



REVIEW OF EUROPEAN PROJECTS RELATED TO LEARN4EVER

INTRODUCTION

This document is the outcome from a review of the most relevant EU projects addressing the same topics as Learn4Ever. We have reviewed projects addressing learning for seniors, TV as the user interface for older adults, project delivering a bank of time/exchange of services and social networks for seniors. It is not intended to be an exhaustive review but a first approach to the state of the art that will be completed by WP1 once the project comes to its beginning. Most of the projects were funded by the AAL program, which by nature is the closer research program addressing older adults and active ageing. The previous two JPI MYBL calls were also reviewed although no project with a direct relationship was found.

TABLE OF CONTENTS.

INTRODUCTION	2
ACTGO-GATE	5
ACTIVE AT HOME	5
ADD LIFE	6
ALICE	7
ANIMATE	8
AWARE	8
CARE@HOME	9
CARENET	10
CCE	10
Co-LIVING	11
CONNECTEDVITALITY	12
DIMA	12
E-LEARNING FOR SENIOR CITIZENS ACADEMY	13
EASYREACH	14
ELDER SPACES	15
ELDERHOP	15
ELDERSUP!	16
Elf@HOME	17
EUBIA	17
EXPACT	18
FOSIBLE	19
GETVIVID	19
GIVE&TAKE	20
GO-MY LIFE	21
GOLDUI	21
HERA	22
HEREIAM	23
HOMEDOTOLD	24
HOPES	24
LEK-AE	25
MOBILE.OLD	25
MOTION	26

NITICS	27
PALADIN	27
PALETTE	28
PEER ASSIST	29
REVOLUTION	29
SENIORCHANNEL	30
SENIORENGAGE :	31
SENIORNET	32
SENIORES LEARNING WITH APPS	32
SOCIALIZE:	33
SOPHIA	34
SPONSOR	34
T-TNET	35
TSBANK	36

ACTGO-GATE

TITLE: ACTO-GATE

CATEGORIES: Banks of time, Social Networks for Seniors

DATES: October 1, 2014 - October 1, 2017

URL: <http://www.actgo-gate.eu>

<http://www.aal-europe.eu/projects/acto-gate-2/>

OBJECTIVES AND BRIEF SUMMARY:

The project's goal is to create an ICT based marketplace supporting entrepreneurship, self-fulfillment and social participation for golden workers and active retirees. The project aims to create a transferable model as a gate for different occupation modules. The model builds on local social marketplaces (existing local communities or social network sites) that serve as a basis and starting point for developing three occupational modules: "Serve the community", "Flexible occupation", and "Get involved with organizations", each to start off in one of the three pilot regions

RELATION WITH LEARN4EVER:

This project combines Banks of time/service exchange with the use of social networks, among others. It is still an alive initiative whose outcomes will be closely analysed. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.

ACTIVE AT HOME

NAME: Active at home

CATEGORIES: TV as interface

DATES: May 1, 2016 – May 1, 2019

URL: <http://www.active-at-home.com/>

<http://www.aal-europe.eu/projects/activehome/>

OBJECTIVES AND BRIEF SUMMARY:

Falls are one of the most common health related problems in the elderly population, representing more than 50% of hospitalizations due to injuries.

To provide a solution to this growing concern, this consortium has launched Active@Home, a project based on exergames, dance and Tai Chi, as studies have already shown that this type of training programs can significantly improve elderly people's balance, strength and coordination. The proposed solution, focused on physical, cognitive and social aspects, aims at promoting physical activity at home and foster fall prevention. It will be designed for large screens (TVs) through HDMI dongles and all exercises will be monitored using simple wearable motion sensors and guided by user-friendly virtual characters. 20 users in each country (Switzerland, The Netherlands, Portugal) will participate in extended field trials

Active@Home intends to be a holistic approach to increasing the physical activity of the elderly population, while motivating them through captivating and challenging multi-player exergames, video games played through physical exercise. The user will be able to choose the type of exercise that suits him/her best: from sequences of games composed together to create workouts, dance exercises based on traditional dances from different European countries or Tai Chi training. With this, social capabilities will be promoted to foster community engagement and enhance cultural and cognitive aspects.

RELATION WITH LEARN4EVER:

This project addresses physical exercises at home using the TV as the main interface. Although physical exercise is supported in this Project, other kinds of learning are out of its scope. Learn4Ever will add support for informal learning, skills update and preparation for life after pension. Social Networks and Banks of Time will be also included as part of the Learn4Ever ecosystem.

ADD LIFE

TITLE: ADD LIFE

CATEGORIES: Learning for seniors

DATES: October 1, 2006 - September 30, 2008

URL: <http://www.eaea.org/en/projects/partner-projects/completed-projects/add-life.html>
<http://add-life.uni-graz.at/>

OBJECTIVES AND BRIEF SUMMARY:

The overall aim of the ADD LIFE project is to develop university modules for non-traditional students, especially senior citizens, providing an inter-generational learning setting. The learning programmes specify academic/scientific learning as well as training for promoters in the specific topic.

RELATION WITH LEARN4EVER:

ADD LIFE was one of the first proposal for the Seniors University. Although focused in the same target group, Learn4Ever's objectives are much wider and cover an innovative technology approach to older people, SmartTV, and promotes active ageing through the support of actual contributions to society and engaging with peers and others through social networking.

