderly person (e.g. presence, state of wellness, etc) allowing for a much better-tailored and timely response, attention and care so as to improve and maintain the well-being and independence of the elderly living in their own homes and reduce healthcare costs.

The project will address chronic conditions such as mild cognitive impairment, and develop and test solutions to alleviate and/or prevent them. Informal carers, friends and family members will have greater access to information about the person, and those at a distance will be enabled to keep in touch and share activities with their elderly family member or friend, and to know their current condition.



RESULTS & IMPACT

Different technologies and devices will be integrated to provide solutions aimed at the needs of the individual elderly person:

- Innovative technologies for the unobtrusive detection of user states and activities;
- A social networking technology platform specifically designed to meet the needs of, and be usable by, the elderly person;
- Ambient devices for the display of information and events and for easy interaction with the home-based system and the others connected.

ALADDIN

A technology pLatform for the Assisted living of Dementia elDerly INdividuals and their carers

OBJECTIVES

The project aims at:

- Supporting maintaining health and functional capability, through the risk assessment and the early detection of decline symptoms of the patients;
- Providing the means for the self-care and the self-management of chronic conditions;
- Providing added value to the individual, leveraging his/her quality of life, and supporting the moral and mental upgrade of both patients and carers and;
- Enhancing the home-as-care environment through the provision of user-friendly ICT tools.

PROJECT OVERVIEW

The *Carer's Client Application* is used at home by carers and patients to access the services of the ALADDIN platform securely. Carers fill in the ALADDIN questionnaire for neuropsychological assessment from home, allowing for the patients' cognitive, behavioural and functional assessment. Physiological parameters (body weight and blood pressure) are recorded and submitted by the carer using the application.

Fig.1: The Start Page of the Carer's Client Application which gives access to the various system services

Name of the project :
ALADDIN / A technology pLatform for the Assisted living of Dementia elDerly INdividuals and their carers

Coordinator: Dr. Maria Haritou

Duration: 27 months

Starting date: 1 September 2009

Total budget: € 1.970.322,97

Public contribution: € 1.471.673,94

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The Server Application is the core of the platform. It implements the basic functionalities of the platform, provides secure communication with client applications, stores the information about patients and carers, provides the possibility to exchange information with external Hospital Information Systems (HIS).

The third part of the platform is External Services provided by external web portals. There are two types of services involved: cognitive games and a social network.

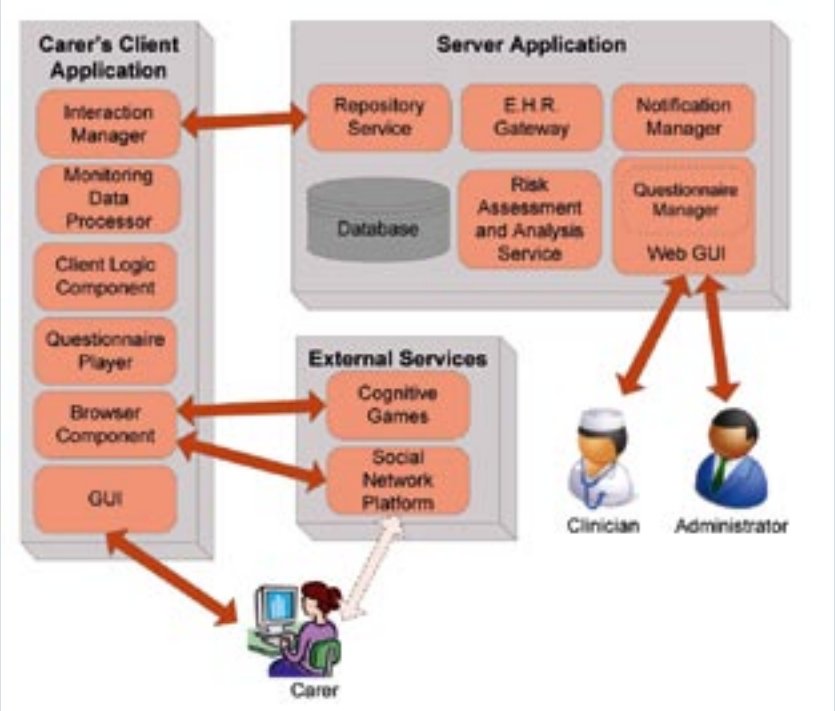

Fig.2: The overall ALADDIN system architecture

RESULTS & IMPACT

The ALADDIN system will provide the technological means as well as a novel and credible methodology for:

- Efficient patient follow-up;
- Early detection of symptoms that predict decline;
- Adaptive care / personalised intervention;
- Networking / socialisation / education / cognitive stimulation;
- Prevention and relief of distress for the carer;
- Decision support and disease management tools for clinicians.

PARTNERS

Institute of Communication & Computer Systems	R&D	Greece	www.iccs.gr
Fraunhofer-Institute for Open Communication Systems	R&D	Germany	www.fokus.fraunhofer.de
Alma Mater Studiorum-Universita di Bologna	R&D	Italy	http://www.eng.unibo.it
Psychiatric Hospital of Attica	End-User	Greece	http://www.ucl.ac.uk/ion/national-hospital
The National Hospital for Neurology & Neurosurgery	End-User	United Kingdom	http://www.ucl.ac.uk/ion/national-hospital
Badalona Serveis Assistencials	End-User	Spain	http://www.bsa.cat
ATOS Origin	Large enterprise	Spain	http://www.atosresearch.eu
Aethia Srl	SME	Italy	http://www.aethia.com

AMICA

Autonomy Motivation & Individual Self-Management for COPD patients

OBJECTIVES

The Autonomy Motivation & Individual Self-Management for COPD patients (AMICA) is aimed at the disease management and medical care of chronic obstructive pulmonary disease (COPD) patients. Its main goal is to provide medical management and medical care to patients suffering from COPD.

COPD is the major cause of mortality and increased levels of disability, particularly in the elderly. AMICA'S main objective is to develop and assess long-term COPD management solutions based on innovative Information and Communication Technologies (ICT) that:

- Allows early detection of COPD exacerbations.
- Offers a user-friendly design for the elderly.
- Provides remote monitoring and home-based care.
- Fosters prevention and self-management.
- Increases levels of therapy compliance.

Name of the project :
Autonomy Motivation & Individual Self-Management for COPD patients (AMICA)
AAL-2008-1-176

Coordinator: Luis Felipe Crespo Foix. University of Cadiz (Spain)

Duration: 3 years

Starting date: April 2009

Total budget: 2.941.362€

Public contribution: 2.784.181€

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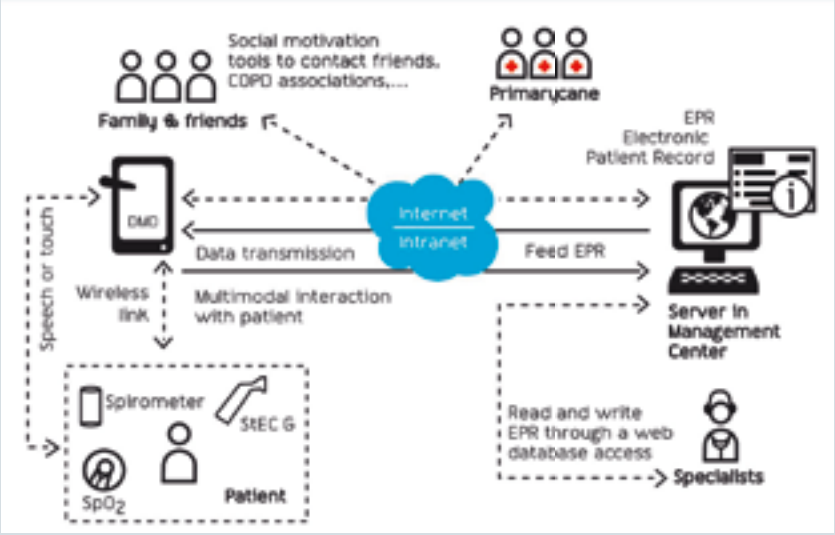
PROJECT OVERVIEW

A simple idea behind COPD exacerbations detection complexities

What does a physician normally do in consultations?	What does AMICA do?
Questions related to the illness	Medical Questionnaire
Auscultation	Patient self-auscultation

Generally speaking, AMICA tries to emulate the medical consultation at home: auscultation and interview. To achieve this, a series of physiological signals are obtained daily by means of an ad-hoc sensor. This information is then extended by that provided by the patient interacting with a Dedicated Mobile Device. By combining information coming from sensors and provided for the patient, the system is able to set off medical alarms, modify small aspects of the patients' treatment program or lifestyle, or even suggest hospitalization.



General Scheme of Amica

RESULTS & IMPACT

- Measurable indicators for early detection of exacerbations.
- Design of : AMICA Dedicated Mobile Device, Medical questionnaire and ad hoc sensor.
- Measurable indicators for a better quality of life by mean of drops in hospitalizations and subsequent:
  - Decrease in costs associated to COPD
  - Effects upon quality of life of patients and family environment.
- Identify measurable indicator for AMICA services and business concept viability

PARTNERS

University of Cadiz	R&D	Spain	http://www.uca.es
Puerta del Mar University Hospital of Cadiz	End-users	Spain	http://www.juntadeandalucia.es/fundacionprogresoysalud/
Institute of Communication and Computer System	R&D	Greece	http://www.iccs.gr/
Forschungszentrum Informatik	R&D	Germany	http://www.fzi.de/index.php/en/
MSC Hispania	SME	Spain	http://www.msc-ge.com/de/home/home/index.html
Vitaphone	Business	Germany	http://www.vitaphone.de/
Innovaciones Socio Sanitarias	SME	Spain	http://www.sociosanitarias.com

BEDMOND

Behaviour pattern based assistant for the early detection and management of neurodegenerative diseases

OBJECTIVES

The BEDMOND project aims at developing an ICT-based system for an early detection of Alzheimer's disease and other neurodegenerative diseases, based on a behavioural change approach and focused in elderly people while living at home in an Ambient Assisted Living environment. With such an early detection health professionals can later on apply an also early treatment which will help the elder to live longer in an independent way at home by delaying as long as possible Alzheimer's disease appearance.

Figure 1. Overall concept of BEDMOND project

Name of the project :
BEDMOND / Behaviour pattern based assistant for the early detection and management of neurodegenerative diseases

Coordinator: TECNALIA RESEARCH AND INNOVATION (Spain) / Health Technologies Unit

Duration: 36 MONTHS

Starting date: 1 June 2009

Total budget: 2,379,179.20 €

Public contribution: 1,378,564.51 €

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PROJECT OVERVIEW

There is considerable interest in the ability to diagnose dementia of the Alzheimer type in the earliest possible stage of the disease.

It is known that people with Mild Cognitive Impairment (MCI) have a higher risk of developing Alzheimer. Its first indicators are subtly manifested in patients' daily behaviour patterns. Thus, an interest emerged for developing a technological system that can record and code behavioural changes occurring in the daily life of elderly persons applying low level sensors in the home.

And this is, indeed, BEDMOND scope: an ICT-based system for the early detection of Alzheimer's disease (AD) and other neurodegenerative diseases on the basis of data assessment with health professional criteria. It addresses a system that supports the decision making process for the doctor for an early diagnosis, automating the information process related, first, to the recognition and modelling of the daily activity performed by the elder while being at home and, then, to the interpretation of deviations and behavioural changes detected.

Technology in use is based on standards and open source, and interoperability, modularity and scalability criteria. User involvement is tackled under a user-centric interactive process for design and development, ending with field trials for real testing in real environment.

Figure 2. Scheme for Decision Making Supporting Assistance

RESULTS & IMPACT

- While scientists deepen into genetic associations for neurodegenerative diseases, health professionals are searching for tools for an early diagnostic so that they can early apply clinical test and pharmacological treatment to slow down the disease progression;
- Combining tele-assistance and smart home technologies (Ambient Assisted Living), BEDMOND platform provides the doctor with objective information about behavioural changes and MCI detection prior to the disease is patent;
- Some behavioural changes occurred while being at home - objectively detected, recognized and interpreted through health professional's criteria - are periodically reported to the doctor. Then, this decision-making support system can help to start an early drug treatment.

PARTNERS

TECNALIA Research and Innovation Foundation (formerly ROBOTIKER Foundation)	R&D	Spain	www.tecnalia.com
INGEMA Foundation	End user, R&D	Spain	www.ingema.es
IBERNEX Ingeniería, S.L.	Business, SME	Spain	www.ibernex.es
AIT Austrian Institute of Technology GmbH	R&D	Austria	www.ait.at
Center for Usability Research & Engineering GmbH (CURE)	R&D	Austria	www.cure.at
METICUBE, Software Engineering	Business, SME	Portugal	www.meticube.com

CAPMOUSE

OBJECTIVES

Identifying the end user and to find out which requirements it has on our CapMouse human interface technology of Brusell Dental combined with the Octopus mobile unit of HMC International.

- The most demanding group of end users is probably persons suffering from high spinal injuries whit this group setting the demands for the development work of the carrier.
- The product will be modular in the sense that the sensor arm and head will be adapted to fit different kinds of carriers, for example headset, ear cap (like a hearing aid) or to glasses.
- The primary use of the Cap Mouse will be together with Octopus, *eye tracking* and similar where time scanning today is used to confirm a choice.

Name of the project :
CAPMOUSE

Coordinator: Tomas Brusell

Duration: 36 Months

Starting date: 15062009

Total budget: 1,131,110 €

Public contribution: 540 000 €

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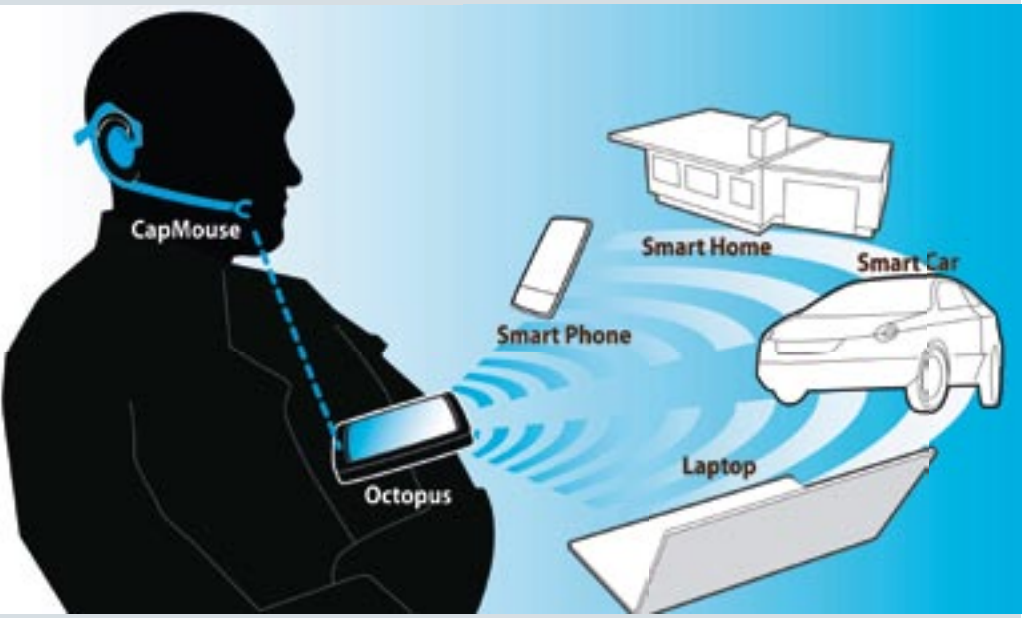
PROJECT OVERVIEW

In The CapMouse project the essential Research & Development focus on the capacitive sensors and the interface for Octopus, i.e. the mobile, smart device.

The CapMouse/Octopus will connect with a cable and USB.

A Headset shall be prepared, by Lots Design, for only one sensor arm with 5 sensors and the sensors connect via PC to UART to I2C to sensor to sensor plate - a series of highly innovative technical development steps that is executed by Brusell Dental, HMC International in cooperation. The end users have been involved from the beginning of the CapMouse project. The iterative testing continues and will be finished during 2011, conducted by Lots Design and PRO. At the mid-term review, in December 2010, a 6 Months extension of the project was granted.



RESULTS & IMPACT

- The Capmouse project will result in a CapMouse (product) interface (headset) for elderly/ elderly disabled to offer tongue controlled keyboard/mouse functionality via standard USB connection, over Windows OS applications;
- The project will deliver a proof of concept on how a head mounted capacitive sensor controlled by the tongue can be used as an input for a human machine interface;
- The main target group is elderly/elderly disabled. The concept will include a prototype with a multi sensor headset and a hardwired hardware interface based on HID/USB.

PARTNERS

Brusell Dental AS	SME, R&D	Norway	www.brusell-dental.com/aal
PRO	End-users	Sweden	www.pro.se
HMC International	SME, R&D	Belgium	www.hmc-products.com
Lots Design	SME	Sweden	www.lotsdesign.se
Stinct	SME	Sweden	www.shiftdesign.se

CARE

Safe Private Homes for Elderly Persons

OBJECTIVES

The project CARE aims to realise an intelligent monitoring and alarming system for independent living of elderly persons. Specifically, this project targets the automated recognition and alarming of critical situations (like fall detection) using a stationary (and non-wearable) technology and real-time processing while preserving the privacy and taking into account system dependability issues, especially ensuring reliability, availability, security, and safety from a holistic point of view. A biologically-inspired dynamic stereo vision sensor from AIT is being integrated into the Everon caring system for seamless analysis and tracking of elderly persons at home. This real-time information is exploited for incident detection (e.g., fall detection, immobilised person), and instantaneous alarming the concerned parties.

CARE System and Service

Name of the project :
CARE / Safe Private Homes for Elderly Persons

Coordinator: Ahmed Nabil Belbachir

Duration: 30 months

Starting date: 1 July 2009

Total budget: 2.38M€

Public contribution: 1.73M€

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PROJECT OVERVIEW

This CARE initiative is an end-user driven R&D activity where end-users represent major market players in AAL activities as they are either elderly persons or they have direct relation and responsibility towards elderly persons ensuring their safety and independent living. The R&D consortium is well balanced where one third is research institutes (AIT, BME EMT), one third is SMEs (Everon, SensoCube) and one third is end-users (Senioren Wohnpark Weser in Germany and Yrjö & Hanna in Finland). Selected elderly homes of the partner end-users are used for the evaluation and demonstration of the CARE concept.

In the early phase of the project, it was necessary to perform interviews of end-users: more than 200 end-users (primary, secondary and tertiary) in Austria, Finland, Germany and Hungary were questioned. The interviewed end-users agreed that there is a definitive need for a fall detector at elderly homes and that the actual fall detectors (e.g. wearable systems) are not satisfactory. Architecture of the biologically-inspired stereo vision sensor was designed and the sensor and algorithms for the detection of falls were developed. The CARE system is actually under testing and evaluation with first installations in Germany.

RESULTS & IMPACT

- The system concept mainly targets single individuals living in their own private homes. By targeting elderly persons living in their private homes, the business potential of CARE is huge;
- In the context of independent living, wearable systems do not have the best acceptance for primary end-users (elderly persons), especially those who are not impaired;
- The CARE system has a huge potential for exploitation and ensuring safety for independent living if the evaluation goes successful. The fall detection service can be integrated in the Everon caring system for a wider deployed in Europe strengthening the independent living market and society.

Developed CARE Stereo Vision System for Fall Detection

PARTNERS

AIT Austrian Institute of Technology (Coordinator)	R&D	Austria	www.ait.ac.at
SensoCube GmbH	SME	Germany	www.sensocube.com
Budapest University of Technology and Economics, Biomedical Engineering Knowledge Centre	R&D	Hungary	portal.bme.hu
Oy Everon Ab	SME	Finland	www.everon.net
Yrjö ja Hanna Ltd	End-user	Finland	www.yrjojahanna.fi
Senioren Wohnpark Weser GmbH	End-user	Germany	www.residenz-gruppe.de

DOMEO

OBJECTIVES

DOMEO focuses on the development of an open robotic platform for the integration and adaptation of personalized homecare services, as well as cognitive and physical assistance.

