



Express to Connect

Summary of dissemination and communication activities



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1 Internal communications

1.1 Focus groups

The main focus groups for internal communications include:

- a) Work package managers and other persons working closely in the project
- b) Members of the Express to Connect Board

1.2. Extranet

The main objective of the Express to Connect Extranet is to ensure an effective communication between partners and to function as a reliable and adequate source of project related information. Express to Connect Extranet has the following sections: *Home, Calendar, Documents, Users, Glossary, Gallery and Notifications.*

As mentioned in the previous communication reports, the most used section in E2C Extranet is the *Documents* folder, which is used for sharing documents and other project related information. In addition to the E2C Extranet, also Dropbox has been used as an additional tool for sharing exceptionally large files.

2 External communications

2.1 Focus groups

The main focus groups for the external communications include:

- a) The elderly and next of kin
- b) The public sector
- c) Potential business partners and investors
- d) Potential customers in private sector

2.2 Express to Connect webpages

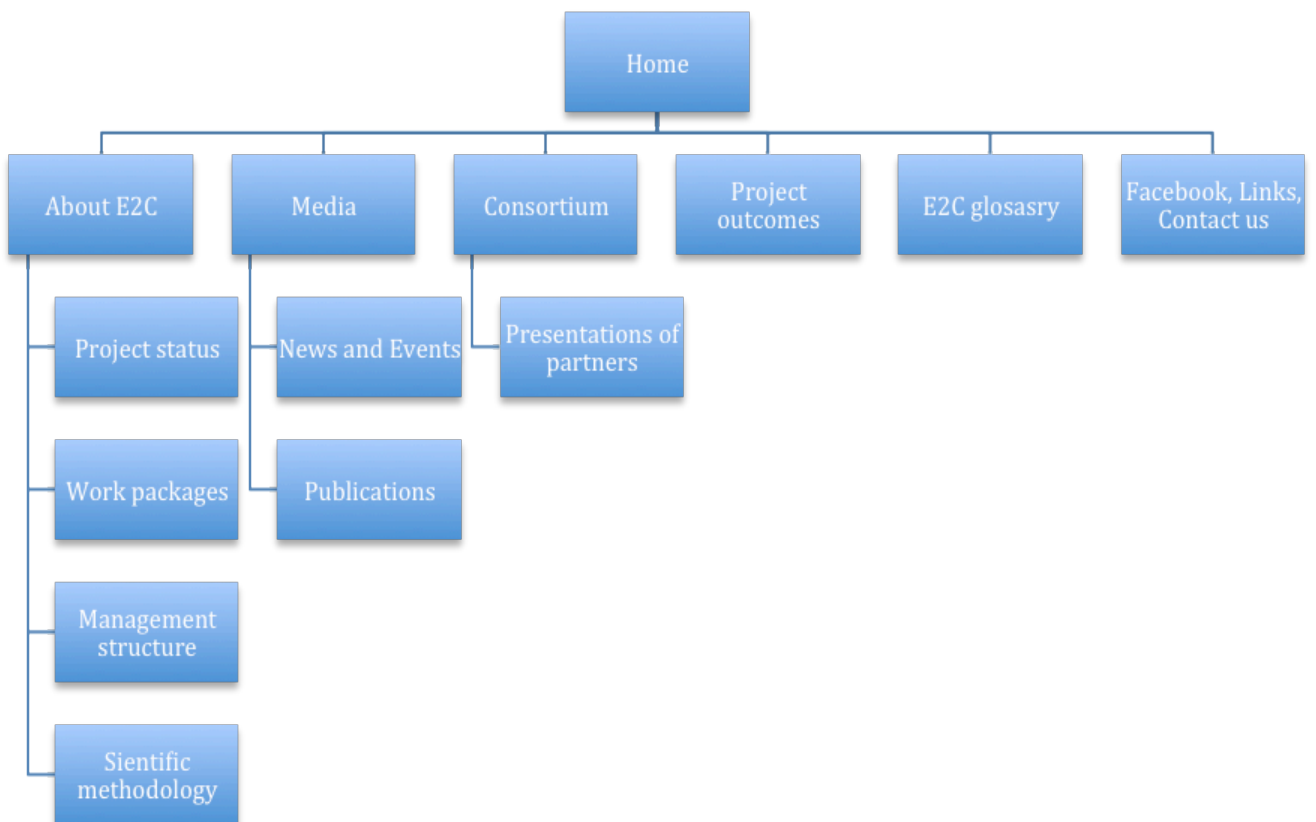
The public website www.express2connect.org is the main media for providing information related to the Express to Connect project and the consortium. The content of the Express to Connect website is designed according to the *Best practices guidelines* compiled by the European Union. Forum Virium Helsinki is in charge of the content on the E2C website, but all the Partners contribute to its content.

2.2.1 Webpage updates

During this reporting period there were several updates for Express to Connect webpages. The most important update being the new sub-page section covering the outcomes of the Express to Connect project in detailed level.

2.2.3 Sitemap

The updated structure of the Express to Connect webpage is presented in the map below.