ALICE

TITLE: ALICE

CATEGORIES: TV as interface

DATES: March 1, 2010 - March 1, 2012

URL: <http://www.aal-europe.eu/projects/alice/>

OBJECTIVES AND BRIEF SUMMARY:

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. This STB integrates a video camera and microphone for communication as well as computing resources for specific applications (e.g. a customised Web browser etc.). It is equipped with a simple remote control for interactions within the applications and has a broadband connection to a service provider, both for video communications and Web access. The STB allows video interaction services, multimedia social services (e.g. photo sharing, social calendar, social games), and wireless application services (e.g. transmission of sensor data from medical devices).

RELATION WITH LEARN4EVER

Alice developed a proprietary set-top-box whose main aim is to support multimedia communication using existing TV as the main interfaces. Learn4Ever, although providing social networking tools, does not have communication as a per-se objective. Our main focus is to support informal learning both online, using a SmartTV, or helping users to find informal learning opportunities close to them. Learning will be used, in turn, as an instrument to keep them active and to keep their skills up to date in order to extend as much as possible their active contributions to society.

ANIMATE

TITLE: Animate

CATEGORIES: Banks of time

DATES: April 1, 2014 - April 1, 2017

URL: <http://animate-aal.eu/>

<http://www.aal-europe.eu/projects/animate/>

OBJECTIVES AND BRIEF SUMMARY:

ANIMATE provides a cross-generation community based service exchange system where companies employing qualified older adults can offer workshops and learning experiences to the younger professionals of other companies and in turn get back the experience that they have provided as working hours or weeks from the workforce available in the community companies. This would enable the transfer of knowledge in the local network between aged professionals and younger or newly employed workers and this will also keep senior workers more active and motivated in their workplace as they are involved in stimulating environments with younger professionals

RELATION WITH LEARN4EVER:

This is a still alive project whose final outcomes will be closely analysed. It is focused on the contributions from seniors to society. Learn4Ever adds the automatic finding and management of informal learning opportunities in different areas, including life long skills update to keep the contributions from older people valid as long as possible.

AWARE

TITLE: AWARE

CATEGORIES: Banks of time

DATES: July 1, 2010 - July 1, 2013

URL: <http://aware.ibv.org/>

<http://www.aal-europe.eu/projects/aware/>

OBJECTIVES AND BRIEF SUMMARY:

One of the objectives of this project is to provide mechanisms for sharing knowledge, in order to enable workers to maintain an active role after retirement, by allowing them to share expertise and experience, get in contact with other workers and retired elderly people and promote remote short-time work, which could enable elderly people to stay active after retirement; also, this will allow the company to maintain and acquire knowledge and expertise although a worker has retired;

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, exchange of services. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date. In addition, Sponsor does not exploit the use of SmartTVs as a familiar device for older people.

CARE@HOME

TITLE: CARE@HOME

CATEGORIES: TV as interface, Social Networks for Seniors

DATES: November 21, 2011 - November 21, 2014

URL: <http://www.aal-europe.eu/projects/carehome/>

<http://www.careathome-project.eu>

OBJECTIVES AND BRIEF SUMMARY:

Care@Home is about enabling empowerment, wellness and social care services in the home of the elderly through interactive multimedia SmartTV. The idea is to enclose the social support system for the elderly and carry this as a personalised communication and service channel in their home, whereby the technology provides a two-way communication for family, friends and caregivers as well as entertainment and services for household, shopping and community information.

RELATION WITH LEARN4EVER:

Care@home focuses on supporting communication and social exchange among seniors using SmartTVs. From a technology perspective this project is directly related to Learn4Ever. Nevertheless, Care@home does not address learning among its objectives and, therefore it does not overlap with the core aims of Learn4Ever. In addition Learn4Ever will further develop the previous skills and competences to keep them up to date in order for seniors to being able to actually contribute to society after their retirement. <http://www.aal-europe.eu/projects/carehome/>

CARENET

TITLE: Carenet

CATEGORIES: Learning for seniors

DATES: January 1, 2012 - January 1, 2014

URL: <http://www.carenetproject.eu/>

OBJECTIVES AND BRIEF SUMMARY:

What resonates amongst both groups – care workers and care recipients – is their exposure to the risk of social exclusion as they are both often at the margins of society and likely to be the victim of digital and social divides. ICTs and associated competences have been shown to be a critical component in mitigating these risks of exclusion and helping to support an increased quality of life. The acquisition of digital skills is essential for these actors in the family employment sector where we find over half of all private individual employers aged 60 years old and over, and low-skilled women representing the majority of household employees. In response to these pressing needs the CareNet project will design, develop and pilot learning paths and resources based on cooperative learning between care workers and care recipients to promote improved quality of care and quality of life through the acquisition of care related digital competences. In addition, to answer specific needs, learning modules for individual learning, addressing ICT competences for employability and self-development (care workers) and ICT competences for active ageing (older people) will be created. In this way the project will contribute to: the identified needs for professionalization of care workers; increased access to learning opportunities; personal development of care workers; overcoming the isolation of both care workers and older people by promoting social enterprise, active citizenship and active ageing.

RELATION WITH LEARN4EVER:

The outcomes from Care Net are of relevance to Learn4Ever because of the focus put on ICT competences and the gender dimension. Therefore, WP2 will look into the details of this project outcomes and implement its lessons learnt and adapt them to the SmartTV environment and the informal learning strategy.