Name of the project :
DOMEO

Coordinator: ROBOSOFT (France)

Duration: 36 Months

Starting date: 1 July 2009

Total budget: 2,4 M€

Public contribution: 90%

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domestic robot for elderly assistance DOMEO

PROJECT OVERVIEW

The DOMEO platform includes:

- 2 types of robots (cognitive and physical);
- Graphic and tactile interfaces;
- Voice recognition and speech synthesis;
- Cloud services for tele-presence;
- Tools for integration of various sensors and services.

The middleware software platform used for integration, is available in open-source, to make easier different implementations and scenarios.

DOMEO deals with all the aspects of assistive robotics:

- Robotic and internet technologies;
- Medical and non-medical sensors;
- Interface with home infrastructures;
- Ethical issues.

To demonstrate and validate the potential of open robotic platforms, intensive trials (lab trials, site demos, patients' homes field tests) are scheduled during the 3rd year.

RESULTS & IMPACT

- DOMEO aims at helping elderly to stay longer and safer at home;
- By using advanced robotic technologies, DOMEO will also help caregivers in their daily work.

PARTNERS

ROBOSOFT	SME	F	http://www.robosoft.fr
ISIR	R&D	F	http://www.isir.upmc.fr
CHUT	Hospital	F	http://www.chu-toulouse.fr
NILR	Rehabilitation Center	HU	http://rehabint.hu
TAS	Industry	F	http://www.thalesaleniaspace.com
TUW	R&D	AT	http://www.is.tuwien.ac.at
BME	R&D	HU	http://www.bme.hu
Meditech	SME	HU	http://www.meditech.com

eCAALYX

Enhanced Complete Ambient Assisted Living Experiment

OBJECTIVES

The main goal of eCAALYX is to develop an efficient Ambient Assisted Living solution for elderly with co-morbidity, that can provide reliable long-term and maintenance-free operation in non-technical environments, thus, ready for real-world deployment. This solution will improve the elder's quality of life by assessing their health risk, monitoring their health status and teaching them how to manage their chronic conditions so that their independent living at home can be extended. Additionally, it will allow comprehensive and coordinated global treatment from different doctors of patients suffering from co-morbidity resulting in a much more efficient treatment.

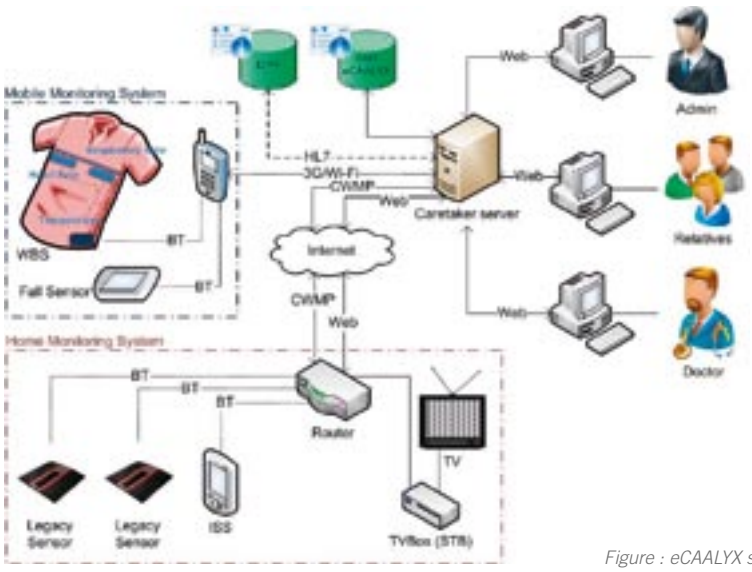

Figure : eCAALYX system overview

Name of the project :
eCAALYX / Enhanced Complete Ambient Assisted Living Experiment

Coordinator: Fundació Privada CETEMMSA)

Duration: 36 Months

Starting date: 1 May 2009

Total budget: 4.118.002 €

Public contribution: 2.689.499 €

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PROJECT OVERVIEW

In detail, the main featuring objectives for the system are:

- Identify key symptoms and physical signs to promptly detect the main causes of decompensation and identify the habits, tasks or activities which promote health and prevent diseases on the aged affected by multiple chronic conditions;

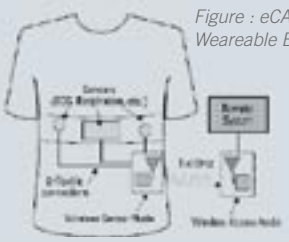

Figure : eCAALYX Weareable Body Sensor

- Implement a robust and auto-configurable home health care system that:
    1) is efficiently manageable at large scale and suitable for long-term monitoring;
    2) is easily expandable;
    3) integrates currently deployed equipment and standards, and in the end results in a commercially viable solution.
- Develop an intelligent device (Tricorder), linked to the home system, which integrates the most relevant sensors for monitoring of common chronic conditions;
- Produce a comfortable garment linked to a mobile system (smart phone);
- Embed in the garment, enhanced fall, balance and mobility sensing and reporting. Monitor for fall risk by determining suitable fall risk criteria for fall prevention;
- Complete the implementation of a distributed, adaptable and scalable monitoring infrastructure (based upon Observation Patterns) to allow for the continuous acquisition of the users' sensors data by multiple entities simultaneously (the elder's doctors and caretakers);
- Implement a caretaker site/server able to process data collected from mobile and home sensors so as to generate, by using data-mining techniques, levels of risk, which would switch on preventive actions, mainly education/training;
- Build a set of extensive test beds through iterative refinement and perform extensive trials.

PARTNERS

Fundació Privada CETEMMSA	R&D	Spain	http://www.cetemmsa.com
Telefónica Investigación y Desarrollo	R&D	Spain	http://www.tid.es/
INESC Porto – Instituto de Engenharia de Sistemas e Computadores do Porto	R&D	Portugal	http:// www.inescporto.pt
University of Plymouth Enterprise Ltd	R&D	United Kingdom	http://www.universityplymouth.com
University of Limerick	R&D	Ireland	http://www.ul.ie
Corscience GmbH & Co KG	SME	Deutschland	http://www.corscience.de
Fundació Hospital Comarcal Sant Antoni Abat	End-users	Spain	http://www.fhcsaa.cat/
Fraunhofer Portugal	R&D	Portugal	http://www.fraunhofer.pt
TeleMedic Systems, Ltd	SME	United Kingdom	http://www.telemedicsystems.com
Zentrum für Kardiovaskuläre Telemedizin GmbH	End-users	Deutschland	http://www.ccr.charite.de/
National University of Ireland, Galway	R&D	Ireland	http://www.nuigalway.ie

RESULTS & IMPACT

As a result, the project will provide a distributed and scalable system to allow monitoring of elders by multiple professionals simultaneously (elder's doctors and caretakers) and will enable the provision of meaningful coordinated actions under the concept of a health agenda for prevention and self-management of their multiple chronic conditions. It will be formed by the home and mobile monitoring systems, their associated health, mobility and location sensors and the caretaker site, as depicted in Figure 1.

Figure : eCAALYX Vital Sigs view from PC

H@H

Health@Home

OBJECTIVES

The Health at Home project aims at solving societal problems related to the provision of healthcare services for elderly citizens affected by Chronic Hearth Failure (CHF), by enabling remote self-management of the patients and connecting in-hospital care of the acute syndrome with out-of-hospital follow-up. The new homecare model allows the medical staff to monitor situations at distance and take action in case of necessity. This strategy will decrease the acting time and will reduce re-hospitalizations, resulting in an improved quality of life for patients and in a cost reduction for the Sanitary System.

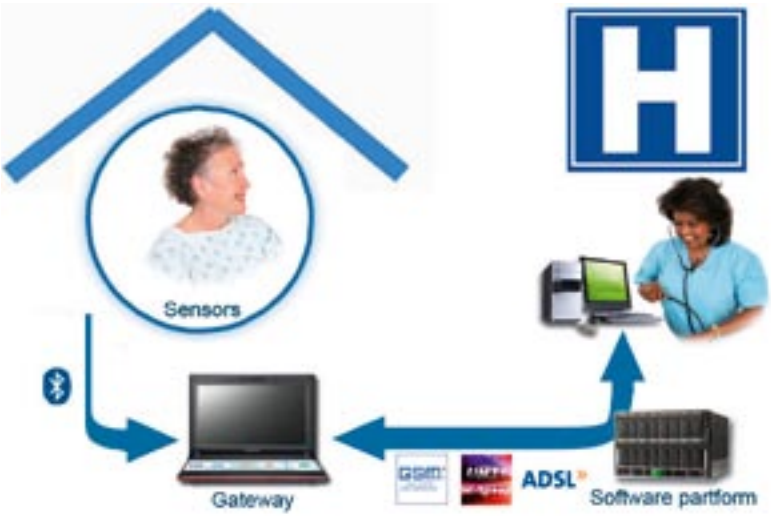

Figure 1 – H@H System Architecture

Name of the project :
H@H / Health@Home

Coordinator: Consorzio Pisa Ricerche

Duration: 30 Months

Starting date: 1 February 2009

Total budget: 2.699.799 €

Public contribution: 1.178.600 €

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Consorzio Pisa Ricerche
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Website: http://www.health-at-home.eu/

PROJECT OVERVIEW

By using wearable sensors patients' physio-pathological cardiovascular and respiratory parameters are acquired and transferred to a remote server. The gathered data are continuously monitored by an automatic processing system and accessible by the medical staff, who can take action in case of necessity. The H@H system, which is based on a Operating Protocol (OP), is

directly integrated with the Hospital Information System (HIS). The OP consists of a set of actions that the patient must follow during the monitoring. The OP can be customized depending on the patient's needs and possible disease evolution when necessary. The actions are simple tasks like taking measurements or replying to simple questions. The system has the typical client/server architecture (see Figure 1). The client side is located at patient's home and consists of a home gateway and a set of biomedical sensors (see Figure 2). The server side, installed at the health service facilities, accepts and processes data from gateways making them available in the HIS.

Figure 2 - Home gateway and sensors

RESULTS & IMPACT

- The Health at Home system is expected to enhance the quality of life of CHF patients (at present 14 million of European Citizens with an incidence of 3,6 million of new cases per year), to improve the effectiveness and cost management of specialized centres thus reducing costs for the public sanitary system;
- H@H ICT technologies have been successfully proved through a demonstration phase under medical control with 30 CHF patients. Clinical validation and economical assessment for this new healthcare model has to be performed by involving a wider number of patients.

PARTNERS

CONSORZIO PISA RICERCHE Scarl	Research organisation	ITALY	www.cpr.it
CARIBEL PROGRAMMAZIONE Srl	Big company	ITALY	www.caribel.it
CAEN Spa	SME	ITALY	www.caen.it
MEDIASOFT Ltd	SME	SLOVENIA	www.mediasoft.si
Fundación CITIC	Centre of Innovation and Technology	SPAIN	www.citic.es
Hospitales Universitarios «Virgen del Rocío"	Health institution	SPAIN	www.huvr.es
Fondazione Gabriele Monasterio	Health institution	ITALY	www.ifc.cnr.it/fgm
Zdravstveni Dom Koper	Health institution	SLOVENIA	www.zd-koper.si

HAPPY AGEING

A Home based APProach to the Years of AGEING

OBJECTIVES

The Happy Ageing project aims to prevent the incidence of chronic conditions and to manage such conditions when present, supporting independent living; to develop and integrate a customizable system matching the demand for technology by the elderly with current market supply, and directly involve the end-user in the development phase, assessing the user's expectations and needs, assuring user acceptance of the new system.

The project search to stimulate business innovation and create market opportunities to distribute and sell HAPPY AGEING devices.

Name of the project :
HAPPY AGEING / A Home based APProach to the Years of AGEING

Coordinator: Dr. Fiorella Marcellini – INRCA, IT

Duration: 28 Months

Starting date: 1 April 2009

Total budget: 1.673.779 €

Public contribution: 986.153 €

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60124 Ancona (IT)

Website: http://happyageing.info/

PROJECT OVERVIEW

HAPPY AGEING system will be composed of three main modules:

- A lifestyle monitor, able to record main activities taking place in the home and compare them with habits of the monitored subject.
- A navigation assistant to support the user in moving in close environment.
- A personal assistant characterized by two main groups of functions:
  a) Support in reminding or performing actions;
  b) Support in searching for personal objects such as spectacles or keys all around the home.

End users, their families and carers constitute the core of the project: their needs and expectations will drive all the design and development phases and will be completely assessed in the final pilot phase.

The end-users involvement will be completed by a field trial on 15 older people, in three countries (IT, HU, NL), including the analysis of the technical achievements/requirements, acceptance and usability of the prototypes, ergonomics and psychological aspects, and data for the Cost Benefit Analysis.

RESULTS & IMPACT

- There is considerable scope for the development and application of assistive technology to make the homes of older people more able to support care, either self-care or by others;
- HAPPY AGEING, will stress this issue, trying to reduce the costs for caring with a less use of institute and to strength the position of older persons as active consumers, making their individual demands clearer by a deep analysis of user's needs.

PARTNERS

ISTITUTO NAZIONALE DI RIPOSO E CURA PER ANZIANI V.E. II (INRCA)	Research organization	Italy	www.inrca.it
FUNDACIÓ PRIVADA CETEMMSA (CETEMMSA)	Research organization	Spain	www.cetemmsa.com
SPEED AUTOMAZIONE Srl (SPD)	Company	Italy	www.speedautomazione.it
GLOBAL SECURITY INTELLIGENCE LIMITED (GSI)	SME, Business	United Kingdom	www.globalseci.com
AB.ACUS Srl (ABACUS)	SME	Italy	www.ab-acus.com
INSTITUTE OF SOCIOLOGY, HUNGARIAN ACADEMY OF SCIENCES (ISO)	Research organization	Hungary	http://socorg.socio.mta.hu/
ASSOCIATION OF CATHOLIC ORGANIZATIONS OF SENIOR CITIZENS (UNIEKBO)	End-users	The Netherlands	www.uniekbo.nl

HELP

Home-based Empowered Living for Parkinson's Disease Patients

OBJECTIVES

The HELP project intends to provide Parkinson Patients with a system that can supply specific amounts of drug according to their physical activity requirements at any moment. Because it is a continuous drug delivery system, drug peaks and "valleys" in the blood stream are avoided and so improving classical PD symptoms. The HELP system is made up of a wearable subcutaneous pump, a intraoral cartridge inserted in patients' mouth, a wearable movement sensor, blood pressure device and a control system that is constantly sending data, checking the patient and calculating the right quantity of drug to be supplied.

Name of the project :
HELP / Home-based Empowered Living for Parkinson's Disease Patients

Coordinator: Jordi Rovira Simón

Duration: 3 years

Starting date: 1 June 2009

Total budget: 11.625 M€

Public contribution: 4.65 M€

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PROJECT OVERVIEW

The *HELP* Project consortium is designing a Health Monitoring System specifically targeted for the needs of Parkinson Disease (PD) patients.

Without treatment, PD progresses over 5–10 years to a rigid, a kinetic state in which patients are incapable of caring for themselves. Death frequently results from complications of immobility, including aspiration pneumonia or pulmonary embolism. The availability of effective pharmacological treatment has altered radically the prognosis of PD; in most cases, good functional mobility can be maintained for many years, and the life expectancy increased substantially. Primarily, therapies are aimed at minimizing symptoms and maximizing function and quality of life.

However, intensive supportive care is needed, demanding the allocation of enormous resources besides the strictly medical ones. This suggests an alternative way to face PD, not only in managing patients at an individual level, but also in optimizing cost effectiveness of health care plans.

The *HELP* System ("Home-based Empowered Living for Parkinson's disease patients" proposes solutions to improve quality of life of PD patients based on:

- A Body Sensor and Actuator Network (BS&AN) made up of portable/wearable and home devices to monitor health parameters (e.g. blood pressure) and body activity (e.g. to detect gait, absence of movement), and to release controlled quantity of drugs in an automatic fashion.
- A remote Point-of-Care unit to supervise the patients under clinical specialists control.

PARTNERS

Telefónica I+D	Telecom R&D company	Spain	www.tid.es
UPC	University	Spain	www.upc.cat
ABAT	Hospital	Spain	http://www.fhcsaa.cat/a52r.htm
NEVET	SME	Israel	http://www.maccabi4u.co.il/1781-he/Maccabi.aspx
Peh-Med	SME	Israel	http://www.peh-med.com/
Telecom Italia	Telecom	Italy	http://www.telecomitalia.com/
University of Palermo	University	Italy	http://portale.unipa.it/
HSG-IMIT	Research Centre	Germany	http://www.hsg-imit.de/
MSG	SME	Germany	http://mobile-solution-group.de/

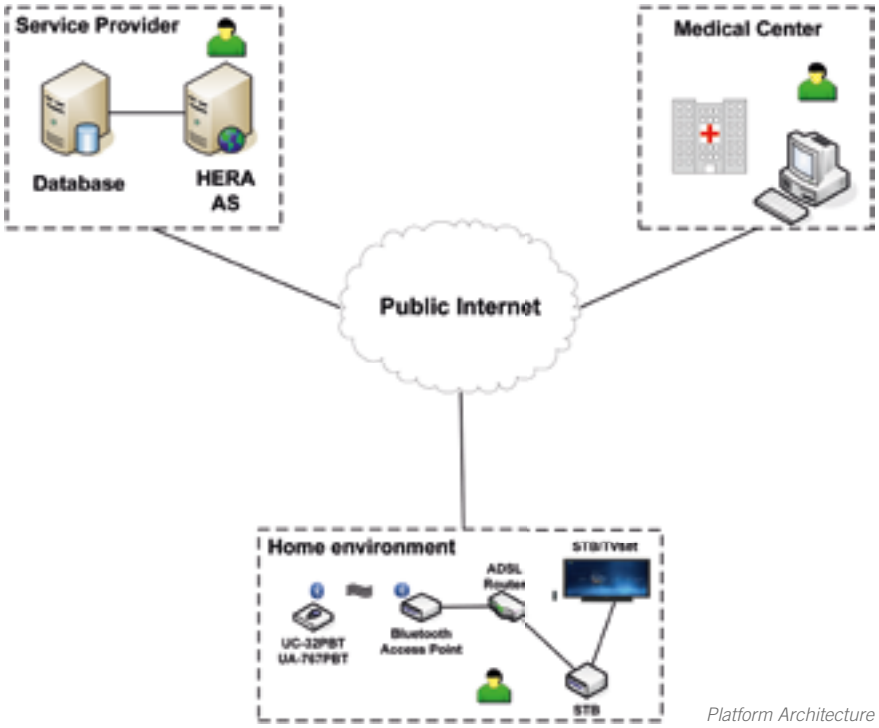
RESULTS & IMPACT

This project intends to provide a proof that a monitoring drug delivery system can improve the quality of live of Parkinson patients. We want to test whether this system is seen like an improvement in the three different countries we are setting pilots. Because this consortium is very targeted on the eHealth market, each of the partners is very interested in whether commercialize or improve their prototypes its services and devices or testing a specific drug that we are using in HELP.

HERA

Home sERvices for specialised elderly Assisted living

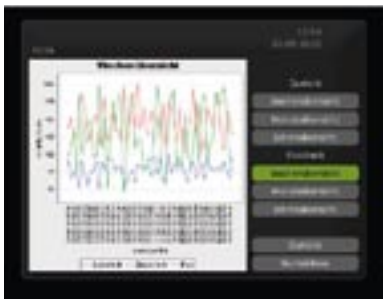
OBJECTIVES



Platform Architecture

The main project objectives include the design, development and deployment of the following main categories of services over the HERA platform:

- Cognitive reinforcement services;
- Physical reinforcement services;
- Patient specific home care services;
- General home care services for elderly.



