



The project aims at developing a platform of formal and informal care-giving services for older adults, situating the elderly and, in particular, their well-being and happiness in the centre of the design.

Television is used as the main peripheral.

**FORMAL CARE-GIVING SERVICES INCLUDE:** Biophysical measures and parameters i.e. body weight, blood pressure, pulse rate, blood glucose level.

**INFORMAL CARE-GIVING SERVICES INCLUDED:** Weather, NEWS, Events, Wikipedia, YouTube & TV channels on rehabilitation, Memory and attention games.

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### 1ST PILOTING CYCLE RESULTS

The pre-questionnaire was handed to all participants at the beginning of the piloting and the post-questionnaire after the testing of the platform.

Aim of the pre-questionnaire was to gain an overview of the participants' status (age, gender, residential status, computer and internet usage) and of the post-questionnaire to assess the functionalities of the platform and apps that so far developed; Weather, News, Events and Games.

The 1st cycle piloting was administered in Romania, Slovenia and Cyprus.

### PRE-QUESTIONNAIRE: MAIN FINDINGS

- Completed by 176 females (64%) and 97 males (36%)
- The vast majority reported being fully independent with nearly half of them living with their partner.
- 86% stated that they are more comfortable with using the TV.
- 34% reported that they do not use the computer at all and 30% reported that they can only use the computer a little bit.
- 35% spend 1 hour on average on the TV, 32% 2-4 hours, and 26% do spend any time on the TV.
- 65% have an internet connection at home.

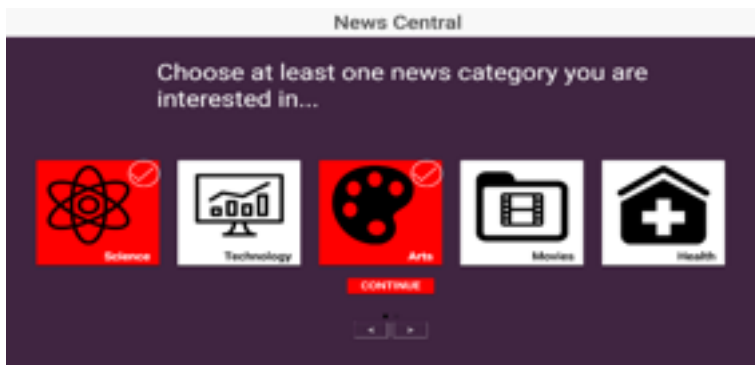
### POST-QUESTIONNAIRE: MAIN FINDINGS

- 35% and 32% reported finding it difficult to use the remote control and air mouse respectively.
- 41% found that the icons representing the applications were relevant and 10% very relevant.
- 62% reported that the pictures helped them find the desired information.



### NEWS APPLICATION

- For 34% navigation from one type of NEWS to another was acceptable while for 28% difficult.
- For 26% it was difficult to select one type of NEWS to be displayed on the screen while for 38% it was acceptable.
- The summary was relevant for 87%.



NEWS App Central Screen



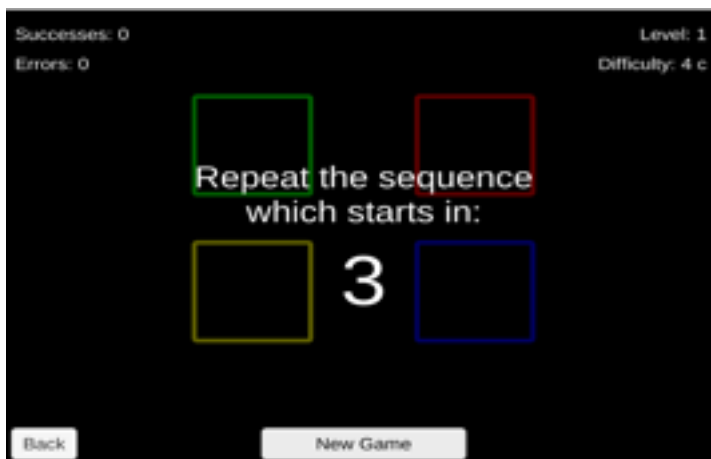
NEWS APP View Screen

### EVENTS APPLICATION

- For 43% navigation from one event to another was acceptable while for 24% it was difficult.
- The summary of the event was relevant enough for 90% of the respondents and the information in the detailed description for 82% of the participants.

#### Attention Game

- 51% reported that the game loaded quite slow while 40% that the game loading was fast.
- For 54% of the respondents the game instructions were clear.
- The game items were difficult to be selected with the mouse remote for 32% of the participants whereas acceptable for 42%.



Attendix Game Screen



### MEMORY GAME

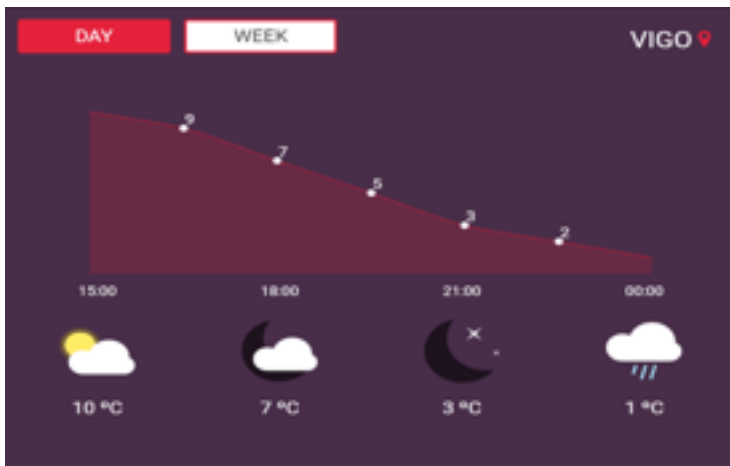
- The game loaded fast enough for 39% of the end-users and quite slow for half of the participants implicated in the piloting.
- 46% found the instructions clear while 45% not so clear.
- The memory game items were difficult to be selected for 34% of the respondents and acceptable for 36%.



Episodix Game Screen

### WEATHER APPLICATION

- The information was loaded fast for 39% of the respondents and slow for 17% of the participants.
- The weather information was relevant for the vast majority (86%) of the individuals participating in the piloting.



Weather App



## Partners

1. Cyprus Neuroscience & Technology Institute (Cyprus; Coordinator),
2. Imatia Innovation SL (Spain),
3. Gluk Advice (Netherlands),
4. Compexin S.A (Romania),
5. Dom upokojencev Nova Gorica (Slovenia),
6. Development Centre of Information and Communication Technologies (Slovenia),
7. Ana Aslan Foundation (Romania),
8. Strovolos Muncial Multi-Functional Foundation (Cyprus)

## Contact

Twitter: @seniortvaal

Facebook: <https://www.facebook.com/SENIORTVaal/>

Website: <http://seniortv-aal.eu/>

Email us at: [contact@senior-tv.eu](mailto:contact@senior-tv.eu)