CCE

TITLE: CCE

CATEGORIES: TV as interface

DATES: July 1, 2009 - July 1, 2012

URL: <http://www.aal-europe.eu/projects/cce/>

<http://www.cceproject.eu/>

OBJECTIVES AND BRIEF SUMMARY:

The CCE dementia solutions comprises connectivity between the different physical components, sensors, medication dispenser, server, Net TV, etc. The system consists, in general, of the following hardware and software components:

Philips Net TV that provides a user interface for a digital corkboard

A digital corkboard application

A set of sensors that monitor the behaviour and the activities of the assisted person

A medication dispenser

A dementia diary that documents daily activities for the assisted person

A middleware platform that integrates all the data

RELATION WITH LEARN4EVER:

This project is focused on delivering health-related monitoring and services using TVs and dedicated set-top-boxes. It does not cover the main services provided by Learn4Ever: informal learning, social networking for seniors and Banks of time/services.

CO-LIVING

TITLE: Co-LIVING

CATEGORIES: Social network for senior

DATES: October 13, 2010 - October 13, 2013

URL: <http://www.project-coliving.eu>

<http://www.aal-europe.eu/projects/co-living/>

OBJECTIVES AND BRIEF SUMMARY:

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

RELATION WITH LEARN4EVER:

This project exploits the results from a previous FP6 initiative to create a social network for seniors. . It is related with Learn4Ever as it includes social networking. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

CONNECTEDVITALITY

TITLE: ConnectedVitality

CATEGORIES: Social network for senior

DATES: June 1, 2010 - June 1, 2013

URL: <http://www.connectedvitality.eu/>

<http://www.aal-europe.eu/projects/cvn/>

OBJECTIVES AND BRIEF SUMMARY:

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.

RELATION WITH LEARN4EVER:

The main of this project is to ensure communication among those with mobility problema. As such, it is included under the category of social networking. Nevertheless, it neither addresses learning nor exchange of service as Learn4Ever does.

DIMA

TITLE: DIMA

CATEGORIES: Learning for seniors

DATES: October 1, 2015 - September 31, 2017

URL: <http://www.eaea.org/en/projects/partner-projects/dima.html>

<http://dima-project.eu/>

OBJECTIVES AND BRIEF SUMMARY:

The aim of DIMA is to create a practical and innovative toolkit for developing, implementing and monitoring coherent and participative adult education strategies. This, in turn, will allow adult education providers and local authorities to actively contribute to national and EU adult education policies, increasing adult participation in education and training in a lifelong learning perspective.

RELATION WITH LEARN4EVER:

Outcomes from this project will be closely analysed by the consortium as it is aimed not only at providing adult education but also at influencing the adult education policies at EU level. Although SmartTVs are not the delivery instrument, which can be considered as a contribution on top of DIMA results, the strategies and methodologies developed in DIMA will be considered as input for Learn4Ever whenever applicable to the informal learning approach that we will follow.

E-LEARNING FOR SENIOR CITIZENS ACADEMY

TITLE: e-Learning for Senior Citizens Academy

CATEGORIES: Learning for seniors.

DATES: 2010 - 2012

URL: http://www.aslect.eu/documents/case12_ElseAcademy_rev.pdf

OBJECTIVES AND BRIEF SUMMARY:

eLSe aims at developing and testing an e-learning environment specifically devoted and pedagogically adapted to the needs of learners who have no or almost no experience using computers or who already have some basic experience but are not fully ICT competent. The approach goes far beyond the concept of “elderly people” (who were the primary target group of the project) being able to cover all needs of people who are not digital natives.

The program of the e-learning course covers nearly 100% the requirements for the European e-Citizen certification!

RELATION WITH LEARN4EVER:

eLSE addresses elderly people with low digital skills as Learn4Ever does. Nevertheless, the strategy of Learn4Ever is to change completely the instrument used to deliver learning. Despite eLSE that implements specific modification on conventional e-learning tools, Learn4Ever uses a per-se familiar device like TVs. Additionally, learning is seen not also as a tool for keeping seniors active, but also as an instrument to keep their capabilities and skills update as long as possible to facilitate their contributions to society. A bank of time is implement as a broker to exchange services with seniors.

EASYREACH

TITLE: EASYREACH

CATEGORIES: TV as interface, Social Networks for Seniors

DATES: November 1, 2010 - March 1, 2013

URL: <http://www.aal-europe.eu/projects/easyreach/>

<http://www.easyreach-project.eu>

OBJECTIVES AND BRIEF SUMMARY:

The project builds a system, called EasyReach that supports many styles of social interaction between users, providing them with an easy way to organise groups of people that already know each other, create groups of people that care for a certain common topic, organise groups for the purpose of 'interfacing' with real world social groups and organise help sessions where a skilled user helps or trains others.

The services of EasyReach also provide elderly people with proper means for support of interactions, like appointments and things to-do, automatic structure and maintenance of user's information, monitor users' quality of interaction in order to provide feedback and foster new interactions.

By using a TV as the core communication interface device and a simple remote control for accessing the services, EasyReach becomes a particularly accessible system, easy to install, configure and apply in every-day life.

RELATION WITH LEARN4EVER:

Easyreach combines Social Networks and TVs as Learn4Ever does. Social interaction is the final aim of this project, while in the case of SeniorTV is an instrument to enhance the learning process of seniors

towards keeping them active for as long as possible. Learn4Ever is focused on informal learning to promote an active ageing and keep seniors skills valid for an actual contribution to the local communities and the society in general.