Blood Pressure monitoring service in AonTV

Name of the project :
HERA / Home sERvices for specialised elderly Assisted living

Coordinator: A1 Telekom Austria AG

Duration: 24 months

Starting date: 1 September 2009

Total budget: 2.549.293,28 €

Public contribution: 1.575.350,00 €

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manuchehr.ghazanfari@a1telekom.at

Website: www.aal-hera.eu

PROJECT OVERVIEW

The HERA platform's architecture constitutes a **pragmatic approach**:

- All service functionality is provided at an external application server, which is accessible over the public Internet.
- The Internet-enabled TVs/Set-Top-Box provides the main Human Machine Interface for the elderly or the patient.
- The application server may communicate with other home equipment such as medical devices.

HERA includes HYGEIA hospital and FRK (Austrian Red Cross) who ensure the direct involvement of elderly users throughout the project lifetime. The consortium will carry out different installations of the platform in individual elderly households as well as centrally (at HYGEIA and FRK premises) so as to prove the efficiency of the HERA results and ensure that the final outcome really meets end user and market needs.

Cognitive reinforcement games

PARTNERS

A1 Telekom Austria AG	Business Partner / Technology Provider	Austria	www.telekom.at
ALCATEL-LUCENT Deutschland AG	Business Partner	Germany	www.alcatel-lucent.com
SingularLogic S.A	Technology Provider	Greece	www.singularlogic.eu
SOLINET GmbH	Technology Provider (SME)	Germany	www.singularlogic.eu
Paris Descartes University	Technology Provider (University)	France	www.univ-paris5.fr
RotesKreuz	End-user	Austria	http://www.roteskreuz.at/forschungsinstitut
DIAGNOSTIC AND THERAPEUTIC CENTER OF ATHENS- «HYGEIA» SOCIETE ANONYME	End-user	Greece	www.hygeia.gr

RESULTS & IMPACT

The project results will be:

- The HERA cognitive reinforcement personalised services and the physical reinforcement personalised services with intelligent multimodal interfaces;
- The HERA patient specific home care personalised services with intelligent multimodal interfaces;
- The HERA general home care personalised services with intelligent multimodal interfaces;
- The HERA platform with specialised services for elderly people suffering from MCI or mild/moderate AD or other diseases (diabetes, cardiovascular) with identified risk factors.

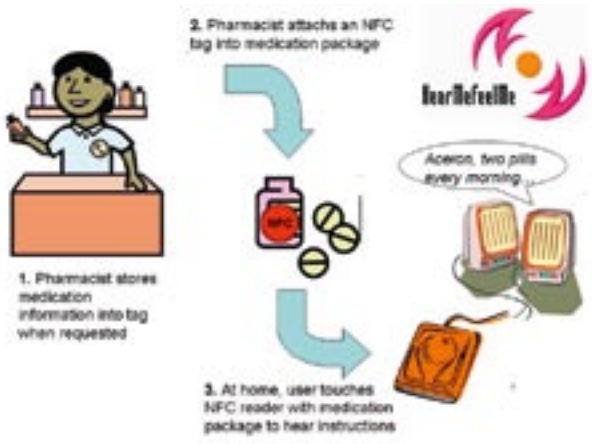
Passive communication service

HMFM

HearMeFeelMe

OBJECTIVES

Innovative ICT services and systems will be developed utilizing a low-cost infrastructure based on RFID based NFC tags. The user can use a non-discriminating device which is familiar for them, such as their own mobile phone to access the services provided and the proposed scenarios will help elderly people with visual handicaps in medication management.



There is a tight involvement of end user organizations throughout the process and the scenarios cover the whole service chain from the pharmacy to the end user.

Name of the project :
HMFM / HearMeFeelMe

Coordinator: VTT Technical Research Centre of Finland

Duration: 29 months

Starting date: 1 July 2009

Total budget: 1,6 million €

Public contribution: 1,2 million €

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VTT, Kaitoväylä 1
90571 OULU
Finland

Website: www.hearmefeelme.org

PROJECT OVERVIEW

The HearMeFeelMe project aims at developing ICT-based systems that provide elderly people with visual impairments an easy, simple and intuitive way to access information and digital services in their home environment, allowing them to (1) have equal opportunities to participate in all aspects of the society, (2) maintain their independency, avoiding dependency on others in order accessing information and services, and (3) improve the quality of life and individual wellbeing of the elderly.

The HearMeFeelMe project deals with the chronic condition of vision impairment. There are promising possibilities to support the visually impaired elderly in better managing their everyday lives with the help of modern information and communication technology. HMFM explores the possibilities for improving the quality of life by providing mobile service access for the visually impaired elderly using services related to medication and medicine related information and services.

PARTNERS

VTT	R&D	Finland	www.vtt.fi
FFVI	End-users	Finland	www.nkl.fi
Caritas Foundation	End-users	Finland	www.caritas-saatio.fi
Oulun 6. Jousten Apteekki	Business	Finland	
Top Tunniste	Business, SME	Finland	www.toptunniste.fi
Tecnalia	R&D	Spain	www.tecnalia.info
National Center for Scientific Research "Demokritos"	R&D	Greece	www.demokritos.gr

RESULTS & IMPACT

- TECHNOLOGY: Development of haptic and audio user interfaces to support accessing and consuming medication management services and content;
- SERVICES: Using digital service access points for accessing services and information available in the everyday environment of the elderly users with vision impairment;
- METHODOLOGY: Creating frameworks for evaluation of value creation of digital services especially in the domain of elderly care and supporting the lives of elderly users.

HOPE

Smart HOme for the elderly PEople

OBJECTIVES

The “Hope” solution consists of an integrated, smart platform that enables the elderly people with Alzheimer’s disease to use innovative technology for a more independent life, easy access to information, monitor their health, which provides a basis for integrating services for the elderly population while they are at home. HOPE is a self-operated, self-adjusted, innovative intelligent IP Based Universal Control Box (UCB) that uses intelligence to manage the various connected subsystems and devices within a residence of the elderly people.

PARTNERS

Rhodes Telematics SA (RTEL)	SME	Greece	www.rtel.gr
KMOP NGO	End-User	Greece	www.kmop.gr
TRACS srl	SME	Italy	www.tracs.it
FORUS Ltd	SME	Italy	www.forus.it
Unita Operativa Geriatra-Ricerca Gerontologia-Geriatria,	End-User	Italy	http://www.operapadrepio.it/it/
Andalusian Centre of Innovation, ICT (CITIC Foundation)	R&D	Spain	www.citic.es
CETEMMSA Technological Centre	R&D	Spain	www.cetemmsa.com
I2S SA	SME	Greece	www.i2s.gr

Name of the project :
HOPE / Smart HOme for the elderly PEople

Coordinator: Dimitrios Kilias (RTEL SA)

Duration: 24 months

Starting date: 7 July 2009

Total budget: 2.138.094,00 €

Public contribution: 1.029.199, 00 €

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Rhodes 85100
Greece

Website: http://www.hope-project.eu/

PROJECT OVERVIEW

HOPE is a budgeted solution that is installed at the elderly people’ homes, and provides services for (a) life-long, self-organized, appropriate educational environment and access to information, (b) care management and health support, (c) self-monitoring and decision making.

The HOPE solution consists of an integrated, smart platform that manages a smart home with different functionalities for security, fall detection and communication. The system can be split up into two main blocks: the Server Block and the Home Block, which represent the main agent and every subsystem at each elderly user’s home respectively.

Home Block

The Home Block covers functionalities associated to each person’s environment monitoring, indicating alarms when necessary.

Server Block

The Server Block is responsible of the "thinking", decision-making functionalities of the system, including the following ones:

- Storage all information from any Home System;
- Alarm service in case of a fall detection to caregivers and relatives;
- Common information used by services or applications at Home block or used by related or doctors applications;
- Evaluation of information and provision of rules for estimating the most appropriated scenario;
- Synchronization with all Home databases;
- Interfaces to relatives and doctor to access to the different services.

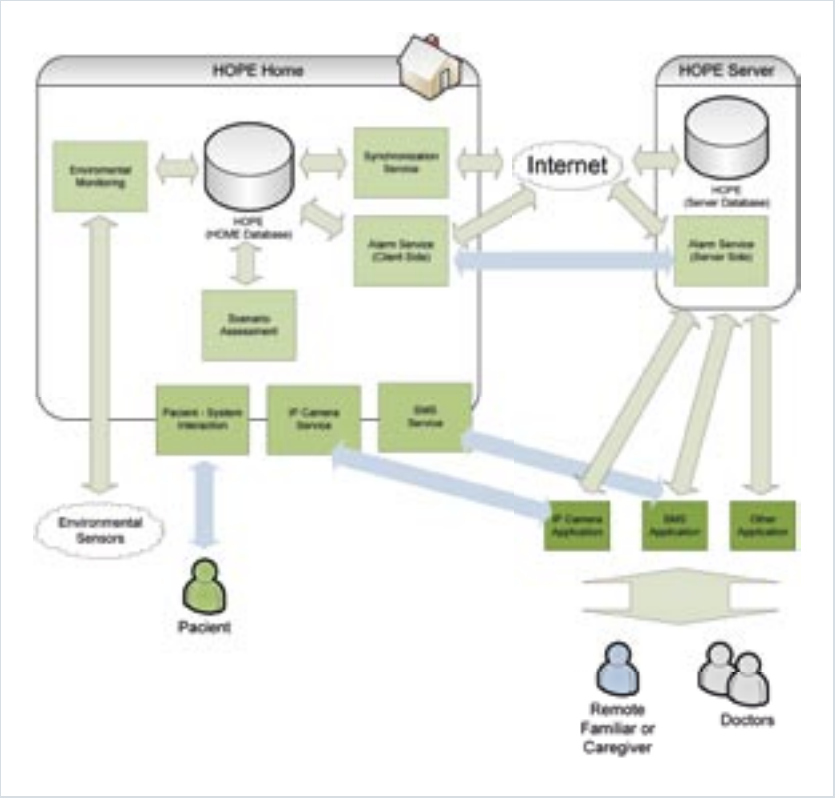

Figure 1: Scenario based Environmental and Home Health Care system architecture

RESULTS & IMPACT

The HOPE project will support the elderly people to continue with their daily tasks without, for example, being afraid to leave an appliance ON or to not remember the ingredients for preparing their or others meals. With HOPE, they will continue to feel useful and capable to participate in life.

For the elderly people with advanced illness, the benefit in the quality of life of using HOPE will be significantly important. The HOPE application could monitor the patients so they will not leave the house, turn off appliances that can be turned on accidentally etc. But most importantly, when the system senses that there is a problem (for example the patient is starting to have a panic), it will talk to him or her, or even automatically inform one of the relatives.

IS-ACTIVE

Inertial Sensing Systems for Advanced Chronic Condition Monitoring and Risk Prevention

OBJECTIVES

The general objective of IS-ACTIVE is to devise a person-centric healthcare solution for patients with chronic conditions - especially elderly people - based on miniaturized wireless inertial sensors, which provide distributed motion capture and intelligent recognition of activities and situations. The home becomes the main care environment, where patients can receive real-time feedback in order to monitor, self-manage and improve their physical condition according to their specific situation.

ProMove inertial sensor node:

Name of the project :
IS-ACTIVE / Inertial Sensing Systems for Advanced Chronic Condition Monitoring and Risk Prevention

Coordinator: Prof. Dr. Paul Havinga, University of Twente

Duration: 36 months

Starting date: 1 April2009

Total budget: 1,814,812 €

Public contribution: 1,394,777 €

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The Netherlands

Website: www.is-active.eu

Demonstration of the Orange submarine game:

PROJECT OVERVIEW

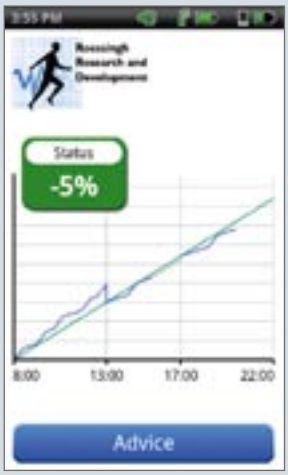
The project emphasizes the role of the home as care environment, by providing real-time support to patients. IS-ACTIVE proposes a combined technological solution, which uses intelligent miniaturized inertial sensing used for ambulatory human movement analysis, and wireless communication.

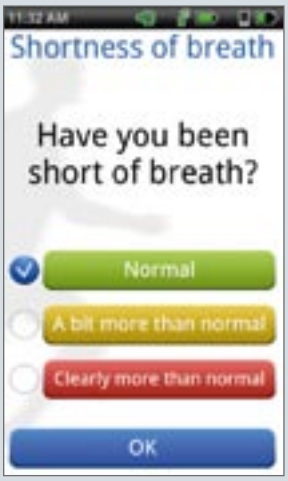
The IS-ACTIVE sensor-based system is meant to provide the patients:

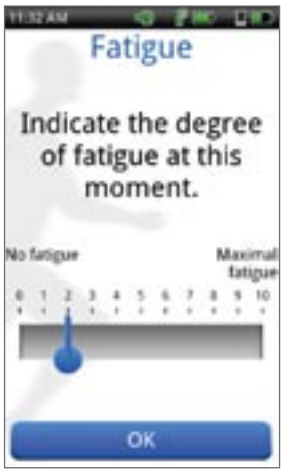
- An effective sensing system for daily use, which analyzes in real-time their physical activity and condition;
- An easy-to-use interface and a natural feedback, so that they become easily aware about the importance of self-management.

Field trials will be conducted in different locations and their results are expected to provide qualitative and quantitative indications on the system accuracy, robustness, reliability and usability, together with assessing the user experience regarding the motivation in self-managing the chronic condition.

Screenshots of the smart phone feedback device:







RESULTS & IMPACT

IS-ACTIVE aims at producing tangible results in the form of fully-functional prototypes with a relatively short estimated time to market (1-2 years).

The IS-ACTIVE consortium aims to design, build and test systems that can eventually be bought and used by the individuals, instead of being the property of healthcare institutions. IS-ACTIVE will attempt to shift medical device technology into the mainstream consumer electronics market. This implies that there is a strong focus towards ease of use, integration and pricing.

PARTNERS

University of Twente	R&D	The Netherlands	www.utwente.nl
Roessingh Research & Development	R&D, SME, End-users	The Netherlands	www.rrd.nl
Inertia Technology	R&D, SME	The Netherlands	www.inertia-technology.com
Norwegian Centre for Integrated Care and Telemedicine	R&D, End-user	Norway	www.telemed.no
NORUT Northern Research Institute	R&D	Norway	www.norut.no
University Hospital Elias	R&D, End-user	Romania	www.spitalul-elias.ro
PROSYS PC	R&D, SME	Romania	www.prosyspc.ro

PAMAP

Physical Activity Monitoring for Aging People

OBJECTIVES

The aim of the PAMAP project is to develop an ICT-based system for accurately monitoring the physical activity of elderly, in a clinical environment, as well as, in daily life. By putting in evidence possible deficits, health professionals are provided with objective information to enable well-founded diagnosis, better supervision of therapies, and better success measures. At the same time, by providing an entertaining and motivating user interface, the elderly should be encouraged to improve their level of physical activity.

Name of the project :
PAMAP / Physical Activity Monitoring for Aging People

Coordinator: Prof. Dr. Didier Stricker

Duration: 36 months

Starting date: 01 July 2009

Total budget: 2.771.929 €

Public contribution: 1.987.369 €

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Website: http://www.pamap.org

PROJECT OVERVIEW

The PAMAP system comprises two separate conceptual parts: information acquisition and information management. Information acquisition is based on a network of sensors, e.g. miniature inertial sensors, which are worn by the subjects in order to measure their motions and other vital signs. Innovative information processing technology is then used to extract the relevant parameters of physical activity. The information management system consists of the infrastructure and applications that enable the system users – the monitored subject, her family and friends, and the clinicians – to share, review and analyse the collected activity data, exchange information, communicate and interact.

A clinical study based on individualized exercise programs for fit and healthy elderly, cardiovascular and functional disease patients is planned at the end users site for the final project phase (November 2011 to March 2012).

Pamap Activity Screen

Pamap Daily Activity Level

RESULTS & IMPACT

- The expected result of the PAMAP project is a modular ICT solution, composed of several self-contained system components: sensory equipment, algorithms and software for physical activity analysis, visualization, and patient feedback, and an Electronic Health Record application with web and i-TV interfaces.
- The purpose of this system is to support physical activity monitoring for private (prevention) and professional (secondary prevention and rehabilitation) purposes.

PARTNERS

DFKI	R&D, Coordinator	Germany	http://www.dfki.de
INTRACOM TELECOM	Business, R&D	Greece	http://www.intracom-telecom.com/
University of Compiegne	R&D	France	http://www.utc.fr/
TRIVISIO Prototyping GmbH	SME	Germany	http://www.trivisio.com/
Centre Hospitalier Universitaire de Rennes	End user	France	http://www.chu-rennes.fr/

REMOTE

Remote health and social care for independent living of isolated elderly with chronic conditions

OBJECTIVES

The project will advance the state-of-the-art in fields of tele-healthcare and ambient intelligence (AmI) and enhance the elderly's personal environment with audio-visual, sensor / motoric monitoring, and automation abilities for tracing vital signs, activity, behaviour and health condition, and detecting risks and critical situations as well as providing, proactively and reactively, effective and efficient support at home.

Then, in order to focus on the specific risks and problems experienced by elder individuals and due to the growing gap between urban and rural areas, the project is aimed to enable professional carers to access remotely past activity and medical data of their patients at anytime and from anywhere.

PROJECT OVERVIEW

Scale-up of existing research prototypes and development of new systems for collecting human- and context-related data will be deployed. These include wearables and sensors for detecting intra-oral miniature wetness and jaw movements, body temperature, heart rate, human posture, etc., as well as sensors and actuators to be installed in premises for providing context information, e.g., air temperature, human location and motion, etc.

Ultimately, to support professionals to identify and react collaboratively to health risks by monitoring at anytime and from anywhere real-time, activity and medical data of isolated elderly, the project introduces an innovative, ontology-driven, open reference architecture and platform that will enable interoperability, seamless connectivity and data sharing among different services.

Name of the project :
REMOTE / Remote health and social care for independent living of isolated elderly with chronic conditions

Coordinator: Prof. Nicos Maglaveras, Centre for Research and Technology Hellas

Duration: 36 months

Starting date: 1 June 2009

Total budget: 3.410.726 €

Public contribution: 2.249.194 €

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Website: http://www.remote-project.eu/

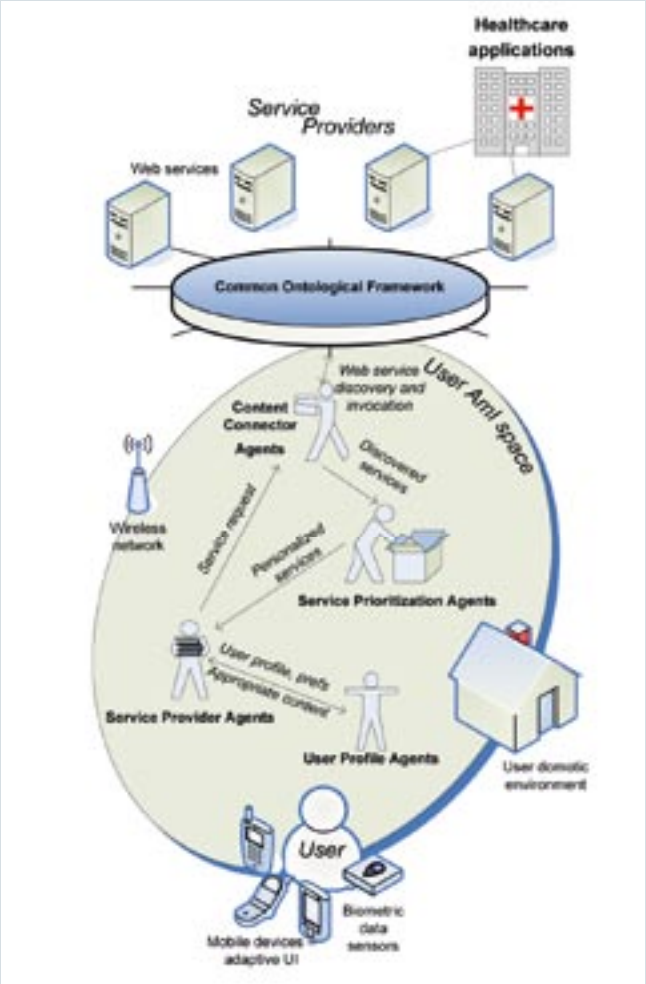

Figure 1. REMOTE AmI abstract and functional architecture

PARTNERS

SIEMENS S.A.	Large Enterprise	ES	www.siemens.com
TSB Soluciones S.A.	SME	ES	www.tsbtecnologias.es/inicio/index.php
Universidad Politecnica de Madrid	RES	ES	www.lst.tfo.upm.es
Fundación para la Investigación Médica Aplicada	RES	ES	www.cima.es
Saliwell (renamed to Peh-Med Ltd.)	SME	IS	www.saliwell.com
Centre for Research and Technology Hellas	RES	EL	www.certh.gr
Foundation for Research and Technology – Hellas	RES	EL	www.ics.forth.gr
Netscouts gemeinnuetzige GmbH	Applied Research	DE	www.netscouts-ggmbh.de
Abama Technologies S.L.	SME	ES	www.abama.es
University Hospital of North-Norway (UNN) - Norwegian Centre for Telemedicine	Non commercial organization	NO	http://telemed.no
The European Older People´s Platform	Non profit organisation	BE	www.age-platform.org/
Bluepoint IT Solutions	SME	RO	www.bluepoint-it.ro/
Medea SRL	SME	IT	www.medeaproject.eu
Fraunhofer-Institut für Biomedizinische Technik	Industrial Research	DE	www.ibmt.fraunhofer.de/fhg/ibmt_en/biomedical_engineering/biomedical_microsystems/index.jsp
Ortholine Ltd.	SME	IS	www.ortholine.co.il

RESULTS & IMPACT

Regarding REMOTE's progress beyond the state-of-the-art in integration of technologies and products, the following areas are characteristic.

