A virtual Ideal home for senior citizens as a learning and development environment (HIMA)-project
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The BUDGET AND PARTNERS

- The budget 887 300€, ESF, North Savo Centre for Economic Development, Transport and the Environment
- Savonia University of Applied Sciences (management):
- Partners:
  - Savo Vocational College
  - North Karelia University of Applied Sciences
  - North Karelia College
The BACKGROUND

• The ageing of the population
• Young people aren’t interested in older people care studies and work with the older people
The AIMS

- to increase the attractiveness of the older people care
- to renew the teaching and learning processes to be more client-oriented
- to enhance the chances of the aged population to live and cope independently at home as long as possible
- to increase the availability of products and services for senior citizens
VIRTUAL LEARNING ENVIRONMENTS

- Ideal home in Second life
- Viva-game
SECOND LIFE

- Second Life is an online virtual world in Internet
- Interaction with each other through avatars
SECOND LIFE
The IDEAL HOME in SECOND LIFE

- The exercise path
- The building
The BUILDING in IDEAL HOME
ENTRANCE into the BUILDING
The ENTRANCE into the BUILDING
The KITCHEN VIEW
INFORMATION RELATED to KITCHEN
INFORMATION RELATED to KITCHEN
The BATHROOM
The EXERCISE PATH in IDEAL HOME
The EXERCISE PATH in IDEAL HOME
LEARNING MATERIAL in IDEAL HOME

• Exercises, for example:
  • Ethical issues
  • Life stories
  • Older people´s ability to function
  • Different appliances
  • Social and health care services
  • Nutrition
  • Medication

• Multiprofessional learning environment
  • Practical nurses, nurses, midwives, public health nurses, socionoms etc.
The EXERCISE PATH in IDEAL HOME
The EXERCISE PATH in IDEAL HOME
The EXERCISE PATH in IDEAL HOME
PLANNING MEETING IN SECOND LIFE
The IDEAL HOME IN SECOND LIFE

- Learning material for older people care studies
- Collaborative and experiential learning and operational training environment
- Information networking forum for the companies and associations
- Updating education environment to social and health care professionals
VIVA- GAME

- Development tool is Unity 3D
- Openly in the Internet play: http://viva.savonia.fi
- For example:
  - Behavior at client’s home
  - Interaction
  - Home modifications
  - Medication
VIVA- GAME

- Virtual home visits:
  - Three different clients
  - Three different life stories
  - Three different home environments
  - Each client has three different situations at home
VIVA- GAME: clients

iltaleena 77v  Viljo 67v  Viivi 63v
VIVA- GAME – Iltaeleena`s home
VIVA- GAME – Iltaleena`s home inside
VIVA- GAME: Viivi`s home (flat)
VIVA- GAME: Viljo`s home (terraced house)
The RENEWED VIRTUAL LEARNING ENVIRONMENT FOR the OLDER PEOPLE CARE STUDIES

LEARNING MATERIALS AND VIRTUAL TRAINING

COMPANIES AND ASSOCIATIONS
- information
- co-operation
- product development

IDEAL HOME FOR SENIOR CITIZENS, SECOND LIFE

STUDENT

VIVA-GAME DEVELOPMENT

DATA COLLECTION

SENIOR CITIZEN LIVING AT HOME

SOLUTIONS WHICH SUPPORT INDEPENDENT LIFE

IDEAL HOME BROADLY DEFINED: physical, psychological, social, easily accessible etc

STUDENT AND SENIOR CITIZENS

Leverage from the EU 2007-2013
The CHALLENGES

- Second life – program must be downloaded to computer and avatar must be created
- Level of Computer skills
- Technology doesn`t always work
- Attitudes and feelings towards technology
The PILOTING

- In 2012
- Data of piloting is collected by the questionnaires and interview
THANK YOU!

More information:

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