ELDER SPACES

TITLE: ELDER SPACES

CATEGORIES: Social network for senior

DATES: April 1, 2011 - October 1, 2012

URL: <http://www.aal-europe.eu/projects/elder-spaces/>

OBJECTIVES AND BRIEF SUMMARY:

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.

RELATION WITH LEARN4EVER:

This project focused on social networking for older people. Its results are of interest as far as Learn4Ever will use social networks as an instrument to enhance collaborative learning and identifying potential institutions/individuals for seniors to collaborate with.

ELDERHOP

TITLE: ELDERHOP

CATEGORIES: TV as interface

DATES: September 1, 2011 - September 1, 2013

URL: <http://www.aal-europe.eu/projects/elderhop/>

OBJECTIVES AND BRIEF SUMMARY:

ELDERHOP wants to provide a complex easy-to-use solution to improve the quality of life of elderly people. The objective is to develop, test, and make available a suite of open-source mobile and TV applications, which supports people above 65 in their important daily activities like shopping, using public transport, etc. The envisioned end-product will facilitate the outdoors activity and navigation capabilities of the elderly, while decreasing their anxiety and stress levels. Our goal is to launch the service at the end of 2013, and reach 2% of the target population within 24 months after finishing the project.

RELATION WITH LEARN4EVER:

This project has a broad set of objectives that will be fulfilled through different applications, including both SmartPhone and SmartTV applications. According to the information provided by the project, learning is not one of the objectives of Elderhop and, therefore, it does not overlap with Learn4Ever.

ELDERSUP!

TITLE: Eldersup!

CATEGORIES: Banks of time

DATES: July 1, 2014 - July 1, 2017

URL: <http://www.eldersup-aal.eu/>

<http://www.aal-europe.eu/projects/eldersup/>

OBJECTIVES AND BRIEF SUMMARY:

The objective of the Elders-Up! project is to create an ecosystem for collaboration between seniors and small companies, in order to bring the valuable experience of the elderly to them, thus addressing inter-generational knowledge transfer. SMEs may struggle to cover all the areas of knowledge that a company needs to bring their products to the market. For them, the knowledge transfer from experienced employees is vital. On the other hand, seniors are sometimes set apart in the work environment due to the fact that they are considered less efficient and productive. Their jobs represent the way of feeling useful.

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, exchange of services. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.

ELF@HOME

NAME: Elf@HOME

CATEGORIES: TV as interface

DATES: June 1, 2013 – June 1, 2016

URL: <http://www.elfathome.eu/the-project/example-scenario>
<http://www.aal-europe.eu/projects/elfhome/>

OBJECTIVES AND BRIEF SUMMARY:

The proposed service will automatically generate a personalized fitness program based on the health status and the continuous monitoring of activity level of the user. This continuous monitoring will be accomplished by the development of a new wearable activity sensor specially designed for elderly needs. The health status monitoring will be done using biomedical sensors. A TV interface and a computer vision system will be used during fitness sessions to analyse fitness exercises execution. All these components will be connected to a service platform implementing the intelligence needed.

RELATION WITH LEARN4EVER:

Again, this project addresses physical exercises at home using the TV as the main interface. It includes personalised fitness programs based on data acquired through wearable devices. Although physical exercise is supported in this project, other kinds of learning are out of its scope. Learn4Ever will add support for informal learning, skills update and preparation for life after pension. Social Networks and Banks of Time will be also included as part of the Learn4Ever ecosystem.

EUBIA

TITLE: EUBIA

CATEGORIES: Learning for seniors

DATES: August 1, 2008 - July 31, 2010

URL: <http://www.bia-net.org/eubia>

OBJECTIVES AND BRIEF SUMMARY:

The specific objectives of EuBiA respond to the educational challenge of an ageing population in Europe and will help to provide older adults with pathways to improving their knowledge and competences in the light of the fact that at least three age cohorts of older people can be identified.

The trans-national partnership of organisations and older people will cooperate to establishing a consortium for lifelong learning in senior age the aims of which are:

- to exchange know-how
- strengthen existing skills and strategies
- adopting and adapting best practice

RELATION WITH LEARN4EVER:

This project addresses the challenging of an ageing population and the need to provide learning programs to that target group. The information available does not include details on what kind of technology – if any – was used to deliver these programs. In any case, given the dates of the project it couldn't use SmartTVs. There is no reference to banks of time/services or social networks as Learn4Ever provides.

EXPACT

TITLE: EXPACT

CATEGORIES: Banks of time

DATES: September 1, 2014 - September 1, 2016

URL: <http://www.expact.eu>

<http://www.aal-europe.eu/projects/expact/>

OBJECTIVES AND BRIEF SUMMARY:

The aim of the project is to develop a software framework that allows easy creation and operation of web-based platforms to support the preservation and transfer of older people's experience for the benefit of future generations. ExpAct provides online and offline services to enable older people to stay in work or re-enter the workforce. Their skills and expertise are too valuable to be left untapped. By sharing their experience and knowledge, they make a valuable long-term contribution and stay engaged in society, which enhances their quality of life.

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, Banks of Time. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.

FOSIBLE

TITLE: FOSIBLE

CATEGORIES: TV as interface, Social Networks for Seniors

DATES: May 1, 2010 - November 1, 2012

URL: <http://www.aal-europe.eu/projects/fosible/>

OBJECTIVES AND BRIEF SUMMARY:

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.