- Open reference architectures and ontologies;
- Intelligent agents and AmI framework;
- Wearables, sensors and health/activity monitoring;
- Independent living applications;
- Social support applications;
- In-home and domotic sensors and localisation systems;
- User interfaces and adaptive systems;
- Tele-healthcare products and services;
- Information extraction and use;
- Understanding of (chronic) and age-related conditions;
- Patient modelling (the medical perspective;
- User modelling (the human-machine interaction perspective;
- Elderly-friendly user interface design & development;
- Evaluation methods and tools;
- Guidelines, standards and policy.

ROSETTA

Guidance and Awareness Services for Independent Living

OBJECTIVES

The objective of ROSETTA is to help community dwelling people with progressive chronic disabilities, such as Alzheimer's Disease, to retain their autonomy and quality of life as much as possible and to support their (in)formal carers by developing and providing an ICT system that offers activity guidance and awareness services for independent living.

Elderly Day Navigator (EDN)

Name of the project :
ROSETTA / Guidance and Awareness Services for Independent Living

Coordinator: Dr. I.P. Karkowski (TNO)

Duration: 36 months

Starting date: 1 June 2009

Total budget: 3.273.350,- €

Public contribution: 2.232.418,- €

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The Netherlands

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Fall detection alarm (AAPS) en mobile video observation functionality

PROJECT OVERVIEW

The functionalities of the ROSETTA system can be summarized as:

- Monitor activities of elderly persons with sensors.
- Generate alarm when unexpected/deviant (in) activity are predicted or detected (for example a falls).
- Generate warning when longer term deviations from the personal behaviour are detected.
- Support the elderly in carrying out daily and recreational activities.

The ROSETTA system will be designed, pretested and evaluated in field trials with users (elderly people with dementia and their (in)formal carers) in three countries: Belgium, Germany and The Netherlands. The evaluation will focus on:

- User friendliness and usefulness of the system.
- Impact of the system on the autonomy, quality of life and delay of nursing home admission of elderly people with chronic disabilities, and burden and feelings of competence of their informal carers.

A business model will be developed to implement the developed ROSETTA system in regular care arrangements for elderly people with progressive chronic disabilities.

PARTNERS

Eaton Electric BV	SME	Netherlands	www.eaton.com
AVICS BV	SME	Netherlands	www.avics.nl
Landsbond der Christelijke Mutualiteiten	End-user	Belgium	www.cm.be
CPS Europe BV	SME	Netherlands	www.cps-europe.nl
FRAUNHOFER-Gesellschaft zur Förderung der angewandten Forschung e.V.	R&D	Germany	www.iese.fraunhofer.de
I+	SME	Italy	www.ipiu.it
Novay	R&D	Netherlands	www.novay.nl
TNO Defense, Security and Safety	R&D	Netherlands	www.tno.nl
Vilans	R&D	Netherlands	www.vilans.nl
Vereniging voor Christelijk Hoger Onderwijs, Wetenschappelijk onderzoek en Patientenzorg, waarvan uitgaand VU medisch centrum	R&D	Netherlands	www.vumc.nl
Westpfalz-Klinikum GmbH	End-user	Germany	www.westpfalz-klinikum.de
Zorgpalet Baarn-Soest	End-user	Netherlands	www.zorgpaletbaarnsoest.nl
CIBEK technology + trading GmbH	SME	Germany	www.cibek.de

RESULTS & IMPACT

The proposed project ROSETTA focuses on the prevention, early detection and efficient management of treatable psychosocial and physical consequences of chronic diseases that are accompanied by progressive cognitive decline and an increased risk of straying and falling during the advanced stages of the disease.

ROSETTA will provide benefits for end-users:

- Increased ability to perform the activities of daily living and to maintain self-sufficiency for a longer period of time;
- A feeling of safety in one's own home for a longer period of time;
- Improvement of the quality of life;
- Prevention of overload of the caregiver and as a result prevention of burn-out;
- Early detection of deviations in the patients' behaviour.

Situation Assessment using Smart Camera technology (AAPS)

SOFTCARE

Unobstrusive plug and play kit for chronic condition monitoring based on customized behaviour recognition from wireless localization and remote sensoring

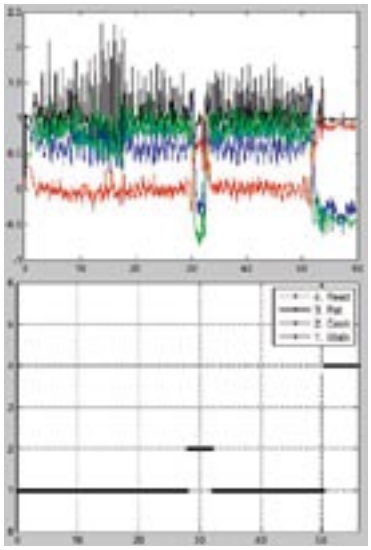
OBJECTIVES

SOFTCARE project aims to make a major advancement in the field of home monitoring by providing a home-based kit that will help to detect potential problems by delivering to carers relevant and useful information on senior users daily activity and will also warn carers in case of falls or abnormal behaviours that might be related with a dangerous situation.

Additionally, SOFTCARE will also provide a **voice communication channel** between carers and senior users.

PARTNERS

Centre de Recerca I Innovació de Catalunya, S.A. (CRIC)	R&D SME	SPAIN	http://www.cric.cat/
Forschungsinstitut des Wiener Roten Kreuzes (FRK)	End-user	AUSTRIA	http://www.roteskreuz.at/wien/forschungsinstitut-des-roten-kreuzes/
MeshWorks Wireless Ltd. (MWW)	SME	FINLAND	http://www.meshworkswireless.com/
HealthSystems Group (HEALTHSYSTEMS)	SME	UNITED KINGDOM	http://www.healthsysconsult.co.uk/
Central European Institute of Technology CEIT RALTEC	End user & R&D	Austria	http://www.ceit.at/ceit-raltec



Name of the project :
SOFTCARE / unobstrusive plug and play kit for chronic condition monitoring based on customized behaviour recognition from wireless localization and remote sensoring

Coordinator: CENTRE DE RECERCA I INNOVACIÓ DE CATALUNYA, S.A. (CRIC)

Duration: 36 months

Starting date: 1 November 2009

Total budget: 1.205.832,94 €

Public contribution: 649,834.99 €

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Softcare

PROJECT OVERVIEW

The SOFTCARE project (funded under the AAL JP) has developed a prototype of a monitoring system for seniors that allow carers (formal and informal) and senior users to get real-time alarms in dangerous or potentially dangerous situations and warnings on long-term trends that could indicate a future problem. This objective is achieved by the implementation of the designed Artificial Intelligence techniques that allow the recognition of daily activities based on the data obtained from an accelerometer (bracelet device) and location information. Users need to wear a bracelet containing a 3D-accelerometer and a Zigbee module that will communicate the bracelet (mobile node) with the rest of static devices on the user's home (one per room).

Additionally, as a support tool, a full-duplex hands-free voice communications channel between emergency call-centre and seniors using SOFTCARE is also provided by the system using loudspeakers and microphones contained in the static nodes.

RESULTS & IMPACT

- The SOFTCARE system will be formed by a set of devices of different kinds (mobile, static and gateway), the firmware contained on this devices and the server application that receives the data from the devices and before storing it processes it detecting activities and risk situations and generating the related alarms if required.
- Additionally, the project will produce useful research results in the fields of usability of home monitoring systems, activity recognition based on accelerometer information and location and following the conclusions of the market survey executed during WP1 of the project.

AMBIENT ASSISTED LIVING

CALL 2

ICT based solutions for Advancement of Social Interaction of Elderly People

3rD-LIFE

3D virtual environment for social interaction of elderly people

OBJECTIVES

To improve the quality of life of ageing people providing them with a virtual tool for interacting with other users and other functionalities which will be achieved through the development of a tool consisting in a 3D virtual environment especially adapted to be used by ageing people. With only a computer and an internet connection, they will be able to, from their own homes and through their own voices, communicate with other users, make audio and video calls to real world terminals and have a more joyful and active live thanks to the applications that will be implemented.

Name of the project :
3rD-LIFE / 3D virtual environment for social interaction of elderly people

Coordinator: Dr. Cristina Buiza

Duration: 18 months.

Starting date: 1 July 2011

Total budget: 1.7 Mil €

Public contribution: 1.03 Mil €

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PROJECT OVERVIEW

The users will be represented as avatars, since the accessibility, usability and navigation will be central points. The target group is mainly people from 60 to 75 years old without specific cognitive problems.

The operative objectives of the project will be:

To develop a fully functional 3-dimensional computer simulation platform, to design and create the content of the platform on 3D environment that will constitute the functionalities, visual aspect and interaction possibilities and to include existing tools and applications (interoperability), through new adaptations to be used in the 3D virtual environment.

3rD-Life aims to validate the final solution in pilot testings in two EU countries to ensure the reliability, usability and adaptability to the final users needs and to develop a detailed exploitation plan for the results of the project.

Finally 3rD-Life will disseminate the project results to final users, public administrations and research community.

RESULTS & IMPACT

- A 3D virtual environment for elderly people, to allow them from their own homes and with only a common PC and an Internet connection, access to a virtual world where they will establish social relationships with known or new persons, learn new things through e-learning tools, look up the latest news, play games, etc., as well as making phone and video calls;
- Pilot testing of the 3D solution with a target group of elderly users in Spain and Austria

PARTNERS

Fundación Instituto Gerontológico Matia-INGEMA	R&D	Spain	Www.ingema.es
University of Ljubljana	University	Slovenja	www.ltfe.org/english/about/
One2tribe	SME	Poland	Www.one2tribe.pl
Information & Image Management Systems	SME	Spain	Www.ims.es
Center for usability research and engineering	R&D	Austria	Www.cure.at

ALIAS

The Adaptable Ambient Living Assistant

OBJECTIVES

The objective of the project Adaptable Ambient LIving ASsistant (ALIAS) is the product development of a mobile robot system that interacts with elderly users, monitors and provides cognitive assistance in daily life, and promotes social inclusion by creating connections to people and events in the wider world. The system is designed for people living alone at home or in care facilities such as nursing or elderly care homes. ALIAS is embodied by a mobile robot platform with the capacity to monitor, interact with and access information from on-line services, without manipulation capabilities.

Name of the project :
ALIAS / The Adaptable Ambient Living Assistant

Coordinator: Prof. Dr. -Ing. Frank Wallhoff

Duration: 36 months

Starting date: 1 July 2010

Total budget: 4.022.075 €

Public contribution: 2.529.165 €

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Website: http://www.aal-alias.eu/

PROJECT OVERVIEW

One focus of the project lies on questions of social acceptance of robot systems in general and in specific within the named user groups.

The consortium aims at integrating a commercial pilot that includes all state-of-the-art communication media. On top of the integration of existing solutions, two novelties will be introduced:

a) A novel cognitive user interface concept is introduced to ensure a good usability

b) A proactive behaviour of the robot platform will ensure that the user stays in contact with his surroundings and gets mentally stimulated;

c) The third unique selling point is a Brain-Computer-Interface (BCI) that will be included in order to train and preserve the mental functions of the user.

RESULTS & IMPACT

- Easy-to-use and fault tolerant human-machine interface on mobile robot platform;
- Integration framework on the basis of mobile platform approved by German;
- Technical Inspection Agencies (TÜV) and meeting European Directives;
- Innovative web services for elderly to discover new contacts and to sustain meaningful online relationships;
- Strong user-group inclusion through all design and development phases;
- High market potential assured by 3 business partners in the consortium.

PARTNERS

Technische Universität München	R&D	DE	www.tum.de/
Technische Universität Ilmenau	R&D	DE	www.tu-ilmenau.de/
MetraLabs GmbH	SME	DE	www.metralabs.com/
cognesys GmbH	SME	DE	www.cognesys.de/
Eurecom	R&D	FR	www.eurecom.fr/
g.tec Guger Technologies OG	SME	AU	www.gtec.at/
Fraunhofer IDMT's project group Hearing, Speech and Audio Technology	R&D	DE	http://www.idmt.fraunhofer.de/hsa/
pme Familienservice GmbH	End-users	DE	www.familienservice.de/
Youse GmbH	SME	DE	www.youse.de/

ALICE

Advanced Lifestyle Improvement system & new Communication Experience

OBJECTIVES

ALICE objectives can be summarized as follows:

- Investigate current communication practices of elderly people.
- Simplify electronic communication based on novel and existing technology in fields like interactive TV and video conferencing.
- Optimise visual user interfaces and related input devices for specific use by elderly people
- Develop, test and comprehensively evaluate pilot Web applications, focusing on social networking and “togetherness”.
- Investigate economic issues in order to guarantee maximum commercial impact of the research results.

Name of the project :
ALICE / Advanced Lifestyle Improvement system & new Communication Experience

Coordinator: Kurt Majcen

Duration: 24 Months

Starting date: 1 March 2010

Total budget: 1.784.340 €

Public contribution: 1.114.126 €

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Website: www.aal-alice.eu

PROJECT OVERVIEW

Elderly people often have limited mobility and may be housebound, often living some distance away from their friends and family. They can lose touch with their beloved ones and friends, becoming socially isolated and lonely. The overall objective of ALICE is to enhance the quality of life, sense of well-being, social interaction and connectivity of elderly people in their home environments.

ALICE will research, develop and integrate a set of ICT based services into the existing TV set, allowing elderly people to enjoy experiences of communication and social interaction based on ICT. By doing this, ALICE will lead the way for elderly people to remotely share moments of enjoyment, laughter and fun as if they were face-to-face with their loved ones. The central part, around which ALICE is developed, is a fit for purpose set-top box (STB) directly connected to an existing TV set.

RESULTS & IMPACT

Beyond processing a successful pilot trial in The Netherlands involving 100 people, there is the strategy to further develop and improve the ALICE system and to expand the exploitation possibilities. Providing the ALICE system to a targeted share of approx. 8% of the elderly people in the Netherlands; including the target group of handicapped people in the Netherlands and exploiting the ALICE application within other countries – starting from Europe and widening to other parts of the world by using already existing partnerships.

PARTNERS

AT4 wireless S.A.	Business	Spain	www.at4wireless.com
JOANNEUM RESEARCH Forschungsgesellschaft mbH	Research	Austria	www.joanneum.at
Mens en Zorg BV	End User Partner	The Netherlands	www.mezorg.nl
ThuisConnect BV	SME	The Netherlands	www.thuisconnect.nl
ZYDACRON Austria GmbH	SME	Austria	www.zydacron.com

AMCOSOP

Ambient Communication for Sense of Presence

OBJECTIVES

The project goals are to develop a novel communication interface for the elderly, and to introduce it to them through thorough field trials, to implement the project in the following phases: preparation, user requirement probes, system definition, subsystem development (hardware,software,services) and implementation, integration, user testing and evaluation, dissemination, and to enable project partners to use their expertise for developing and validating a system for elderly people in an international environment.

Name of the project :
AMCOSOP / Ambient Communication for Sense of Presence

Coordinator: Prof. Jukka Vanhala, Tampere University of Technology

Duration: 30 Months

Starting date: 1 October 2010

Total budget: 2,406,849.00 €

Public contribution: 1,601,616.00 €

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PROJECT OVERVIEW

AMCOSOP project is aimed at elderly people, with the goal of reducing their loneliness and fear of isolation. This will be accomplished by providing its users a sense of presence with their relatives, friends, and health care personnel, and assuring that the elderly are never left alone. In this project a software platform for managing communication and user-friendly terminal devices is developed. Information from people in the safety net is collected and displayed in visible form to the elderly, giving them the ability to decide when to initiate social connections, other activities or connect to a service provided by the system.

With the system it is also possible to connect independently living people to service networks available in their region. As a new system is developed it brings new business opportunities for system developers, system administrators as well as for local system service integrators.

RESULTS & IMPACT

There are several potential users for the AMCOSOP system:

- System integrators and developers, who would commercialise the system;
- End user organisations, who can offer the system and its services to elderly people living in both rural and urban areas;
- System operators and ICT service centres, who would be responsible for the IT infrastructure and the AMCOSOP service platform;
- Local service providers and healthcare people that function as last points of contact;
- Manufacturers and turn-key concept providers;
- International research and development actors.

PARTNERS

Tampere University of Technology	University	Finland	www.tut.fi
Center for Usability Research & Engineering	Research Organisation	Austria	www.cure.at
Space Hellas S.A.	SME	Greece	www.space.gr
Saint George S.A.	SME	Greece	www.agge.gr
Pirkanmaan Senioripalvelu Oy	SME	Finland	www.pirkanmaansenioripalvelut.fi

AWARE

Ageing Workforce towards an Active Retirement

OBJECTIVES

The AWARE project aims at developing an effective solution at the European level for social inclusion of elderly people and at preparing older workers for transition to retirement. Therefore, the primary objective of the AWARE project is to develop a Social Network hosted on a telematic platform to provide innovative services to both the older workers and retired elderly people, and to contribute to social inclusion, to contribute to EU policies towards the aging society and to support companies in the management of the needs of the ageing workforce.

Name of the project :
AWARE / Ageing Workforce towards an Active Retirement

Coordinator: Instituto de Biomecánica de Valencia (IBV)

Duration: 36 Months

Starting date: 01 July 2010

Total budget: 1.373.875 €

Public contribution: 747.330 €

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PROJECT OVERVIEW

The platform developed in the AWARE is based on:

- Environment adaptation module;
- Sharing knowledge module: This module will enable workers to maintain an active role after retirement;
- ICT approach module: This module will be a trainer tool for the platform and the provided services.

The platform will be developed using open-source software and the system will be modular in design to maximize flexibility and extensibility.

Techniques of visual exploration and emotional analysis will be used to identify the preferences of ICT for the elderly people that they will use. This identification will be carried out with eye-tracking concept, monitoring and recording the way that people see a scene or image, the areas which fixes its attention, the time and the order to see the elements in their visual exploration.

A special attention will be focused in the pedagogical methodologies implemented in the platform (the educational models that will be considered will be: recreational, sociocultural, interactive, etc.).

The project aims at developing a Social Network totally designed basing on the requirements and the needs of the final users, and that will be integrated in the final platform with all the other modules.

