





The AGNES project User involvement in the innovation process

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



AGNES

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







- Twelve partners + subcontractors in 6 countries
 - 3 user organisations (in Sweden, Greece, Spain)
 - 3 companies (in Germany, Austria, Italy)
 - 6 universities/research centres (in Sweden, Spain, Greece, Austria)







- 400+ person months over 36 months
 - Sept 2009 to August 2012
 - total cost: €3,6 million
 - funding: €2,4 million











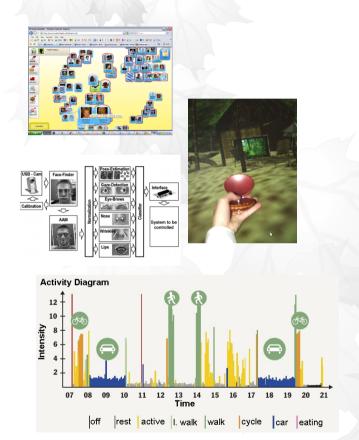


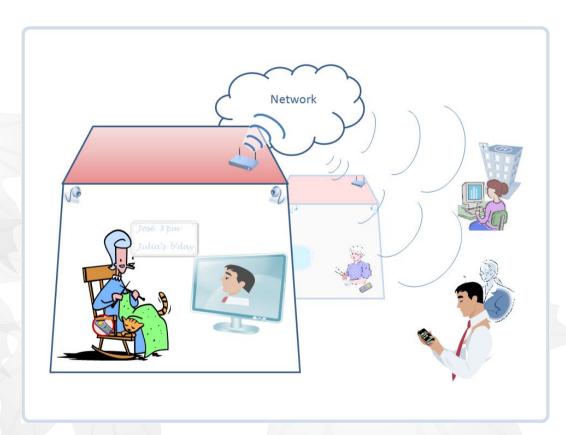






The elements of AGNES







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



The AGNES Vision

- 1.Wellness and active social participation go together
 - Technology can increase social participation
 - Combating loneliness and mental deterioration
- A secure social network system for the older person
- 2. Elderly people retain implicit cognitive knowledge
 - Interaction with technology should capitalise on this
 - Most current systems and devices rely on explicit knowledge for use
- > Tangible/ambient interaction around the retained skills of older users
- 3. Family members need to be informed about elders' states and needs
 - Can then respond in a timely and sensitive way
 - Contact/visit/involve as needed, not intrude
- ➤ Unobtrusive detection/communication of activities and states
- All this demands user-led innovation for success





AGNES User-led innovation

- We don't know in advance what will work for older people & their families
- An evolutionary approach to design and implementation
- Users actively involved in design and testing from the beginning
 - Requirements, scenarios, suggestions, reactions
 - Iterative design prototypes system and components
 - Allow older users to communicate requirements, preferences
 - Discussion objects, test use, selection, field trials
- **Creative tension** with technical work
 - Technologists want early specifications
 - User-led innovation means keeping design options open



Waterworth, E. L. & Waterworth J. A. (2009). Designing ICT for the over 80s. In Topo, P. & Östlund, B. (2009), Dementia, Design and Technology: Time to Get Involved. Amsterdam: IOS Press



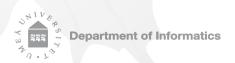
User involvement in Innovation

1. End user trials

- Users, using AGNES in own homes, and controls
 - Currently:
 - Sweden, 10 users + 10 controls
 - Greece, 5 users + 5 controls
 - Spain, 7 users + 10 controls
- Standard tests of memory and social life
 - Repeated every 6 months
- Detailed interviews and 6-monthly follow ups
 - Elderly and one relative per household
 - Test and control groups
 - Comparisons over time and across cultures
- Home log-book for problems, notes, ideas, suggestions







User involvement in Innovation

2. Focus groups

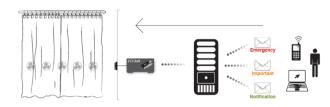
- Two local groups (of 5 and 10 persons) in Sweden
- Meet in a group, gives confidence to express opinions
 - Discuss their lives, needs, preferences, activities
 - Get design ideas, functions and interaction
 - Test early mock-ups and simple prototypes
 - Explore commercialisation routes

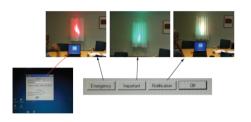






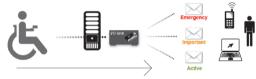
First prototype: Ambient Media (a person-person pair)





e-mall	wind level
Emergency	Strong Wind
Important	Light Breeze
Notification	Peace and Qulet

First prototype: Tangible Media



	1
	tapping level
Emergency	Strong shaking
Important	Tapping
Active	Moving







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User involvement in Innovation

- 3. Keeping the users informed and interested
- Local newsletter on AGNES sent out every 3 months
 - What has happened, and what is coming soon
- Weekly messages on the social network
 - Stimulate use
 - Put in contact with other members through the network
- Regular focus group meetings
- Frequent visits to home users and controls
 - Need to establish relationships and trust







Conclusions: User-led innovation

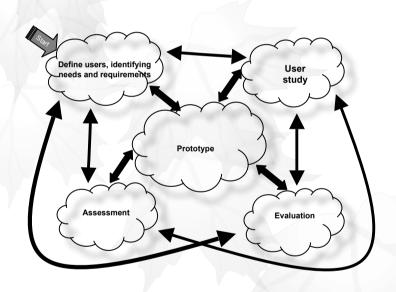
- Users should contribute on their terms
 - And be kept fully informed
- We cannot think as the users do
 - We have never been in their situation
 - We do not know their priorities, what they want and need, what they think is fun, etc.
- Users as full members of the project
 - Design and develop with their full involvement
- Innovation only happens when technology is used and accepted





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http://agnes-aal.eu/site/