RELATION WITH LEARN4EVER:

Fosible combines Social Networks and TVs as Learn4Ever does. Social interaction is the final aim of this project, while in the case of SeniorTV is an instrument to enhance the learning process of seniors towards keeping them active for as long as possible. Learn4Ever is focused on informal learning to promote an active ageing and keep seniors skills valid for an actual contribution to the local communities and the society in general.

GETVIVID

TITLE: GETVIVID

CATEGORIES : TV as interface, Bank of Time/Services

DATES: July 1, 2013 - July 1, 2016

URL: <http://www.aal-europe.eu/projects/getvivid/>

<http://getvivid.eu/>

OBJECTIVES AND BRIEF SUMMARY:

GeTVivid aims at supporting older adults with mild impairments to manage their daily activities in their home and aims at improving the quality of life, autonomy and participation in social life

The project aims at offering a set of AAL-related functionality and services to older adults as well as informal and formal carers through the use of connected TV devices based on the HbbTV standard complemented with a mobile second screen. The initially proposed services/functions are:

- a help exchange system to enable older adults to offer/ask for support for daily life activities to/from others
- access to service providers like meals on wheels, shopping assistance, house-keeping, taxi, medical help or assistance, etc.
- support functions like reminders, news, weather, etc.

RELATION WITH LEARN4EVER:

This project addresses social services using the HbbTV standard. It includes a bank of services or exchange of services with peers. Unfortunately, HbbTV is a standard that has not gone further in the market and very few devices are compliant with it.

Learn4Ever will be based on Android TV, which can be plugged into any TV using a HDMI interface. From a functional point of view, and in addition to the main Learn4Ever core functionality: informal learning services, our proposal will add social networking and a bank of time aimed at exchange services not only with peers but also with younger generations or with companies that may want to benefit from the seniors skills and competences. The Learn4Ever platform would add life long learning services to keep these skills up to date.

GIVE&TAKE

TITLE: Give&Take

CATEGORIES : Banks of time

DATES: May 1, 2014 - May 1, 2017

URL: <http://www.givetake.eu>

<http://www.aal-europe.eu/projects/givetake/>

OBJECTIVES AND BRIEF SUMMARY:

The service addresses a market opportunity and releases an unexploited societal potential for solving tasks predominantly under the public sector realm. Behind the need and opportunity are societal

macro trends as well as documented positive effects of seniors' prolonged professional activity and voluntary work. Give&Take empowers seniors, by improving occupational lifestyle through a reciprocal exchange-service to maintain societal engagement as a key to mental, social and physical fitness.

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, exchange of services. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.

GO-MY LIFE

TITLE: GO-MY LIFE

CATEGORIES: Social network for senior

DATES: July 1, 2010 - December 1, 2012

URL: <http://www.aal-europe.eu/projects/go-my-life/>

OBJECTIVES AND BRIEF SUMMARY:

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 personalisation, security and integration-related requirements, with an easy and accessible interface.

RELATION WITH LEARN4EVER:

This project is related with Learn4Ever as it includes social networking. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

GOLDUI

TITLE: GOLDUI

CATEGORIES: TV as interface

DATES: July 18, 2011 - July 18, 2013

URL: <http://www.aal-europe.eu/projects/goldui/>

<http://www.goldui.eu>

OBJECTIVES AND BRIEF SUMMARY:

The concept of GoldUI is focused on empowering the older individual, enabling them to access online “self-serve” services and therefore 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.

RELATION WITH LEARN4EVER:

Goldui uses the SmartPhone as a complement to TV to offer a wide range of services. According to the information available from the project, neither learning for seniors is addressed in the project nor Banks of time or social networking.

HERA

TITLE: HERA

CATEGORIES: TV as interface

DATES: September 1, 2012 - September 1, 2014

URL: <http://www.aal-europe.eu/projects/hera/>

OBJECTIVES AND BRIEF SUMMARY:

The HERA platform’s architecture constitutes a pragmatic approach:

All services functionalities are provided to 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

The HERA project is conducted in partnership with the 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-users' and market needs.

RELATION WITH LEARN4EVER:

This project is focused on delivering health-related monitoring and services using TVs and dedicated set-top-boxes. It does not cover the main services provided by Learn4Ever: informal learning, social networking for seniors and Banks of time/services.

HEREIAM

TITLE: Hereiam

CATEGORIES : TV as interface

DATES: July 1, 2013 - July 1, 2016

URL: <http://www.hereiamproject.org>

<http://www.aal-europe.eu/projects/hereiam/>

OBJECTIVES AND BRIEF SUMMARY:

The objective of the HEREiAM project is to develop and validate a TV-based technology for elderly users capable of supporting them in executing daily life activities. The system will offer the possibility: a) to support the elderly in the management of daily activities, b) to 2 monitor their health status by integrating care processes, c) to prolong their active participation in society, d) to ensure their personal safety and comfort by generating alarms and warnings when needed.

RELATION WITH LEARN4EVER:

This project offers a ecosystem of social and health related services. Learn4Ever is a perfect complement to this proposal thanks to the provision of learning services both at formal and informal level. Learn4Ever does not address health status monitoring or support for daily life activities. Nevertheless, it covers the learning needs that a senior may have to get her skills up to date in order to still contribute to society after retirement. It includes a service exchange service and dedicated social networks to support the exploitation of the benefits of seniors knowledge and capabilities

HOMEDOTOLD

TITLE: HOMEDOTOLD

CATEGORIES: TV as interface, Social Networks for Seniors, Banks of Time

DATES: October 1, 2010 - October 1, 2012

URL: <http://www.aal-europe.eu/projects/homedothold/>

OBJECTIVES AND BRIEF SUMMARY:

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.