RESULTS & IMPACT

The advantages and benefits expected are the following ones:

- Maintain the elder person active after retirement, hence promoting an active ageing;
- Create web communities of retired workers to share experience, skills and expertise;
- Respond to current trends of the Ageing workforce, by maintaining mentally and economically active the elder person;
- Support the companies during the whole retirement process. The benefits derived from the implementation of this technology will result in the possibility of improving expertise transfer as well as maintaining the relationship with the retired worker.

PARTNERS

Instituto de Biomecánica de Valencia	Research Organisation	Spain	www.ibv.org
Calvet, Vila & Arriaga Consulting, S.L.	SME	Spain	www.cvaconsulting.com
Ayuntamiento de Gandía	Other	Spain	www.gandia.org
Unión Democrática de Pensionistas y Jubilados de España	User Organisation	Spain	www.mayoresudp.org
Media Touch	SME	Italy	www.mediatouch.it
Technische Universität Darmstadt (TUD), Institut für Arbeitswissenschaft	University	Germany	www.arbeitswissenschaft.de

Co-Living

Virtual Collaborative Social Living Community for Elderly

OBJECTIVES

The main goal of the proposed project is the development of an ICT-based Virtual Collaborative Social Living Community for Elderly (Co-LIVING) people.

The solution will utilize and scale up the successfully developed FP6 mPower open source middleware platform to be applicable to the elderly social community interaction field.

Co-LIVING target group is the big group of healthy elderly or with light physical or psychological health problems who are self-supporting, able to move around, and can still contribute actively .

Two pilots, in the Netherlands and Norway, representing the two different use cases, will be carried out in which the Co-LIVING solution will be assessed and validated by considering its social, economical and psychological dimensions.

Name of the project :
Co-Living / Virtual Collaborative Social Living Community for Elderly

Coordinator: Orbis Medical and Healthcare Group, R. Beumers

Duration: 36 Months

Starting date: 13 October 2010

Total budget: 3.888.588 €

Public contribution: 2.706.921 €

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PROJECT OVERVIEW

Co-LIVING is based on an innovative Social Community network (SoCo-net), integrating different mobile wireless ICT based services addressing the elderly social interaction context categories of Care & Wellness, Guidance and Mobility monitoring. The solution will utilize and scale up the successfully developed IST FP6 mPower open source middleware platform to be applicable to the elderly social community interaction field achieving thus the expected Co-LIVING time-to-market perspective of 2 to 3 years after the project end.

Co-LIVING target group is the big group of healthy elderly or with light physical or psychological health problems who are self-supporting, able to move around, and can still contribute actively. They find pleasure in getting help or stimulation to be active in an outward environment. The aim of choosing the specific target group is to prevent, or reduce the risk, that these people are spending most of their time at home as they get older for a variety of accumulated (physical, psychological, psycho-social and cultural) reasons.

PARTNERS

Orbis Medical and Healthcare Group	end-users	The Netherlands	http://www.orbisconcern.nl
Philips Electronics Nederland B.V.	Big Enterprise	The Netherlands	http://www.philips.nl
University of Cyprus	Research Organisation	Cyprus	http://www.cs.ucy.ac.cy/en/home
Stiftelsen SINTEF	Research Organisation	Norway	http://www.sintef.no/Home/
Instituto Pedro Nunes - Associação Para A Inovação E Desenvolvimento Em Ciência E Tecnologia	Research Organisation	Portugal	https://www.ipn.pt
Inovamais S.A	Small or medium enterprise	Portugal	http://www.inovamais.eu
Citard Services LTD	Small or medium enterprise	Cyprus	http://citard-serv.com/
Andago Ingeniería S.L.	Small or medium enterprise	Spain	http://www.andago.com/companias/
Trondheim Kommune	Type: end-users	Norway	http://www.trondheim.kommune.no/english/

RESULTS & IMPACT

- The approach used by Co-LIVING takes a proactive action providing a solution for elderly people at the very early stages of capabilities degradation, when they are still capable to have a non-assisted independent living.
- Co-LIVING solution contributes to the advancement of knowledge in the elderly care field by the: i) development of an innovative social community model ii) development of highly innovative ICT based services, iii) creation of innovative knowledge in the area of personalized support for the elderly giving new insight in how integrated personalized ICT services can support day to day activities and improve quality of life for each one of the related stakeholders (that is, not only the elderly bus also their families, friends, etc)

ConnectedVitalityNetwork

CVN

OBJECTIVES

ConnectedVitality – The Personal Telepresence Network (CVN) – aims to link groups of senior citizens into a video communication network, enabling them to choose the activity as well as levels of social interaction according to their individual needs, abilities and lifestyle.

Name of the project :
ConnectedVitalityNetwork, CVN

Coordinator: Robbert Smit

Duration: 36 Months

Starting date: 1 June 2010

Total budget: 2.518.060 €

Public contribution: NN

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Presence Displays bv.
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E robbert.smit@presencedisplays.com

Website: www.connectedvitality.eu

CONNECTED VITALITY

PROJECT OVERVIEW

Nothing exceeds meeting people eye-to-eye but new telepresence technology provides, however the second best.

CVN results will be based on user oriented research of the elderly and elderly organisations, creating a network that supports:

- Family contact and activities – linking elderly with family, friends and relatives to support the social needs over distance;
- Care contact – linking elderly with their care professional and supporting the care plan;
- Community – linking elderly with the community based on shared interests, hobbies, pastimes and personal experiences.

RESULTS & IMPACT

We believe that with the creation of a new generation of multipoint videoconferencing formats tuned to the personal preferences of elderly. In which up to 50 people can interact and conduct social meaningful activities with each other, a new vision on meaningful contact over distance will arise.

PARTNERS

PresenceDisplays	The Netherlands	
Arvika Municipality		http://www.arvika.se/
Budapest University of Technology and Economics		http://emt.bme.hu/emt/
Famcorner		http://www.mygrandchild.com/
Fundación Andaluza de Servicios Sociales		http://www.juntadeandalucia.es/fundaciondeserviciossociales/
The Netherlands Institute for Health Promotion and Disease Prevention		http://www.nigz.nl/ http://www.sensire.nl/
University of Cyprus		http://www.cs.ucy.ac.cy/Sensire
University of Salzburg		http://www.icts.sbg.ac.at/

Elder-Spaces

Managing Older People Social Relationships for better Communication, Activation and Interaction

OBJECTIVES

The main goal of the Elder-Spaces project is to introduce a radical shift on the way social networking is delivered to and used by older adults (typically healthy individuals aged 55+), with a view to stimulate seniors to join social networks and accordingly benefit in terms of their social activation, active living and overall quality of life. To this end, Elder Spaces will design a novel ICT based social networking platform (beyond existing networks for seniors) along with a range of applications that will be delivered over this platform.

Name of the project :
Elder-Spaces /Managing Older People Social Relationships for better Communication, Activation and Interaction

Coordinator: BYTE Computer S.A.

Duration: 30 Months

Starting date: 1 April 2011

Total budget: 2.423.859,00 €

Public contribution: 1.201.718,00 €

Contact: *Nikos Drosos*
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Tel: +30 6978 238 648

Website: www.elderspaces.eu

PROJECT OVERVIEW

Overall, Elder-Spaces will make sure that the platform appeals to people who are not familiar with technology without making users technophobes; on the contrary Elder-Spaces will be proposed as a means to optimizing quality of life (e.g., more recreation opportunities, improved healthcare and better mobility). In the Elder-Spaces world:

- Applications are delivered in a human-centric manner.
- Face-to-face contacts remain important and Elder-Spaces acts as a facilitator to such contacts.
- Working life is of primary importance, since it is a decisive factor affecting older people's social life and Elder-Spaces acts as a facilitator and promoter of the "older worker" concept.
- Elderly users participate in the evolution of the platform.

RESULTS & IMPACT

Elder-Spaces will provide a range of applications (over the project's social networking platform) tailored to the needs of older user groups based on:

- Appropriate data sets, semantics and information;
- Customized social networking functionalities (based on the above datasets), such as groups, games and training programmes;
- Appropriate older people friendly user interfaces, such as ergonomic devices and interaction modalities.

The business plan for the deployment of the Elder-Spaces applications will be developed at the end of the project.

PARTNERS

BYTE COMPUTER S.A	Industry (SME)	Greece	http://www.byte.gr
ORIGO Ltd.	Industry (SME)	Hungary	http://www.origo.hu
Evangelische Stiftung Volmarstein, Forschungsinstitut Technologie und Behinderung	Industry	Germany	http://ftb-esv.de/
ANAPTYXIAKI ETAIREIA DIMOU TRIKKAION ANAPTYXIAKI ANONYMI ETAIREIA OTA - E-TRIKALA AE	SME	Greece	http://www.e-trikala.gr/
Semmelweis University	User Organization	Hungary	http://english.sote.hu/
SingularLogic Information Systems & Software Applications S.A.	Industry	Greece	http://www.singularlogic.eu/
Cybion Srl	Industry (SME)	Italy	http://www.cybion.it

elisa

Social Interaction-Screen, SI-Screen

OBJECTIVES

It is the key objective of this project to develop a new product which supports elderly in having more social contacts by using the social web. An easy to use user interface motivates the elderly to be more active and have more face-to-face communication.

Figure 1: A tentative illustration of design & functions

The Target Vision of this project has therefore been determined as:

"A new economically, socially and culturally sustainable social interaction tool that enables elderly people to easily stay or get in touch with existing and new people of interest and which helps to find and participate in accessible local activities, health and wellbeing offers."

Name of the project :
elisa / Social Interaction-Screen, SI-Screen

Coordinator: Javier Gámez Payá

Duration: 30 Months

Starting date: 1 October 2010

Total budget: 2.744.500 €

Public contribution:

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Website: www.si-screen.eu

elisa
elderly interaction & service assistant

PROJECT OVERVIEW

The core idea is to integrate new web based services such as internet telephony, instant messaging (e.g. Skype), group calendars (e.g. Google Calendar) and various types of social software (e.g. facebook.com, flickr.com, youtube.com, twitter.com) as well as applications of non-electronic service providers (leisure local offers, theatre, cinema…) into intuitively usable touch screen devices e.g. in form of digital picture frames.

The SI-Screen project aims to make technology tool useful, attractive and usable by every user, especially elderly people.

Therefore the SI-Screen is focusing on images and new concept far from the old WIMP paradigm (Window, icon, menu, pointing device), which is very easy to understand and provide together with the touch screen an intuitive handling. In addition, the age-related cognitive changes require an additional focus on accessibility and usability.

To include the needs and interests of the elderly end user will be heavily involved.

PARTNERS

SportKreativWerkstatt	Company (SME)	Germany	www.sportkreativwerkstatt.de
brainware & Data United	Company (SME)	Germany	www.brainware.ag www.data-united.de
Bundeswehr University Munich	University	Germany	www.kooperationssysteme.de
VIOS Medien	End User Organization	Germany	www.vios-medien.de
Porsche Design Studio	Company	Austria	www.porsche-design.com
helios	Company (SME)	Italy	www.helios.bz
Federació d'Associacions de Gent Gran de Catalunya	End User Organization	Spain	www.gentgran.org
Instituto de Biomecánica de Valencia	Research Institute	Spain	www.ibv.org
Servicios de Teleasistencia	Large Enterprise	Spain	www.teleasistencia.com
Tioman & partners	Company (SME)	Spain	www.tioman-and-partners.com

RESULTS & IMPACT

The core result of the project is a product that supports the interaction of elderly people with the "Social Web" and the integration of user oriented local services through an image based multimedia device that is adjusted to the needs of the target group. The focus is on easy to use, motivational and intuitive usability and the improvement of quality of life through increased social interaction and support of autonomy. Thereby, the user interface will be mainly based on pictures – in contrast to today's text centred user interfaces in the Social Web and WIMP paradigm.

Figure 2: Exemplarily illustration of SMS, E-Mail and filtered content from the Social Web

ExCITE

Enabling Social Interaction through Embodiment

OBJECTIVES

The main objective of ExCITE is to evaluate user requirements of social interaction that enables embodiment through robotic telepresence. This evaluation is performed on a Pan-European scale and with a longitudinal perspective. An existing prototype is deployed to the targeted end users, and is refined by tightly involving the users in the development cycles of the prototype throughout the project.

The technology used in the evaluation is called the Giraff robot, a telepresence device that allows anyone – professional caregivers, family and friends to virtually visit a home, move about freely and communicate with residents via videoconferencing technology.

Name of the project :
ExCITE / Enabling Social Interaction through Embodiment

Coordinator: Silvia Coradeschi

Duration: 30 Months

Starting date: 1 July 2010

Total budget: 2.853.701 €

Public contribution: 1.448.430 €

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PROJECT OVERVIEW

The ExCITE project methodology is highly inspired by a user-centric approach used for prototyping, validating and refining a solution in both multiple and evolving real contexts. In order for the results of the evaluations to be significant, prototype deployment must consider a large scale and a longitudinal perspective. This is possible in ExCITE because (1) a Giraff prototype designed to accommodate future needs already exists, (2) the members in the ExCITE project are geographically distributed in Italy, Spain and Sweden and (3) the end-user participation is closely tied to the consortium and project activities. Healthy adult volunteers have been selected at different end-user test sites. Each end user site has received a prototype to be tried and used for a period of time (up to 1 year). Currently test sites are on-going and the Giraff has already been improved technically and in user interface to address the challenges encountered. Feedback shows a very positive response from elderly and families and outlines the challenges in penetrating the organizations.

RESULTS & IMPACT

The ExCITE project will achieve a breakthrough in the application of telerobotics to elderly care by developing a low-cost, easy-to-use device with practical functionality. By focusing on simple audio-visual communications via a mobile platform, the Giraff achieves practicality and a price point that enables large-scale home deployment. By focusing on the main objective of user involvement and assessment of requirements, it will also be an eminently usable device.

The project is also expected to allow researchers in clinical and academic fields to advance their understanding of acceptable forms for social interaction in the ageing process.

PARTNERS

Örebro University (coordinator)	Academic	Sweden	www.oru.se/nt
Giraff AB	SME	Sweden	www.giraff.org
Consiglio Nazionale delle Ricerche ISTC	Academic	Italy	www.istc.cnr.it/
RatioConsulta SpA	SME	Italy	www.ratioconsulta.it/
University of Malaga	Academic	Spain	www.uma.es/
Örebro City Council	End-users	Sweden	www.orebro.se

Express to connect

OBJECTIVES

The overall objective for the E2C consortium is to develop, test and deploy a web service, which stimulates and facilitates personal storytelling, and enable interest-based connections and communication among elders and thereby empower them and enrich their life.

The E2C project focuses on finding a solution to the very challenging issues:

- Preventing the internal experience of loneliness;
- Develop a new innovative solution for an emergent EU market for “preventive social technology”;
- Creating implementation strategies that allow the solution a place in the service ecology of elderly care.

Name of the project :
Express to connect, E2C, AAL-2009-2-094

Coordinator: Thomas Hammer-Jakobsen

Duration: 3 years

Starting date: 1 March 2010

Total budget: 3.256.975 €

Public contribution: 1.776.369 €

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Website: www.express2connect.org

Express to Connect

PROJECT OVERVIEW

User driven

The E2C project follows a user-driven methodology, which divides the innovation process into two overlapping phases: A WHAT phase that focuses on what to produce and a HOW phase, which focuses on how to produce it. The process has several iterations leading to a refinement of product/service as it is being conceptualized, made tangible, tested, adjusted and tested again. **Tipple bottom-line**

Applying a user-driven methodology enables both incremental and radical product and service innovation, and integrates business model- with social innovation. As such the methodology is highly relevant when the aims are to improve 1) quality of life, 2) ensure sustainability of health and social services and 3) the creating of new jobs and business opportunities.

Data collection

The initial data collection has synthesized insights from the participating partners in relation to the issues of loneliness. Areas for further investigation were identified and validated trough user workshops in all participating countries. Based on the initial inputs, an ethnographic research scheme was developed. Based on that in depth interviews with elders has been conducted in Denmark, Sweden, Finland and The Netherland.

PARTNERS

Copenhagen Living Lab	SME	Denmark	www.copenhagenlivinglab.com
Waag Society	SME	The Netherlands	www.waag.org
Forum Virium Helsinki	R&D	Finland	www.forumvirium.fi
Laurea	R&D	Finland	www.laurea.fi/
Halmstad University	R&D	Sweden	www.halmstadlivinglab.se
Substanz	SME	Denmark	www.substanz.dk
Heutink	SME	The Netherlands	www.heutink.nl
Multimedia tables BV	SME	The Netherlands	www.verhalentafel.nl
Öresund Living Lab	R&D	Sweden	www.oresund.org
Halmstad Municipality	Public sector, end user	Sweden	www.halmstad.se

RESULTS & IMPACT

Play with your life will:

- Turn memories into something concrete that helps remembering the beauty of life and connecting the life to come with what has already been;
- Bring (grand-)parents and (grand-)children closer together make web storytelling valuable to siblings and/or cousins;
- Promote inter-generational connections.

Play with your life will make elderly people the owners of their own needs and provide tool for dealing with them - together and in a fun, non-stigmatizing way. By doing so *Play with your life* will exempt the public sector for obligations, which it in the first place is not well suited to fulfill.

FoSIBLE

Fostering Social Interactions for a Better Life of the Elderly

OBJECTIVES

FoSIBLE aims at the well-being and self-esteem of older people by supporting an active life-style to prevent loneliness. FoSIBLE aims at providing bridging spaces to foster social interactions and experiences by acknowledging the diversity of preferences, needs and interests.

Fosible will develop a Social TV community platform with game technologies and smart furniture and will provide adapted input devices including gesture recognition fostering social support between peers through virtual communities and entertainment applications.

Name of the project :
FoSIBLE / Fostering Social Interactions for a Better Life of the Elderly

Coordinator: University of Duisburg-Essen, Germany

Duration: 30 Months

Starting date: 01 May 2010

Total budget: TBC

Public contribution: TBC

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Website: http://fosible.eu/

PROJECT OVERVIEW

The FoSIBLE approach builds on TV-based Social Interaction technologies in the context of Smart Living Rooms, using entertainment console and social media technologies to provide communication, interaction & entertainment services.

To fulfil our aim, FoSIBLE activities are organized in such a way that functionalities are designed and implemented into components to address specific user requirements that can be combined to support full-scale application scenarios. FoSIBLE prototypes are developed using a user centred and participatory approach. End-users from Austria, Germany and France are involved in the project. In addition, the end-user organization Les Arcades is in charge of evaluating the potential benefits of the solution.

RESULTS & IMPACT

FoSIBLE is targeted around providing a TV-based Social Media Centre with services for:

- Staying in touch with relatives and friends, as well as contacting peer groups;
- Participating in games and physical activity;
- Sharing interests (cooking, poetry, etc.).

The project intends to provide new ways to control social technology applications, e.g. via tablet control, gestures, or smart furniture.

An open platform will allow for additional integration and dissemination to end-users.

PARTNERS

University of Duisburg-Essen	R&D	Germany	www.interactivesystems.info
University of Siegen	R&D	Germany	www.uni-siegen.de
Fraunhofer Institute IMS	R&D	Germany	www.ims.fhg.de
University of Technology of Troyes	R&D	France	www.utt.fr
CURE – Center of Usability Research and Engineering	R&D	Austria	www.cure.at
AIT Austrian Institute of Technology GmbH	R&D	Austria	www.ait.ac.at
Mauser Einrichtungssysteme GmbH & Co. KG	Business	Germany	www.mauser-moebel.de
Kaasa Solution GmbH	SME	Germany	www.kaasa.com
Malakoff-Médéric Centre Les Arcades	End-Users	France	

Go-myLife

Going on line: my social Life

OBJECTIVES

The Go-myLife project has three main objectives:

- **A platform built around the needs of elderly people**
  Conventional online social networks were started with young people in mind and have only slowly expanded to include older demographics.
- **A platform fully integrated with mainstream online social networks**
  Older people are keen to maintain contact with the different generations of their family.
- **A platform based on mobility and location awareness**
  It is important for older people to be supported not only in their homes, but also while they are out and about.