RELATION WITH LEARN4EVER:

Although the information available about the final outcomes from this project is scarce, we may conclude that it combines social networking, the option to offer voluntary services and the use of the TV as the main interface with seniors. There is no hint on the support for life long learning in any of its forms.

HOPES

TITLE: HOPES

CATEGORIES: Social network for senior

DATES: September 1, 2010 - September 1, 2013

URL: <http://www.hopes-project.org/>

<http://www.aal-europe.eu/projects/hopes/>

OBJECTIVES AND BRIEF SUMMARY:

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-animating by its adherents. The ultimate goal of the project is to enhance the socialisation, the quality of life and the autonomy of the elderly persons by preventing isolation and loneliness, and generating positive social experiences and behaviour.

RELATION WITH LEARN4EVER:

This project is related with Learn4Ever as it includes social networking. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

LEK-AE

TITLE: LEK-AE

CATEGORIES: Learning for seniors

DATES: October 1, 2015 - September 30, 2018

URL: <http://www.eaea.org/en/projects/partner-projects/lek-ae.html>
www.infonet-ae.eu/let-europe-know

OBJECTIVES AND BRIEF SUMMARY:

This is the first project to address journalistic competence as an important professional competence of adult education staff. While some universities offer studies in adult education, we know that nevertheless there is a high number of adult education staff who does not have formal training in adult education and in particular in journalistic work. Therefore the main objective for the project is to increase the professionalization and quality within the adult education sector, with special focus on information work of adult education staff. Adult education actors must improve their competencies in communication in particular with the actors of other countries, backgrounds and cultures.

RELATION WITH LEARN4EVER:

This project addresses a specific competence in adult education. The scope of Learn4Ever is wider Our focus is to update previous skills using a familiar device like the TV to ensure that contributions after pension are still valid.

MOBILE.OLD

TITLE: MOBILE.OLD

CATEGORIES: TV as interface

DATES: June 1, 2012 - June 1, 2014

URL: <http://www.aal-europe.eu/projects/mobile-old/>
<http://www.mobiledotold.eu/>

OBJECTIVES AND BRIEF SUMMARY:

The MOBILE.OLD project aims to provide a combined smartphone and TV-based service infrastructure with residential and outdoor services that will be delivered in a highly personalised and intuitive way and will improve the mobility of older persons.

RELATION WITH LEARN4EVER:

This project is focused on the monitoring of the physical activities of seniors or disabled people. It includes the TV as one of the interfaces to interact with users. The services provided by Learn4Ever, namely, informal learning tools, social networks for seniors and Banks of time/service exchange, are not present in NITICS.

MOTION

TITLE: Motion

CATEGORIES: TV as interface

DATES: No start date. Duration 36 months

URL: <http://www.aal-europe.eu/projects/motion/>

OBJECTIVES AND BRIEF SUMMARY:

The mission of MOTION is to increase the life expectancy, independence and quality of life of older adults through a novel holistic ICT-based service for remote multi-user physical training of older adults at home by specialised coaches, thereby enabling a totally new level of physical training effectiveness.

RELATION WITH LEARN4EVER:

As for other previously revised projects, MOTION is focused on physical training at home using the TV as the user interfaces. It does not provide other services exploiting the current capabilities of SmartTV as Learn4Ever does in the case of specialized tools to support life long learning for seniors.

NITICS

TITLE: NITICS

CATEGORIES : TV as interface

DATES: May 1, 2013 - Aug 1, 2015

URL: <http://www.aal-europe.eu/projects/nitics/>
<http://nitics.eclxys.com/>

OBJECTIVES AND BRIEF SUMMARY:

The NITICS project designs and builds a holistic platform that is expandable and offers advanced ICT services including monitoring and navigational support for the mobility of elderly and disabled persons in their home during their daily activities. This project offers a multi-device interface: TV/table/SmartPhone.

RELATION WITH LEARN4EVER:

This project is focused on the monitoring of the physical activities of seniors or disabled people. It includes the TV as one of the interfaces to interact with users. The services provided by Learn4Ever, namely, informal learning tools, social networks for seniors and Banks of time/service exchange, are not present in NITICS.

PALADIN

TITLE: PALADIN

CATEGORIES : Learning for seniors

DATES: September 1, 2009 - October 1, 2011

URL: <http://www.eaea.org/en/projects/partner-projects/completed-projects/paladin.html>

OBJECTIVES AND BRIEF SUMMARY:

PALADIN's objectives were to develop and test a package of methodology and instruments to facilitate self-processes of seniors at disadvantage (over 50 years old without qualifications) and to set up a network of innovative activities, focused on self-training and learning at Community level. PALADIN focuses on 5 fields of the lives of seniors: activity (employment or voluntary), health, finances, citizenship and education (formal / non-formal / informal).

RELATION WITH LEARN4EVER:

This project aimed at promoting active ageing through the creation of a set of didactic units and learning programs for older adults. The information available does not include details on what kind of technology – if any – was used to deliver these programs. In any case, given the dates of the project it couldn't use SmartTVs. There is no reference to banks of time/services or social networks as Learn4Ever provides.