Name of the project :
Go-myLife / Going on line: my social Life

Coordinator: ATOS Origin (Spain)

Duration: 30 Months

Starting date: 1 July 2010

Total budget: ~2,4 M €

Public contribution: 1,5 M €

Contact: *Fabio Luiz Tumiatti*
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08018 Barcelona
Spain

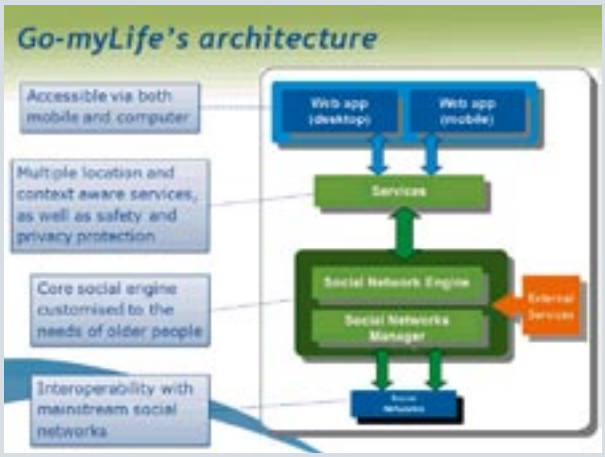
Website: http://gomylife-project.eu/

PROJECT OVERVIEW

Go-myLife aims to improve the quality of life for older people through the use of online social networks combined with mobile technologies.

The *Go-myLife* architecture consists of a core social networking platform connected to disparate social networking sites through middleware that essentially addresses personalization, security and integration-related requirements, with an easy and accessible interface.

Other than controlling user access and authentication, the core platform will also manage privacy, trust and reputation through identity management and reputation systems. This will ensure that during any group interaction, users are aware of the information being shared and have aids available to control it. To assure interoperability and ubiquity, *Go-myLife* will provide a web-based solution



RESULTS & IMPACT

The Go-MyLife platform will have significant impact in improving the quality of life of older people. We see several areas of benefit, from helping some older people to take their first steps onto the internet and online social networking, to enabling other, more experienced internet users, to use the platform to more easily and confidently express their thoughts and ideas and to engage with mainstream discussion and debate. The fact that the platform will be optimised for smartphone use will help older people feel more confident and secure while out and about, knowing that they are "carrying their social network with them".

PARTNERS

Atos Origin	Big Enterprise	Spain	http://www.es.atosorigin.com/es-es/
The 451 group	SME	United Kingdom	http://www.the451group.com/
Institute of Communication & Computer Systems	R&D Institute	Greece	http://www.iccs.gr/
Zentrum fuer Soziale Innovation	R&D Institute	Austria	https://www.zsi.at/
IS Communications Ltd	SME	United Kingdom	http://www.iscommunications.co.uk/
Andago Ingeniería S.L.	SME	Spain	http://www.andago.com/
Stowarzyszenie Spoleczenstwa Wiedzy	SME	Poland	http://www.ssw.org.pl/

HOMEdotOLD

home services advancing the social interaction of elderly people

OBJECTIVES

HOMEdotOLD is an ICT-based project that uses the TV medium in order to deliver a number of cost-effective services to elderly people. The targeted services are expected to advance the social interaction of elderly people by bridging distances and reinforcing social voluntariness and activation, thus preventing isolation and loneliness.

HOMEdotOLD Topology

The project main objectives are to provide:

- A technological platform to provide services allowing the elderly to stay socially active and to bridging distances and supporting elderly people's existing roles.

Name of the project :
HOMEdotOLD / home services advancing the social interaction of elderly people

Coordinator: SingularLogic S.A. Information Systems and Software Applications

Duration: 24 months

Starting date: 1 July 2010

Total budget: 3.305.458,00 €

Public contribution: 1.763,817,00 €

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Attica
Greece
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Tel: +30 210 6266151

Website: http://www.homedotold.eu/

PROJECT OVERVIEW

The HOMEdotOLD project aims to provide a TV-based platform with cost-effective services that will be delivered in a personalised and intuitive way and will advance the social interaction of elderly people, aiming at improving the quality and joy of their home life, bridging distances and reinforcing social voluntariness and activation, thus preventing isolation and loneliness.

HOMEdotOLD will be primarily based on the Philips NetTV platform and secondarily on the A1TA AonTV platform. More specifically, the whole bouquet of services will be implemented and provided to the users of the Greek, Austrian and Dutch pilot sites.

The HOMEdotOLD consortium includes three partners who ensure the direct involvement of elderly users throughout the project lifetime, including requirements collection phase of the project, as well as the pilot trial activities that will take place at least twice during the project.

HOMEdotOLD Entry page to the services (Austrian version)

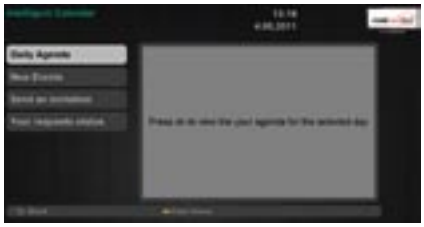
PARTNERS

SingularLogic S.A.	Technology integrator	Greece	www.singularlogic.eu
A1 Telecom Austria	Technology provider	Austria	www.telekom.at
Philips Consumer Lifestyle B.V.	Technology provider	The Netherlands	www.philips.com
TELETEL SA	Technology provider (SME)	Greece	www.teletel.eu
SOLINET GmbH Telecommunications	Technology provider (SME)	Germany	www.solinet.com
THREE THIRDS SOCIETY	End user	Greece	
LifeTool gemeinnuetzige GmbH	End user & Technology provider (SME)	Austria	http://www.lifetool.at/
National Foundation for the Elderly	End user	The Netherlands	http://www.ouderenfonds.nl/

RESULTS & IMPACT

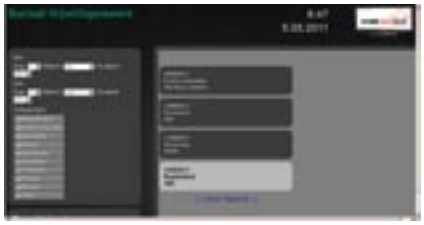
The HOMEdotOLD set of services with intelligent multimodal, adaptive interfaces including:

- Personal motivation services, i.e. services for staying socially active, preventing loneliness and isolation, enabling voluntariness, motivation and activation;
- Social networking services: i.e. services for bridging distances and supporting existing role;
- The business plan for the deployment of the HOMEdotOLD services.



HOMEdotOLD Intelligent Calendar service screenshot (English version)

HOMEdotOLD Photo/Video Sharing service screenshot (Greek version)

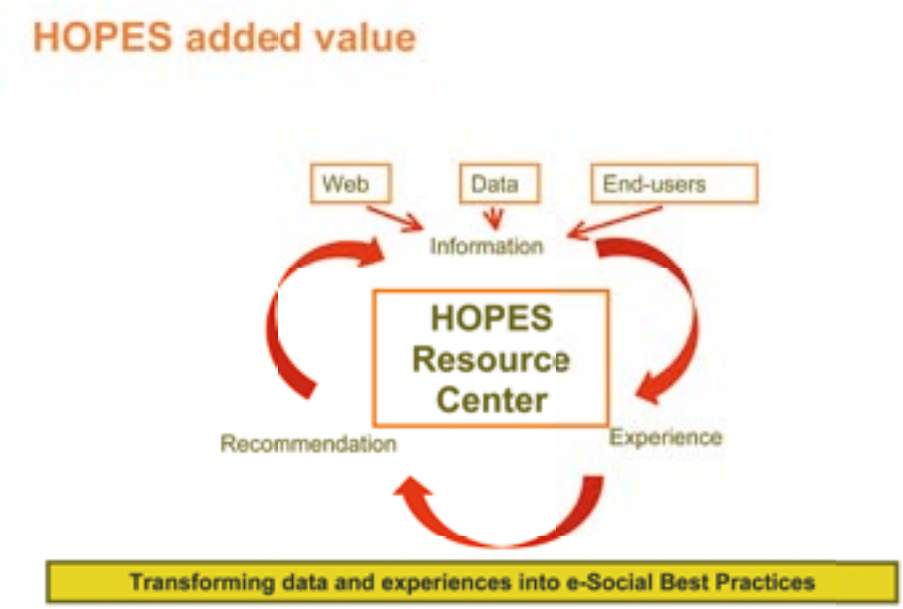


HOMEdotOLD Social Voluntary Work Service: view of planned activities (Dutch version)

HOPES

Help and social interaction for elderly On a multimedia Platform with E-Social best practices®

OBJECTIVES



The HOPES project aims at developing an intelligent multimedia platform providing innovative social **e-services** for European elderly persons and their social entourage (as carers / supporters and ICT tutors when needed). Through this platform, HOPES will create the first **European network** dedicated to social interactions of the elderly and self-animated by its adherents. The ultimate goal of the project is to enhance socialisation, quality of life and autonomy of elderly persons by preventing isolation and loneliness, and generating positive social experiences and behaviour.

Name of the project :
HOPES / Help and social interaction for elderly On a multimedia Platform with E-Social best practices®

Coordinator: GTN SAS

Duration: 30 months

Starting date: 1 September 2010

Total budget: 4,997,878 €

Public contribution: 2,607,085 €

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France

Website: www.hopes-project.org

HOPES
Quality of Life is Contagious®

PROJECT OVERVIEW

Taking into account end-users requirements, expectations and social experiences, HOPES will integrate a range of ICT-based solutions for:

- managing existing e-information by exhaustive search of existing data;
- then transforming selected information into personalised solutions;
- and finally providing validated solutions as "e-Social Best Practices" (SBP)®.

This stepwise process represents the "HOPES virtuous circle" for transforming raw data into knowledge (e-SBP®) with help of many European organisations (end users).

The technology will support interoperability and multiple roles as content user and provider, semantic technologies for semantic similarity reasoning and routing, human – system interfaces adapted to the elderly and a single but multilingual access point to share HOPES e-SBP® all over Europe.

RESULTS & IMPACT

HOPES will contribute to progress beyond the state-of-the-art by developing a European-wide, social network platform for elderly and their entourage. HOPES innovation will come from implementation of an innovative ICT service with the most up-to-date yet user-friendly technology (hard-/software, interfaces) on the one side, and focus on an innovative elderly-centred approach with adapted models from geriatric psychology and ethnology, person-centred communication, evidence based medicine, practice and healthcare and health belief models on the other side.

PARTNERS

GTN SAS	SME	France	www.gtn-grandtalentnetwork.com
Microsoft UK	Industry	UK	www.microsoft.com
Universität Stuttgart	University	Germany	www.uni-stuttgart.de
LUISS Guido Carli / CeRSI	Research	Italy	www.luiss.edu
Assistance Publique - Hôpitaux de Paris, Internal Medicine (geriatric unit), Avicenne Hospital (Bobigny - France)	Research	France	www.aphp.fr
Sport Initiative et Loisir Bleu	End User NGO	France	www.sielbleu.org
Cup2000	Industry	Italy	www.cup2000.it

Join-In

Senior Citizens Overcoming Barriers by Joining Fun Activities

OBJECTIVES

Join-In aims to provide a means for elderly homebound people to escape social isolation. It will enable and enforce communication by providing the necessary technologies and by offering activities that encourage socialising. Within the project Join-In will offer a variety of activities to motivate, but also to activate the elderly: communication by social networking, multiplayer gaming, exergaming and virtual exercising. This will help the seniors to keep active and promote health -as preliminary studies have demonstrated. The activities will be accessible via PC or TV and set-top box. The users will be involved in the project development at all stages.

Name of the project :
Join-In / Senior Citizens Overcoming Barriers by Joining Fun Activities

Coordinator: Dipl. Biol. Claudia Hildebrand

Duration: 36 months

Starting date: 1 November 2010

Total budget: 3.033,000 €

Public contribution: 1.796,000 €

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Website: http://www.helmholtz-muenchen.de/join-in
http://www.join-in-for-all.eu

PROJECT OVERVIEW

Join-In aims to support the AAL Joint Programme by setting up a social platform and thus creating an environment that enables elderly people to communicate; socialise; play communicative multiplayer computer games; and exercise either by exergames or by moderated exercises. Join-In will support people maintaining and setting up contacts to others sharing similar interests -foremost on a regional basis- and facilitate contact to family and friends. Multiplayer video gaming, exergames and exercising in a group are considered key activities for attracting senior citizens to the network. Join-In will assess the user requirements aims to develop a methodology on how to best attract the target group to such a network. The technical developments of the project include

- A technical platform that connects to PCs or TVs with an interactive web-enabled set-top box;
- The customisation of access facilities, such as controllers and adaptation of games which take into account the constraints of senior citizens;
- the development of computer-/ exergames and virtual exercising for the targeted user group.

PARTNERS

Helmholtz Zentrum München German Research Center for Environmental Health; Inst. for Biological and Medical Imaging/ Medis	R&D	D	http://www.helmholtz-muenchen.de
Diakonie München-Moosach	User	D	http://www.diakonie-moosach.de
Institute of Technology, Carlow	Research	IRL	http://www.itcarlow.ie
Bull Hungary	SME	H	http://www.bull.hu
University Hospital of North Norway Norwegian Centre for Integrated Care and Telemedicine	Research	N	http://www.telemed.no
Norut (Northern Research Institute Tromsø)	Research	N	http://www.norut.no
PASIFE	SME	D	http://www.pasife.de
Valentia Technologies	SME	IRL	http://www.valentiatech.com
Happywise oy	SME	FIN	http://www.happywise.com
Bethesda Hospital of the Hungarian Reformed Church, Budapest	User	H	http://www.bethesda.hu

RESULTS & IMPACT

- Join-In will set up a social platform which will include online socialising, multiplayer gaming, group exercises, exergames, sharing experiences/chat clubs and other activities resulting from the user requirement analysis;
- Developments include the social platform accessible by PC or TV and set top box, customised controllers, a multiplayer game, an exergame, exercising for the elderly and a motivation methodology. Join-In will contribute to the goals of AAL and have a vital impact on the target group's well-being and add to their quality of life.

Nostalgia Bits

OBJECTIVES

The Nostalgia Bits project aims to provide a platform where tangible artefacts of an elderly person's life experience can be uploaded to a web site and become a significant resource for use by other generations, and a means for connecting the elderly users with members of their own generation. The user base is expected to go beyond the elderly user and their families, to include peer group members whose life experiences and memories intersect and extend to community elements such as schools and colleges. This will allow elderly users to combat feelings of isolation, and low self esteem.

Name of the project :
Nostalgia Bits

Coordinator: Mobility and Multimedia Nonprofit Ltd.

Duration: 24 months

Starting date: 3 May 2010

Total budget: 3,469,730 €

Public contribution: 2,112,125 €

Contact: *Mr. Barnabas Malnay*
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PROJECT OVERVIEW

Reminiscing is a pleasurable activity for seniors and can improve their well-being by providing rich opportunities for communication with peers and family. The Nostalgia Bits (NoBits) project aims at fostering social interaction between elderly and their family, through capturing their memories, and thereby personal, family and local history embodied by letters, newspapers, postcards, photos and other documents. A web-based platform is being developed where tangible artefacts of an elderly person's life experience can be uploaded and become a significant resource for use by other generations, and a means for connecting the elderly users with members of their own generation. Nostalgia Bits will thus be more than an "on-line community" service. It aims to be one of the first examples of what we call an *"augmented community"* service. Augmented communities combine the benefits of *interest-bound communities* (typically supported by on-line services) with the benefits of *geographically-bound communities* (which lead to rich, face-to-face interactions).

RESULTS & IMPACT

Nostalgia Bits will have a direct, positive impact on the quality of life of elderly people by offering them a medium to transmit their memories into activity, as well as connect to peers who share and can relate to their life experiences. The pursuit will not only engage them cognitively, it will motivate them to advance their computer skills and significantly broaden their social spheres. Additionally, participants will turn into valuable resources for young people interested in learning about recent historical periods.

PARTNERS

Mobility and Multimedia Nonprofit Ltd.	SME	Hungary	www.mmklaszter.com
Virgo Systems Ltd.	SME	Hungary	www.virgo.hu
GFTH Ltd.	SME	Hungary	www.gfth.hu
Kalvin Janos Presbiteri Mission, Arany Alkony elderly homes	End-users	Hungary	www.aranyalkony.hu
Market Logic Software AG	SME	Germany	www.marketlogicsoftware.com
University of Applied Sciences Western Switzerland	R&D	Switzerland	www.heig-vd.ch
FamCorner Ltd.	SME	Israel	www.mygrandchild.com
Atlantis Consulting SA	SME	Greece	www.atlantisresearch.gr
Istituto Auxologico Italiano	R&D	Italy	www.auxologico.it
FIMI S.R.L.	Business	Italy	www.barco.com/medical/fimi

OsteoLink
(T-Break)

OBJECTIVES

Create the first online and in-person osteoporosis community that operates at the global and country level, addressing the educational and support needs of osteoporosis patients in Europe and Australia. Provide tools for better communication for people with osteoporosis and health professionals to help improve adherence and encourage better dialogue among people with osteoporosis, healthcare professionals, friends and families. Inform the osteoporosis community about OsteoLink and its role in improving communication.

Name of the project :
OsteoLink (T-Break)

Coordinator: International Osteoporosis Foundation – Switzerland

Duration: 20 months

Starting date: 01 April 2010

Total budget: CHF 1,845,583

Public contribution: AAL Switzerland – CHF 412,562 (University of Geneva, Faculty of Medicine, Division of Bone Diseases)
Our consortium partner Action for Healthy Bones received an EU funding (€ 31,775) and a national Austrian Grant (€ 49,595) – contribution not yet received

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CH -1260 Nyon
Tel.: +41 22 994 01 22

Website: www.osteolink.org

Building Better Bones

PROJECT OVERVIEW

OsteoLink is the first online and in-person social network dedicated to osteoporosis in Europe and Australia.

In Summer 2009, a multi-national survey commissioned by the University of Geneva, the International Osteoporosis Foundation (IOF) and their partners, of over 1,600 people with osteoporosis and health professionals highlighted specific communications needs around treatment adherence challenges in osteoporosis, which persist despite widespread awareness-raising efforts.

Overall, the results indicated a need for easy-to-understand information for patients, helping them to have better conversations with their health providers.

OsteoLink was created to respond to this need and to support greater interaction in the osteoporosis community. It builds on the growth of the internet in patient advocacy.

PARTNERS

University of Geneva, Faculty of Medicine, Division of Bone Diseases	Public Research Organisation	Switzerland	www.unige.ch
International Osteoporosis Foundation (IOF)	SME	Switzerland	www.iofbonehealth.org
Amgen (Europe) GmbH	Pharmaceutical Company	Switzerland	www.Amgen.com
Hill & Knowlton	Public Relations Firm	UK	www.Hill&Knowlton.co.uk
Action for Healthy Bones (AHB)	Patient Organisation	Austria	www.aktiongesundeknochen.at
Syzygy	Digital Strategy Firm	UK	www.syzygy.net

RESULTS & IMPACT

- OsteoLink was successfully created and launched in 2010:
  - Osteolink went live in Austria and Sweden in December 2010
  - A total of 1,900 unique users from 16 countries (02-04/2011)
- OsteoLink provides a range of educational materials that is scientifically validated and credible.
- To date, 108 unique media articles have featured OsteoLink and the survey data. These have reached audiences throughout Europe and Australia.
- 13 IOF member societies from 9 countries are actively engaged in the pilot programme.
- In 2011, Germany, Switzerland, Australia, Portugal, Spain, Greece and France will go live.

PeerAssist

A P2P platform supporting virtual communities to assist independent living of senior citizens

OBJECTIVES

The main objectives of the proposed PeerAssist project are the conceptualisation, design, implementation and demonstration of a flexible Peer-to-Peer (P2P) platform, which will allow elderly people (not necessarily familiar with ICT technologies) to build virtual communities dynamically based on interests and needs they share. The PeerAssist platform will facilitate establishing on demand ad-hoc communities with friends, family, neighbours, caregivers, facilitators, care providers, etc., based on shared interests and communication needs. The community building and the P2P interaction will be achieved using information extracted from peer roles, profiles and user modelling, context that describes the overall user environment, and the specific request initiated, or service provided, by a peer, all of which are represented semantically in a machine understandable form.