PALETTE

TITLE: project name

CATEGORIES: Banks of time, Learning and the Elderly

DATES: -----

URL: <http://www.palettev2.eu/>

<http://www.aal-europe.eu/projects/palettev2/>

OBJECTIVES AND BRIEF SUMMARY:

The services accessed through the PALETTE platform will be chosen, based on the most important needs expressed by seniors with low computer literacy. These services will be organised around four axes. 1. Communication, to foster social activities and contacts as well as encourage active participation in the community. 2. Wellness services to support long term independence of individuals. 3. Lifelong learning services to help seniors to keep up with ICT, media, general and professional skills, control of personal finances. 4. Working services to help seniors to stay active and earn an income beyond the pension age.

All these services won't be reinvented, we will rather provide simplified access (when needed) to existing services as well as educational material through a web platform to eliminate existing barriers to the information.

RELATION WITH LEARN4EVER:

This project includes among its objective two of the main aims of Learn4Ever: Life long learning and Banks of time. The Learn4Ever contribution would be, on the one hand the use of a much more familiar device, like the TV and, on the other hand, the focus on informal learning, which allow seniors not only to follow learning programs at home, but also to encounter learning opportunities in their communities or through the Learn4Ever social network.

PEER ASSIST

TITLE: PEER ASSIST

CATEGORIES: Social network for senior

DATES: September 1, 2010 - March 1, 2013

URL: <http://www.aal-europe.eu/projects/peer-assist/>

OBJECTIVES AND BRIEF SUMMARY:

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

RELATION WITH LEARN4EVER:

This project is related with Learn4Ever as it includes social networking. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

REVOLUTION

TITLE: REVOLUTION

CATEGORIES : Banks of time

DATES: June 1, 2014 - June 1, 2016

URL: <http://www.youpers.com/en/revolution/>

<http://www.aal-europe.eu/projects/revolution/>

OBJECTIVES AND BRIEF SUMMARY:

The program REVOLUTION – REaltime VOLunteering solUTION – aims to give pensioners voluntary occupation. REVOLUTION will break new ground to match supply and demand: It will be an online solution, which instantly indicates what jobs are needed to be done. The participants can submit their needs for services and labour provider their competency via smartphone – but the software also detects patterns of behaviour and helps to organize voluntary work. Many more details will optimize usability and user experience to facilitate dissemination of this application. This will help keep people active more easily and this is crucial for wellbeing and health. A rolling stone gathers no moss.

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, Banks of Time with advanced services such as the organization of voluntary work based on detected patterns. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.

SENIORCHANNEL

TITLE: SENIORCHANNEL

CATEGORIES: TV as interface

DATES: March 1, 2012 - March 1, 2015

URL: <http://www.aal-europe.eu/projects/senior-channel-3/>

<http://innovation-labs.com/seniorchannel/>

OBJECTIVES AND BRIEF SUMMARY:

SeniorChannel will develop an Interactive Internet Protocol Television Channel (SENIORCHANNEL) that will not only provide the elderly people with a method of interacting but also with a unique means to access 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, workshops and discussion groups regardless of their geographical location.

RELATION WITH LEARN4EVER:

This project relies on IPTV to deliver communication services among users through specific Set-top-boxes. Learning is not among its key objectives. As for the technical approach, the use of proprietary set-top-boxes limits the target market. The Learn4Ever proposal intends to use Android-TV that, in addition to being a low cost solution, opens the options for third-party applications to be easily integrated on top of the services provided by Learn4Ever.

SENIORENGAGE :

TITLE: SENIORENGAGE

CATEGORIES: Banks of time

DATES: December 1, 2010 - December 1, 2012

URL: <http://www.aal-europe.eu/projects/senior-engage-2/>
<http://www.seniorengage.eu/>

OBJECTIVES AND BRIEF SUMMARY:

SENIORENGAGE will provide a practical networking platform on which senior and young professionals may network with each other, and which is composed of the following:

RetiredProf System: This module will allow retired seniors to carry on with 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 organisations in need of answers to simple questions. In this way, professional seniors will be able to provide support to younger ones, contributing to their sense of self-worth.

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, exchange of services. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date. In addition, Sponsor does not exploit the use of SmartTVs as a familiar device for older people.

SENIORNET

TITLE: SENIORNET

CATEGORIES: Learning for seniors, Banks of time/services

DATES: Starts on 1986

URL: <http://seniornet.org/>

OBJECTIVES AND BRIEF SUMMARY:

SeniorNet's mission is to provide older adults education for and access to computer technologies to enhance their lives and enable them to share their knowledge and wisdom. In addition to providing education to older adults, we also provide computer education to veterans, the underserved, disabled, and those with impairments.

RELATION WITH LEARN4EVER:

Seniornet is based on 'conventional' e-learning technologies. Despite Learn4Ever that will benefit from the combination of computers, interactive applications and a familiar interface like the TV, this project relies solely on the use of computers. Additionally it does not cover other important features addressed by Learn4Ever like social networks.

SENIORES LEARNING WITH APPS

TITLE: Seniors Learning with Apps

CATEGORIES: Learning for seniors

DATES: January 1, 2014 - December 31, 2015

URL: <http://www.aepumayores.org/es/contenido/seniors-learning-apps-0>

<http://senapp.eu>

OBJECTIVES AND BRIEF SUMMARY:

The project SenApp - Seniors Learning with APPs - aims at developing a Training App for seniors in four European countries (France, Spain, Romania and Germany) to support them effectively and individually to become competent ICT (Information and Communication Technologies) users.

This project focuses on the need for eInclusion of senior citizens in Europe, the latter still being very much under-represented when it comes to competent and self-directed use of ICT. The digital divide still concerns, to a major extent, the older population knowledge and preferences.

RELATION WITH LEARN4EVER:

Unlike Learn4Ever approach based on SmartTVs this project uses SmartPhones. The literature acknowledges TVs are the most common device for the older people, in particular those with lesser digital skills. In any case, the main findings of this project will be revisited by WP1 of Learn4Ever to identify potential lessons learnt applicable to Learn4Ever.

SOCIALIZE:

TITLE: SOCIALIZE

CATEGORIES: Social network for senior

DATES: May 1, 2012 - May 1, 2015

URL: <http://www.socialize-project.eu/>

<http://www.aal-europe.eu/projects/socialize/>

OBJECTIVES AND BRIEF SUMMARY:

The SOCIALIZE project will develop a hardware/software platform able to put in close contact the elder users with the community where they live, promote elderly social interaction and proactive involvement in the democratic development of their own community through the use of new technology implemented in the elderly day by day contest. The SOCIALIZE technology will be accessible by different channels and in different geographical locations. Furthermore the SOCIALIZE mobile user interface will offer to the users the benefit of a subset of system functions through mobile devices.

RELATION WITH LEARN4EVER:

Socialize is focused on putting in contact those living in the same area and promote socialization among the elderly. It overlaps with Learn4Ever as the latter also includes social networking as one of its key objectives, including context-aware localization of peers. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

SOPHIA

TITLE: Sophia

CATEGORIES: Banks of time, Social Networks for Seniors

DATES: July 1, 2014 - Jan 1, 2017

URL: www.sophia-aal.eu

<http://www.aal-europe.eu/projects/sophia-2/>

OBJECTIVES AND BRIEF SUMMARY:

A social platform will be created in order to facilitate the communication and networking between expert- seniors who have retired and interested users in the offered services. In order to increase the services availability, a mobile version of SOPHIA will be developed for smart phone users. Moreover, the data from both experts and end-users will be available for behavioural analysis. There will be a group of behavioural experts, including psychologists, who will have the duty to anonymously take and analyse the available data.

RELATION WITH LEARN4EVER:

This project intends to create a social network where seniors can offer their services to others. Its interface is based on SmartPhones. In addition to the use of SmartTVs as the most familiar interface for elderly, Learn4Ever includes the location of informal learning opportunities both online and in the local community of the user.

SPONSOR

TITLE: SPONSOR

CATEGORIES : Banks of time

DATES: May 1, 2014 - May 1, 2017

URL: <http://sponsor-aal.eu>

<http://www.aal-europe.eu/projects/sponsor/>

OBJECTIVES AND BRIEF SUMMARY:

SpONSOR is an AAL funded project which aims at developing, testing and implementing an ICT platform that facilitates the posting, browsing and exchange of key information between competence-offering seniors and search-based requests, from competence-demanding organisations from the public, private and voluntary sectors. SpONSOR, will significantly enhance senior persons' access to a wide range of occupational positions

RELATION WITH LEARN4EVER:

This project focused on one of the topics addressed by Learn4Ever, exchange of services. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date. In addition, Sponsor does not exploit the use of SmartTVs as a familiar device for older people.

T-TNET

TITLE: T-NET

CATEGORIES: Social network for senior

DATES: July 1, 2012 - January 1, 2015

URL: <http://www.aal-europe.eu/projects/t-tnet/>

OBJECTIVES AND BRIEF SUMMARY:

The idea of T&Tnet is to provide personalised context-based multimodal and multinational social journey planning with affective capabilities and an easy to follow adaptive real time guidance making use of artificial reasoning based on an information manager (filtering and combining). This solution will allow them to carry out and solve movement tasks and problems independently. T&Tnet offers a navigation/orientation device adapted to the user's preferences in real time, which will integrate transport information (schedule, delay, occupation ...), emotions, social networks and a collaborative evolutionary platform.

RELATION WITH LEARN4EVER:

This project deals with social-based and context-aware journey planning. It is related with Learn4Ever as it includes social networking. Most of the objectives of Learn4Ever, such as informal learning and Banks of time/service exchange are not covered in this initiative.

TSBANK

TITLE: TSBANK

CATEGORIES: Banks of time

DATES: February 1, 2016 - February 1, 2016

URL: <http://www.tsbank.eu>

<http://www.aal-europe.eu/projects/tsbank/>

OBJECTIVES AND BRIEF SUMMARY:

The TSBank system will allow to match elderly volunteer work with the needs of people looking for help in particular areas. The platform will be built on a modular system, where there's a single base core of features on top of which operate a series of modules dedicated to specific volunteer work areas. Initial modules are tourism (helping visitors), sitting (taking care of people or pets), and consultancy (information on specific areas), with flexibility to add more. A rating system will allow both the service providers (elderly) and the service users to rate each other, implementing a trust system that helps other TSBank users to select whom to work with. To develop and validate the platform, a number of elderly people will be invited to participate, which will be done by taking advantage of the consortium partners' many contacts in that area. These elderly will be involved in module design and later pilot validation, being asked to provide feedback via questionnaires, focus groups, and computed assisted web interviews (CAWI).

RELATION WITH LEARN4EVER:

This project is a good candidate to learn from in the area of Banks of time and its outcomes will be closely analysed. It does not, however, address the core topic for Learn4Ever, informal learning as an instrument to keep seniors skill up to date.