Name of the project :
PeerAssist / A P2P platform supporting virtual communities to assist independent living of senior citizens

Coordinator: Prof. Lazaros Merakos
Department of Informatics and Telecommunications
University of Athens

Duration: 30 months

Starting date: 1 September 2010

Total budget: 2,147,151.35 €

Public contribution: 1,411,604.51 €

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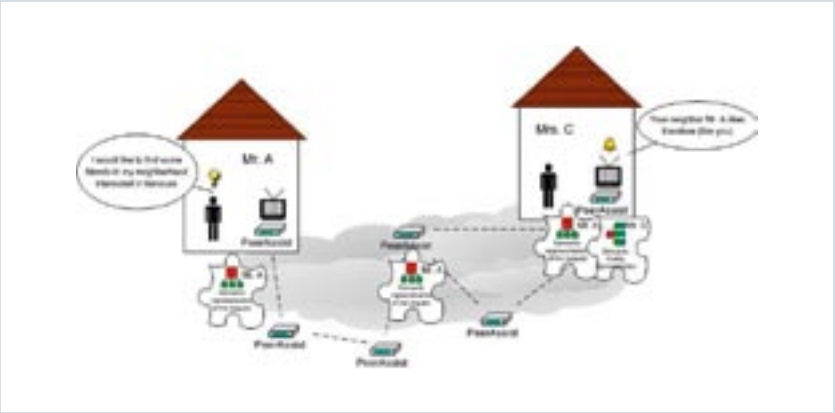
Website: http://www.cnl.di.uoa.gr/peerassist

PROJECT OVERVIEW

PeerAssist will provide an accessible, adaptable, multimodal and multilingual user interface and integrate behind the scenes the appropriate knowledge and context management and peer-to-peer interaction as needed to allow elderly people using the system to build virtual communities on demand, based on interests and needs that they share among themselves and/or with people in their supporting environment. The main effort of this challenging project is to design a Peer-to-Peer (P2P) platform helping the elderly fulfil their everyday needs in a user-friendly, effective, and totally safe manner. Use of PeerAssist by an elderly end-user should not require computer literacy. User supporting entities (e.g. family members, friends, caregivers, etc.) that participate in PeerAssist may use similar terminals or more powerful off-the-shelf computers as needed, depending on their role and function, level of computer expertise and services they provide. All terminals will be connected to the Internet and communicate via a peer-to-peer overlay technology.



RESULTS & IMPACT

To the best of our knowledge there is no example for a context-aware system that can support elderly individuals in forming virtual ad-hoc communities in response to a user query, by evaluating the context of several elderly people with similar or complementary needs or interests. Moreover, a P2P approach will have high impact since it goes beyond the state of art solutions for elderly for three reasons: (i) P2P services constitute a social communication that goes beyond a service provider – client interaction; (ii) P2P services in many cases constitute exchanges between more than two parties and stimulates processes of community building; (iii) P2P services can be integrated into a network of added-value components of caregiver and technical service providers. The proposed solution is also in line with the modern practice of “triple-play”, a marketing term for the provisioning of the three services; high-speed Internet, television (Video on Demand or regular broadcasts) and telephone service over a single broadband connection. Finally, we will explore the spoken only user interaction.

PARTNERS

University of Athens (Communication Networks Lab)	R&D	Greece	www.cnl.di.uoa.gr
seekda GmbH	Business	Austria	www.seekda.com
InAccess Networks	Business	Greece	www.inaccessnetworks.com
Warp Networks, S.L.	Business	Spain	www.warp.es
Fundación Instituto Gerontologico Matia Country	R&D	Spain	www.ingema.es
Municipality of Athens Development Agency	End-Users	Greece	www.aeda.gr
Semantic Technology Institute Innsbruck	R&D	Austria	http://www.sti-innsbruck.at/

SeniorChannel

an Interactive Digital Television Channel for Promoting Entertainment and Social Interaction amongst Elderly People

OBJECTIVES

The goal in project SeniorChannel is to integrate innovative technologies and high added value content in order to provide elderly people with an opportunity to interact and share their knowledge, opinions and aspirations with the wider community and derive enjoyment from the experience.

SeniorChannel will develop an Interactive Internet Protocol Television Channel (SENIORCHANNEL) that will not only provide elderly people with a method of interacting but also with a unique means of access to the range of diverse activities in their community including the opportunity to share knowledge and experience, the ability to participate in topical debates, entertainment services, work-shops and discussion groups regardless of their geographical location.

Name of the project :
SeniorChannel / an Interactive Digital Television Channel for Promoting Entertainment and Social Interaction amongst Elderly People.

Coordinator: Indra Software Labs

Duration: 36 months

Starting date: March 2010

Total budget: 4.336.084 €

Public contribution: 2.060.072,80 €

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Website: http://innovation-labs.com/seniorchannel/

PROJECT OVERVIEW

SeniorChannel will give elderly care professionals an innovative approach to developing and managing the specific social needs of the elderly in the wider community.

To achieve this goal, SeniorChannel will develop an Interactive Internet Protocol Television Channel (SENIORCHANNEL) that will not only provide elderly people with a method of interacting but also with a unique means of access to the range of diverse activities in their community including the opportunity to share knowledge and experience, the ability to participate in topical debates, entertainment services, work-shops and discussion groups regardless of their geographical location.

The integrated system will be tested and evaluated, setting up a TV studio and production centre in Spain and broadcasting programs to a pilot user group. The feedback generated during user testing will provide the basis for modification and refinement thus bringing the design of the application more into line with the preferences and needs of those involved.

Virtual studio

PARTNERS

Indra Software Labs	Business	Spain	http://www.indracompany.com/
University of Padova	R&D	Italy	http://www.unipd.it/
Brainstorm Multimedia	SME	Spain	http://www.brainstorm.es/live/
Audemat	SME	France	http://www.audemat.com/
Asociación Parque Galicia	End-users	Spain	N/A
M31 Spa	SME	Italy	http://www.m31.com/

RESULTS & IMPACT

The expected results includes:

- The first interactive IPTV channel exclusively for elderly people with content and programmes specifically designed to promote socialisation;
- First, substantive experience in interactive TV using hybrid Set-top Boxes designed to meet the specific requirements of the elderly;
- A low cost integrated TV Studio and production centre with all the necessary equipment and software to produce interactive IPTV content;
- The first repository of documentaries and programs specifically produced for elderly people;
- The first broadcast service which will provide elderly people with a mechanism for expressing their creativity by involving them in the production and broadcast of programme content and formats as well as allowing them to participate in programmes from the comfort of their own homes.

Top box interface

SENIORENGAGE

Virtual network to empower the integration of seniors into an active community in the post retirement years

OBJECTIVES

SENIORENGAGE addresses the need to help retired senior professionals retain their sense of self-worth and continue to participate in society in the post-retirement years by developing network of online knowledge sharing and community.

The aim of the SENIORENGAGE project is to become a driving force in combatting exclusion and depression in the retired individual by providing a platform in which he or she can continue to feel useful and improve feelings of self-worth, helping reduce isolation and encourage active engagement in community regardless of physical health.

Name of the project :
SENIORENGAGE / Virtual network to empower the integration of seniors into an active community in the post retirement years

Coordinator: CENTRE DE RECERCA I INNOVACIÓ DE CATALUNYA, S.A. (CRIC)

Duration: 24 months

Starting date: 1 December 2010

Total budget: 1,272,595.00 €

Public contribution: 723,685.03 €

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Telf. +34 93 204 99 22
Fax. +34 93 204 98 66

Website: http://www.seniorengage.eu/

PROJECT OVERVIEW

SENIORENGAGE will provide a practical networking platform which seniors and new professionals may network with each other, and wich comprises the following:

RetiredProf System: This module will allow retired seniors to continue to their professions through shared knowledge, becoming mentors of young professionals and guiding them through the challenges of their career.

ProfBuddies: Retired seniors of a certain professional area will be able to interact and network with each other, through the use of groups, message boards, instant messaging and a variety of Web 2.0 features.

SeniorConsult: Older adults prior to retirement will be able to provide their advice to businesses or non-profit organizations in need of answers to simple question. In this way, professional seniors will be able to provide support to younger ones, contributing to their sense of self-worth.

PARTNERS

Centre de Recerca I Innovació de Catalunya, S.A. (CRIC)	R&D SME	SPAIN	http://www.cric.cat/
Feltalálói És Kutató Központ Szolgáltató KFT (MFKK)	R&D SME	HUNGARY	http://www.mfkk.hu/u/
Center for Usability Research and Engineering (CURE)	SME	AUSTRIA	http://www.cure.at/
JAMK University of Applied Sciences (JAMK)	University	FINLAND	http://www.jamk.fi/
Microlink PC Ltd (MICROLINK)	SME	UNITED KINGDOM	http://www.microlinkpc.com/
Association of Care Giving Relatives of Jyväskylä Region (CAJYR)	End-user organisation	FINLAND	None available

RESULTS & IMPACT

The main result of SeniorEngage project is to provide a tool by which seniors and new professionals may network with each other using the latest Web 2.0 and social networking tools in a single online destination.

The technology will be available for post R&D best practice dissemination through the use of the projects' case studies. The objective market is retired elderly professionals in Europe. Several contacts have taken place among the SME partners of the consortium and senior citizen organizations, who see a huge potential benefit in the product with regard to adapting the software to suit their own needs.

SilverGame

A platform for serious gaming to foster the social inclusion of elderly people

OBJECTIVES

Silvergame is a multimedia platform, which is to host a variety of game-based applications, community features and web-based services specifically designed to cater to the needs of elderly people. The project focuses on activities like singing, dancing and driving to activate senior citizens and encourage social interaction among them. The idea is to take advantage of information and communications technologies to contribute to the physical and mental well-being of elderly people.

PROJECT OVERVIEW

The envisioned platform is conceived as an integrated solution which combines sensor-controlled serious gaming, web-based information services and interactive entertainment and which brings all that onto a standard television set – a technological environment elderly people are so much more familiar with than a PC. Regarding an appropriately intuitive controller, the Silvergame consortium has been doing successful user acceptance tests with a specially interfaced touchscreen application running on an iPad or tablet PC. Using open standards and allowing for interoperability the Silvergame platform wants to make future upgrades of the pilot applications just as easy as the integration of new applications at a later point in the development.

PARTNERS

Exozet Berlin GmbH (Coordinator)	SME	Germany	www.exozet.com
AIT Austrian Institute of Technology	Research	Austria	www.ait.ac.at
Audio Riders Oy	SME	Finland	www.audioriders.fi
Fraunhofer FIRST	Research	Germany	www.first.fraunhofer.de
Golden Oldies / Grenville Jones	End-user	UK	www.golden-oldies.org.uk
Reha-Zentrum Lübben	End-user	Germany	www.rehazentrum.com

Name of the project :
SilverGame: A platform for serious gaming to foster the social inclusion of elderly people

Coordinator: Exozet Berlin GmbH, Berit Hanold

Duration: 26 months

Starting date: 1 May 2010

Total budget: 2,777,061 €

Public contribution: 1,862,012 €

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Rotherstraße 20
10425 Berlin
Germany
Tel: 0049 (30) 2465600

Website: www.silvergame.eu

serious online gaming platform
silvergame

The Silvergame prototype will include three interactive modules on one central platform:

- A virtual silver song club, where people meet to sing with each other;
- A multimedia driving simulator for cognitive training of traffic situations;
- A sensor-based dance and fitness training application.

RESULTS & IMPACT

- Silvergame offers new options for interaction and communication by bringing into play the same mechanisms that have contributed to the success of the web-based social media and network gaming – success stories that have been developing with hardly any participation at all of the elderly people;
- The expected result is an established technological platform with three ready-to-use applications catering to the aforementioned goals – and flexible enough to take on additional applications as plug-ins to add more functionalities in the future.

SoMedAll

Social Media for All Elderly People

OBJECTIVES

To make social media usable for senior people. Search to build social media applications and activities around the content; to provide easy ways to create, store and share knowledge, experiences and memories; to provide easy fast communication, social interaction and creation of social networks to develop tools that support co experience and co presence and to develop easy, adaptable and guided user interfaces for creating, managing and sharing content taking into account the mental and physical capabilities of the elderly people. The service can be used with users own language and supports multicultural communication.

Name of the project :
SoMedAll / Social Media for All Elderly People

Coordinator: VTT Technical Research Centre of Finland

Duration: 24 months

Starting date: 1 February 2010

Total budget: 1 Mio €

Public contribution: National funding cannot be reported, yet.

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FINLAND

Website: http://somedall.vtt.fi/

PROJECT OVERVIEW

A prototype service will be implemented and tested among the seniors over national borders. SoMedAll project produces a platform that offers social media focused on the needs of the elderly with a variety of easy-to-use user interfaces including web, PC, IPTV and mobile phone (equipments already at home) taking into account the skill levels of the users. We implement a prototype service, test use it among the elderly over national borders. We study the usability and the impact of the services to the life quality of the elderly.End-users' point of view will be taken into account in practice in Italy, Finland and possibly in Slovenia. One important issue is also to analyse possible cultural effects on the acceptance and desire for these kinds of social media services.

RESULTS & IMPACT

Technology deployment timeline we have two different kinds of results:

- SoMedAll software platform with including modules that has been developed in the project as the prototype and pilot. Pilot is expected to be ready for deployment in the short term;
- Service concepts that use the new SoMedAll software modules to adapt to the user conditions and predict their evolution and adaptive interfaces will only be deployed in homes in the medium term;
- One important result will be also the knowledge achieved concerning the cultural differences and attitudes towards technology based social media services among elderly people.

PARTNERS

Miina Sillanpää Foundation	End -users	Finland	www.miinasillanpaansaatio.fi
Gonga Group Oy	SME	Finland	www.conga.fi
National Inter-University Consortium for Telecommunications (CNIT)	R&D	Italy	www.cnit.it
Cooperativa sociale A R. L (ALDIA)	End-user	Italy	www.aldia.it
Mediasoft Ltd	SME	Slovenia	www.mediasoft.si

TAO

Community & Collaboration

OBJECTIVES

Older persons (aged 60 and above) are underrepresented both in online social communities and online collaborative projects. Considering the increasingly important role and the potential benefits of social media in most societies this poses a serious challenge. The TAO project aims on the one hand to develop efficient methods to raise the number of older persons using and benefiting from online social communities. On the other hand, its goal is to develop strategies for online collaborative projects to successfully integrate older contributors.

Name of the project :
TAO / Community & Collaboration

Coordinator: Bern University of Applied Sciences

Duration: 36 months

Starting date: 1 October 2010

Total budget: 3 Mil. €

Public contribution: Roughly half of the project budget is covered by funding from the AAL Joint Programme.

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CH-3000 Bern 22

Website: http://www.thirdageonline.eu/

TAO
Community & Collaboration

PROJECT OVERVIEW

The project is divided into two strands, one aiming at the development of non-technical solutions, and the other pursuing technical solutions.

Non-technical solutions aimed for by the project can be roughly divided into “methods for mobilisation”, “methods for inclusion & motivation”, and the “creation of new types of online content and activities”. The methods developed to encourage elderly people to participate actively in online communities will result in a draft inventory of methods and in corresponding guidelines. Both, the inventory and the guidelines are intended to serve as a basis for consulting activities in the field of online communities. In order to develop and to implement new methods and activities as well as to develop the guidelines, the project heavily relies on the “action research” methodology, which allows to bring about, to observe and to evaluate social change through active interaction between researchers, elderly people, and other stakeholders in the field.

RESULTS & IMPACT

Once the project ends, the participating community partners should have a set of successfully tested measures for the activation and involvement of older persons in their own online communities. The operators of online communities will have a handbook containing instructions on how to activate and involve senior citizens successfully and on how to develop products and services so that they are suitable for senior citizens.

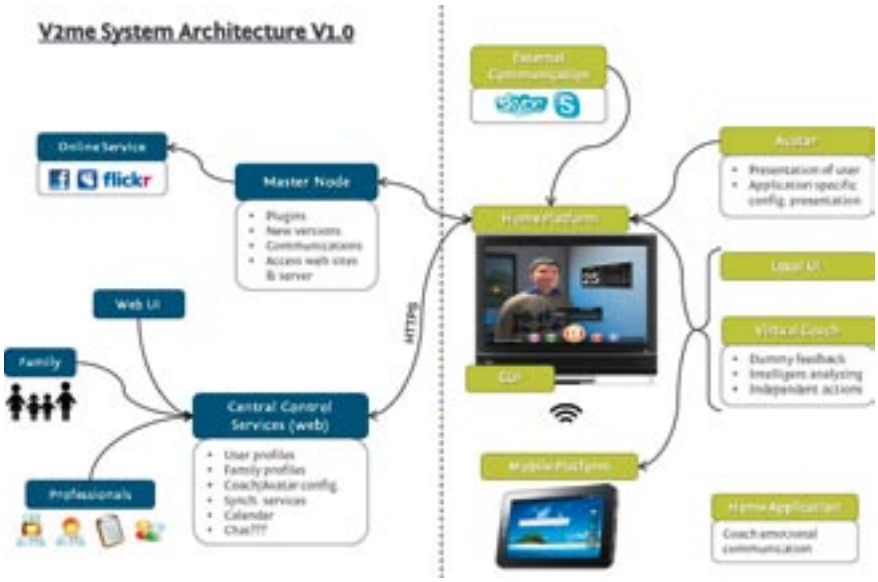
PARTNERS

Bern University of Applied Sciences: Department Business, Health, Social Work	Research	CH	www.wgs.bfh.ch
United Nations University / University Maastricht, UM-Merit	Research	NL	www.merit.unu.edu
University of Ulm, The Centre for General Scientific Continuing Education (in short ZAWiW)	Research	DE	www.uni-ulm.de/uni/fak/zawiw/startseite/en
Seniorweb Switzerland	User Organisation / Service Provider	CH	www.seniorweb.ch
SeniorWeb.NL	User Organisation / Service Provider	NL	www.seniorweb.nl
Wikimedia Switzerland	User Organisation / Service Provider	CH	www.wikimedia.ch
Wikimedia Germany	User Organisation / Service Provider	DE	www.wikimedia.de
Zeix AG	SME	CH	www.zeix.com
Access for All Foundation	User Organisation	CH	www.access-for-all.ch/en.html
MD Systems	SME	CH	www.md-systems.ch
terzStiftung	User Organisation / Service Provider	CH	www.terzstiftung.ch

V2me

Virtual coach reaches out “to me” V2me

OBJECTIVES



System components

V2me aims at integrating elderly people in pleasant social networks and meaningful activities, enhances physical and mental fitness, empowers reciprocal assistance and help, and thus reduces societal challenges through increased health costs and care expenditures. The easy-to-use V2me solution gives senior citizens not only pleasure, but also quick access to existing and new social contacts with maximized control and protection.

The V2me Virtual Coach, actively initiates and mediates social relationships with friends and partners as well as professional contacts through social networks.

Name of the project :
V2me / Virtual coach reaches out “to me” V2me

Coordinator: Dr. Reiner Wichert

Duration: 36 months

Starting date: 1 May 2010

Total budget: 3.6 Mio €

Public contribution: 2.6 Mio €

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Website: www.v2me.org

PROJECT OVERVIEW

Overcome Loneliness

V2me combines real life and virtual social network elements to prevent and overcome loneliness in Europe's aging populations. It supports active ageing by increased integration in the society through the provision of advanced social connectedness and social network services.

Social Innovation

The V2me system will allow the elderly user to communicate and engage in social activities with friends, family and caregivers via easy-to-use devices with specifically designed user interfaces. Giving the user the ability to appear to the outside world in the way he desires.

User-Centered Design

The V2me system will be tested in three different pilot sites in three different countries, evaluating usability, user experience and acceptance of core functionality. Additionally a long term evaluation will be performed in Amsterdam, Netherlands that will assess the effects on the system on the perceived loneliness of elderly persons. It is planned to perform this study on 180 subjects.

RESULTS & IMPACT

- The end result of V2me will be a platform based on intuitive user interfaces and innovative virtual character usage in the domain of AAL. This platform will be thoroughly evaluated with end-users and care service professionals in three different countries. Furthermore the effects of the system on a user's quality-of-life will have been evaluated in a long-term study.
- We expect the system to be a viable option for fighting loneliness in Europe's aging population, providing an improved social integration, as well as a virtual friend that helps the user to create meaningful relationships and expand his social network.

PARTNERS

Fraunhofer-Gesellschaft e.V.	Research organisation	Germany	www.fraunhofer.de
Diakonie Neuendettelsau	End-user organisation	Germany	www.diakonieneuendettelsau.de
Hospital IT AS	SME	Norway	www.hospitality.no
Mawell Ltd.	SME	Finland	www.mawell.com
Graz University of Technology	Research organisation	Austria	www.tugraz.at
User Interface Design GmbH	SME	Germany	www.uid.com
Université de Luxembourg	University/ Research Institution	Luxembourg	www.uni.lu
VTT Technical Research Center of Finland	Research Organization	Finland	www.vtt.fi
VU University Amsterdam/Dept. CAMeRA	University/ Research Organisation	Netherlands	www.vu.nl

WeCare

AAI WeCare 2.0

OBJECTIVES

WeCare is a collaborative European project which primary goal is to encourage older people to create, participate in and continue their social networks in order to prevent isolation and loneliness. By increasing their autonomy older people will be able to live at home longer, will preserve their quality of life and will continue to give their input and contribution to the neighbourhood and the larger society. Furthermore, by planning family or informal care to older people in a more efficient way, the demand for professional care and social services will decrease. A service, WeCare 2.0, will be developed, evaluated and deployed to accomplish these goals.

Name of the project :
WeCare / AAL WeCare 2.0

Coordinator: TNO

Duration: 30 months

Starting date: 11 February 2010

Total budget: 3,67 MIO €

Public contribution: 2,24 MIO €

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Website: www.wecare-project.eu

PROJECT OVERVIEW

The end users gave valuable input during the interviews and meetings with representatives of the end users' group and during co-design sessions. The 'baseline' gave an excellent basis for further discussions. It is a generic platform with several services like a calendar, local news and events, medicine reminder that is set via internet and sends text messages (SMS) to the mobile phone of the user.

The second year of the WeCare project trials will show what end users think of the WeCare 2.0 services in each country and how the envisioned business models will work out. For example in Spain the telecarers may receive less calls from people who are just in for a chat and therefore will have more time for urgent calls. Participants in the trials will all cooperate in the research which accompanies the WeCare project. They will give their input through a mix of questionnaires regarding wellbeing and loneliness issues, their expectations of the service and user experience, etc. This will provide the WeCare project group with valuable and comparable data.

PARTNERS

Netherlands Organisation for Applied Scientific Research TNO	R&D	The Netherlands	www.tno.nl
Ericsson Telecommunication	business	The Netherlands	www.ericsson.com
Simac	Industry	The Netherlands	www.simac.com
ANBO	End-users	The Netherlands	www.anbo.nl
Institute of Innovation for Human Wellbeing I2BC	R&D	Spain	www.i2bc.es
Fundación Andaluza de Servicios Sociales FASS	End-users	Spain	www.juntadeandalucia.es
VTT Technical Research Centre of Finland VTT	R&D	Finland	www.vtt.fi
Videra Ltd	SME	Finland	www.videra.com
Caritas Foundation	End-users	Finland	www.caritas-saatio.fi
Skytek Ltd	SME	Ireland	www.skytek.com

RESULTS & IMPACT

The following main results are expected:

- A design for a flexible WeCare 2.0 product with a pick and mix structure with services like: video communication, medicine reminder, calendar and broadcast functionalities represented. The WeCare system will encourage older people to create and strengthen their social networks in order to improve their well-being and prevent isolation and loneliness;
- Insights in the effect of ICT on wellbeing of older people and in the habits that improve their social embedding;
- The third goal is that one or two companies will further develop the WeCare 2.0 system into a working product.

AMBIENT ASSISTED LIVING

CALL 3

ICT-based Solutions for Advancement of Older Persons' Independence and Participation in the "Self-Serve Society

AALuis

Ambient Assisted Living user interfaces

OBJECTIVES

The aim of AALuis is to facilitate the connection of different services to different types of user interfaces and thus to enable future users of AAL systems to use more services interacting in their preferred way. We will develop an open middleware layer that can be used for different AAL middleware platforms to connect different user interfaces to existing AAL Systems. This will also be demonstrated by developing new services and connecting them to newly developed, innovative user interfaces. The project will contribute to a wider usage of AAL Systems.

Name of the project :
AALuis / Ambient Assisted Living user interfaces

Coordinator: AIT Austrian Institute of Technology GmbH, Austria

Duration: 36 months

Starting date: 1 July 2011

Total budget: 3.238.624 €

Public contribution: 2.149.027 €

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Website: http://www.aaluis.eu/

PROJECT OVERVIEW

The user interface (UI) is an important feature of interaction between the human and the machine (services). Thus the main focus of the project lies on the development of innovative UIs and a layer for the easy and standardized integration of new and existing UIs. The aim is to build these interfaces and the connection layer on open and already existing middleware platforms. The improvement of the user interfaces and thus of devices and solutions for older people based on design for-all principles shall improve older people's access to, acceptance of and use of ICT-based services. End-users' needs and abilities in their (daily) life are explored by two user organizations from the very beginning of the project following ethical and user involvement guidelines. In addition needs of technical stakeholders, such as developers and services providers, when creating AAL Systems will be taken into account.

RESULTS & IMPACT

At the end of the project a framework will be provided with a set of user descriptions and suitable user profile settings for the user interaction, new user interfaces with adaptation possibilities based on user profiles, the open source AALuis user interface layer where those and other user interfaces can be connected to and a set of AAL Services. AALuis aims to significantly contribute to the freedom of choice for end-users of services and users interfaces. This will help to support de-stigmatization of care products and put them on a self-serve continuum from 'Comfort to Care to Cure'.

PARTNERS

AIT Austrian Institute of Technology GmbH	R&D	AT	http://www.ait.ac.at/
weTouch e.U.	SME	AT	http://www.wetouch.at/
CURE - Center for Usability Research & Engineering	R&D	AT	http://www.cure.at/
zoobe message entertainment GmbH	SME	DE	http://zoobe.com/
Verklizan BV	SME	NL	http://www.verklizan.com/
ProSyst Software GmbH	SME	DE	http://www.prosyst.com/
50plus GmbH	End-users	AT	http://www.50plusgmbh.com/
Hilfswerk Österreich	End-users	AT	http://www.hilfswerk.at/
Philips Consumer Lifestyle B.V.	business	NL	http://www.philips.com/

FEARLESS

Fear Elimination As Resolution for Loosing Elderly's Substantial Sorrows

OBJECTIVES

FEARLESS is a project designed to detect a wide range of risks with a single sensor unit, enhancing mobility and enabling elderly to take active part in the self-serve society by reducing their fears. Another main focus of this project is the lack of expertise at the supplier side and thus the integration of important parts of the supply chain (i.e. network of electricians and electric shops).

It will utilize the flexibility of vision based sensors and combine it with acoustic event detection. The overall aim of this project is the reduction of barriers (i.e. fears and concerns), which impedes the mobility of elderly people, often suffering from dementia or light loss of cognitive activities.

Name of the project :
FEARLESS / Fear Elimination As Resolution for Loosing Elderly's Substantial Sorrows

Coordinator: DI Michael Brandstötter, MSc
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Duration: 36 months

Starting date: 1 July 2011

Total budget: 2,7 Mio €

Public contribution: 1.6 Mio €

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PROJECT OVERVIEW

As elderly often refuse to wear any additional sensors to activate alarm calls, FEARLESS will visually and acoustically detect and handle risks by contacting the relatives or care taker organization (e.g. TES or SAM) automatically - without the need of any user intervention. It increases the feeling of safety, reduces fears, enhances the self-efficacy and thus enables elderly to be more active, independent and mobile in today's self-serve society.

FEARLESS does not only enhance the mobility by reducing fears but also triggers an alarm, if significant behavioural changes (e.g. less mobility, change of health condition and many others) are detected. Thus, relatives or care taker organizations are able to ensure the physical and psychological wellbeing of the primary end users. The user are involved throughout the entire project, as their needs and wishes are examined in regular feedback intervals - as well as their feasible concerns about their privacy.

RESULTS & IMPACT

The electronic partner network of Germany will be exploited during the project. Since this network is also available in Austria, Belgium, Italy, Netherlands and Switzerland further dissemination can be achieved easily. Due to the use of standards it is also ensured, that adoption costs for care-taker organizations who already built up an infrastructure (e.g. panic button) are minimized. Furthermore, costs for the (primary) end-users are as low as possible due to the integration of low cost components. The actual low penetration of the technology is expected to offer growth opportunities to information and communications infrastructure providers, social alarm equipment's suppliers as well as community service providers.

PARTNERS

CogVis GmbH	SME	Austria	http://www.cogvis.at
Vienna University of Technology	Research	Austria	http://caa.tuwien.ac.at/cvl/
University of Bamberg	Research	Germany	http://www.uni-bamberg.de/allgpsych/
TeSAN	End-User	Italy	http://www.tesan.it/
i2CAT Technological Center	End-User, R&D	Spain	http://www.i2cat.net
InfoKom GmbH	End-User, SME	Germany	http://www.infokom.de
Linkcare Health Services	End-User	Spain	
Fraunhofer IPK	R&D	Germany	http://www.ipk.fraunhofer.de/
Samariterbund Wien	End-User	Austria	http://www.samariterbund.net
Medical University of Vienna	Research	Austria	http://www.meduniwien.ac.at

GoldUI

Adaptive Embedded Human Interfaces designed for older people

OBJECTIVES

The concept of GoldUI is focused on empowering the older individual, enabling them to access online "self serve" services and therefore to benefit from the digital world by using the familiar home technologies of domestic radio, TV and telephone augmented by a mobile smartphone interface when away from home.

By using content adaptation and personalisation techniques GoldUI will provide the elderly with access to a wide range of online services considering individual's abilities and needs.

Name of the project :
GoldUI / Adaptive Embedded Human Interfaces designed for older people

Coordinator: HI-Iberia Ingeniería y Proyectos S.L.

Duration: 24 months

Starting date: 18 July 2011

Total budget: 1.537.726,76 €

Public contribution: 807.656 €

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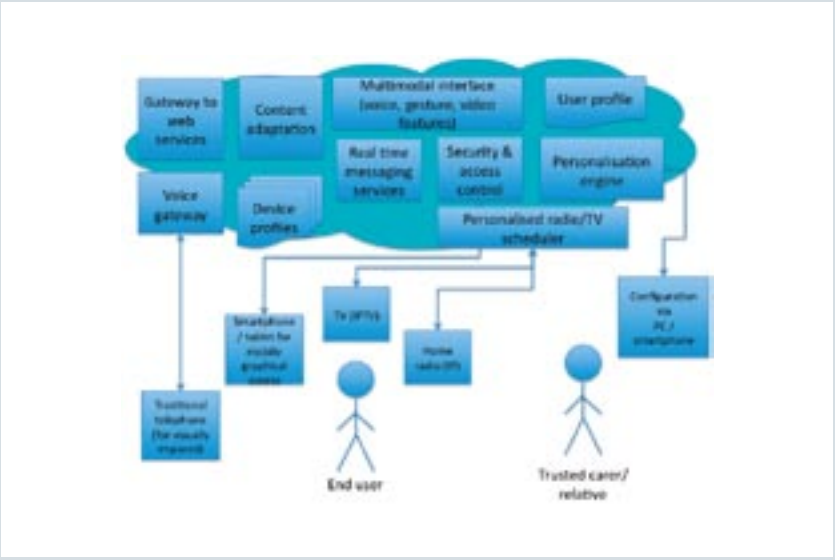
Website: www.goldui.eu

PROJECT OVERVIEW

A key concept to GoldUI is the development and maintenance of a cloud-based secure user profile, which is intended to be maintained by a trusted relative or carer. The profile indicates the user's language, eyesight, hearing, mobility and memory capabilities and communication preferences as well as account information for key services via a series of plugins. The key technological innovations that we want to introduce to enable GoldUI project are related to 1) Representation of multimedia content description, 2) Personalization and contextualization of information, 3) Interactive search and agent interfaces able to mitigate complex tasks, bring expertise to the user, and provide more natural interaction; and 4) Human-Computer Interfaces. All these technologies will be employed in an integrating way; this means that, different prototypes will be available along all the phases of the project that will incrementally include the different features and technologies according to the end-users specifications and feedback.

There will be pilot trials during 12 months.



RESULTS & IMPACT

- GoldUI impact is ensured through 1) Involvement of partners from Spain, UK and Italy, 2) Clustering with other projects and 3) Expected elderly potential market. The target market, 65-75 year-olds, is considered a potential market in continuous;
- 12-18 months after the end of the project, there will be a commercial launch. During this time, the prototype system will be upgraded such that "soft launch" will be feasible earlier to allow business partners to test the system.

PARTNERS

HI-Iberia Ingeniería y Proyectos S.L.	SME	Spain	http://www.hi-iberia.es/
XIM Ltd	SME	United Kingdom	http://www.xim.co.uk/
Tiscali Italia S.p.A.	Industrial	Italy	http://www.tiscali.it/
Fundación para la eSalud (FeSalud)	End-User	Spain	http://www.fesalud.org/

HOST

Smart technologies for self-service to seniors in social housing

OBJECTIVES

The aimed solution is to provide easy-to-use technologies and services in social housing flats to allow a better quality of communication and a better access to package services from the elders; by experimenting a European model of "connected flats" for elder people, characterised by specific equipments enabling easier relations with, family, service providers and housing operators, through enriched supports (images, text, voice, documents) the host project should:

- Bring more comfort of living to the elders;
- Reinforce social inclusion (with friends, family, administrations, social operators…);
- Allow a longer stay in their house.

Name of the project :
HOST / Smart technologies for self-service to seniors in social housing

Coordinator: Françoise ABRY
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Duration: 30 months

Starting date: 1 May 2011

Total budget: 4 774 086,57 €

Public contribution: 2 290 680,00 €

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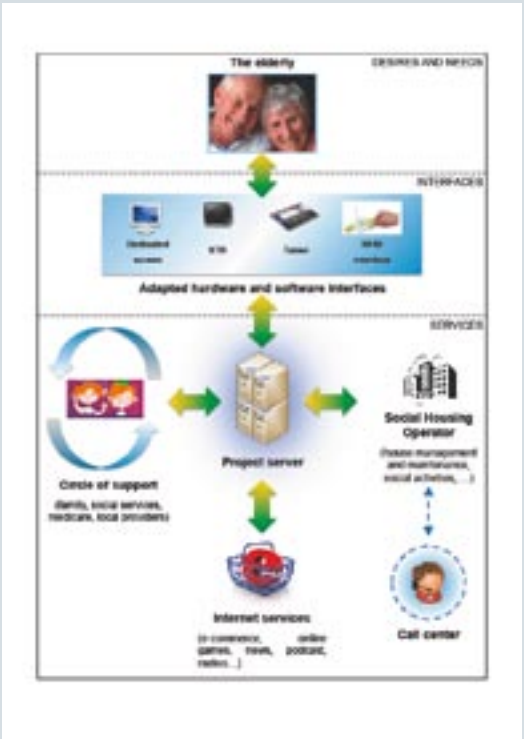
PROJECT OVERVIEW

The partners of the project will develop a digital infrastructure of the social housing and a gateway to their services. Within the project, the proposed idea is (i) to raise awareness of independent control among older consumers in selecting their own appropriate responses to requirements for a self-serve solution system; (ii) to improve the life of the elderly living in the current social house park, by developing the digital infrastructure of the social housing and giving a better access to their services; (iii) to provide the elderly in social housing with a large panel of ICT services and ease communication with and between their service providers and the "circle of support" composed of the family and local services, both public and private.



RESULTS & IMPACT

The expected impacts on a European scale will be:

- An overall assessment (technology, usages, interface, contents, communication…) of such a device to capitalized on the project management;
- Experimentation of business models for service providers, social housing operators and elderly tenants (what kind of opportunities induced by mutualisation?);
- A cross fertilization process between different countries and different practices that could contribute to a long term "share of experiences";
- The sketch of a standard architecture to help the spreading of related projects.

PARTNERS

OPAC du Rhône	User organisation	France	http://www.opacdurhone.fr
FINABITA	SME	Italy	http://www.legacoopabitanti.coop
Nottingham Community Housing	User organisation	United Kingdom	http://www.ncha.org.uk
ADAMA/ AVIZEN	SME	France	http://www.avizen.fr
National Research Council Construction Technologies Institute	Research	Italy	http://www.itc.cnr.it
Conseil Général du Rhône / ERASME	Research	France	http://www.erasme.org
Université Joseph Fourier Grenoble 1	University	France	http://www.ujf-grenoble.fr
Triple Play	SME	United Kingdom	http://www.tripleplay-services.com
BIO RESULT	SME	Italy	http://www.bioresult.it
University of Valencia/ Polibienestar	University	Spain	http://www.polibienestar.org

Mylife

Multimedia technology for independence and participation for people with dementia

OBJECTIVES

The objective of Mylife is to support independence for older people with reduced cognitive function by giving them access to simple and intuitive services that are adapted to their individual needs and wishes. The ambition of the Mylife project is to provide network-based access to, and management of, commercially and/or freely available software, and activities managed from the secondary end-uses' locations enabling the primary end-users to access Mylife applications remotely via the internet. The final service offered by Mylife supports time-orientation, communication and recreational activities.

Name of the project :
Mylife / Multimedia technology for independence and participation for people with dementia

Coordinator: Karde AS, Norway

Duration: 20 months

Starting date: 1 April 2011

Total budget: 1.059.973 €

Public contribution: 620.335 €

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Website: http://www.karde.no/MYLIFE_english.html
http://www.karde.no/MYLIFE_english.html
http://www.karde.no/MYLIFE_norsk.html
http://www.karde.no/MYLIFE_deutsch.html
http://www.karde.no/Flyer_general.pdf

PROJECT OVERVIEW

The primary end-users of the Mylife service are older persons with reduced cognitive abilities, and the secondary end-users are formal or informal caregivers. The service-model in the targeted areas of the Mylife project is based on the concept of software as a service, i.e., software that is freely available over the internet and is deployed to run on a smart-phone with touch-screen. The Mylife project includes:

- Development of a spectre of Mylife functions important for the user's self-serve;
- Development of a Norwegian, English and German version, and adaptation to cultural/legal differences/requirements;
- Development of methodology, including ethical aspects, for trials to evaluate how the service meets the needs of individual primary end-users. User tests (HCI) and field trials (system and service) in three European countries;
- Dissemination and exploitation of the results European-wide.

PARTNERS

Karde AS	SME / Business	Norway	www.karde.no
Tellu AS	SME / Business	Norway	www.tellu.no
Forget-me-not AS	SME / Business	Norway	www.forgetmenot.no
Sidsel Bjørneby Sole Proprietorship	SME / Business	Norway	www.sidselb.no
Housing21	End users	United Kingdom	www.housing21.co.uk
Trent Dementia Services and Development Centre	End users	United Kingdom	www.trentdsdc.org.uk
Berlin Institute for Social Research	Research institute	Germany	www.bis-berlin.de

RESULTS & IMPACT

- The expected outcome of Mylife for the primary end-users will be (1) increased independence and wellbeing in home environments, (2) decreased social isolation and thereby increased participation, (3) stimulation of cognitive abilities, and (4) self-services based on Internet-enabled applications;
- For the secondary end-users, the outcomes are: (1) simple and inspiring user instructions and (2) reduced stress caused by worries, repeated questions and calls, as well as passivity. Mylife will also create new business opportunities for SMEs and enable a greater uptake of electronic self-services.

AAL JP National Contact points

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AMBIENT ASSISTED LIVING

JOINT PROGRAMME

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