2.3 Social media: Facebook

Express to Connect joined Facebook in October 2010 in order to enhance the dissemination activities and to inform about the project status in more timely manner. The Express to Connect Facebook page can be found at: <http://www.facebook.com/express2connect>

Although the amount of followers on the E2C Facebook page has remained lower than expected (by the end February 2013 there were 87 followers) the Facebook has been a valuable addition to the dissemination tool kit. The project has been able to promote the events as well as to communicate the recent developments of the project through the Facebook and another Web 2.0 channels. During the year 2012 photos were added to most of the posts, which was proved to attract more “Likes” for the posts (See figure 1).



Figure 1: Examples of status updates on the Express to Connect Facebook page.

2.4 Express to Connect Fact sheet

The purpose of the Express to Connect Fact sheet (Figure 2) is to give an overall view of the project and the consortium. The Fact sheet was updated during the summer of 2012 to better reflect the changes in the project objectives and to update the contact information for the partners. This one-page Fact sheet is available for downloads at (language versions English, Finnish, Swedish, Dutch and Danish): <http://www.express2connect.org/publications>



The figure shows a one-page fact sheet for the Express to Connect project. At the top left is the Express to Connect logo. Below the logo are three images: an elderly woman, a hand holding a small plant, and an elderly man. The fact sheet is divided into three main sections: Overview, Objectives, and End-user involvement. The Overview section describes the project's funding and timeline. The Objectives section states the goal of developing digital storytelling games. The End-user involvement section details the project's methodology and the role of end-users.

Express to Connect

Overview

Express to Connect (E2C) is a development project funded by the European Commission under the Ambient Assisted Living (AAL) Joint Programme. The project started in March 2010 and will run for 36 months.

The Express to Connect project addresses the European-wide challenge of ageing. It is estimated that by 2050, the number of people over the age of 80 will double in Europe. Being old increases the risk of becoming lonely and isolated.

Researches show that recollection increases the mental wellbeing of senior citizens. Express to Connect aims to boost remembrance with a new innovative service that encourages elderly people to capture their personal history, memories and stories - and share them with others.

The end-users and the SMEs will be integrated into all steps of the project, either directly present or indirectly through ethnographic research and the business 'idea market' and commercialisation.

Objectives

The overall objective for the Express to Connect consortium is **to develop, test and deploy digital storytelling games**. These games stimulate and facilitate social connectedness among elderly people, hereby empowering them and enriching their lives.

End-user involvement

The primary aim of the AAL Joint Programme is to foster solutions that meet the end-user needs. It is important to recognise the contributions that technology and service advancements can make to improve the quality of life for older people. Therefore, end-users are the drivers for development and practical application of these advancements.

The Express to Connect project is based on a user-driven methodology. Key aspect of this methodology is the iterative involvement of end-users, not only as reviewers but also for development process. The ongoing involvement results in new insights that ensure value-creation for end-users and therefore enhances implementation. »

Figure 2. The updated Express to Connect Fact sheet.

2.5 E2C Newsletter

The purpose of the E2C Newsletter is to communicate the project status to all interested parties such as elders, national funding agencies, media, potential customers etc. Secondly, the aim is to keep test users motivated to participate for the workshops and other end-user activities.

During this reporting period the third E2C Newsletter was published only in English. The main aim of the newsletter was to disseminate the outcomes of the project as well as to cover the next steps of the People Value Company. Furthermore, the Storyville games were promoted. The lasted E2C Newsletter can be found at:

<http://mailer.gruppo.fi/t/r-7BB86E2A88CF84832540EF23F30FEDED>

Looking ahead – towards People Value Company

Based on what we learnt in the project, the E2C Consortium has decided to continue collaborating in the form of People Value Company (PVC). It is built on the belief that we can help solving tomorrow's problem by collaborating with today's problem owners – those that are elderly today.



We like to think differently about demographic change: It is also an opportunity since it creates a vast variety of new business opportunities. People Value Company will act to disseminate knowledge and experience gained in a way that has social and economic impact on local, regional and international scale.

As we know, the public sectors' ability to support the ageing society will decrease during the upcoming years. The amount of money available for taking care of the elderly will decrease. In this, the People Value Company steps in to compensate the one thing that the public sector is unable to offer: social relationships.

Storyville games available now in AppStore!

All three storytelling games developed during the last year of the E2C project are now available in AppStore. It has been a long journey from the paper prototypes to these final game versions. "One of the greatest challenges has been to balance the gaming and the storytelling; Game playing is a dynamic activity where as the storytelling takes time and requires personal space", Astrid van Roij-Lubsen, Concept Developer from Waag Society, points out.



To download Pic My Choice and two other games, PicturePong and PhotoBluff, follow this link to [iTunes store](#). The game apps are available in Denmark, Finland, Sweden and the Netherlands in local languages as well as in English.

The AppStore is used to test not only the attractiveness of the games but also to get feedback on the commercialisation of these Storyville games. Therefore, for example, the prices of the games vary between no cost and 2.69 euros.

The iPad as a game board has itself been an interesting experiment. iPad had been just introduced when the E2C project started and, according to the research, also the elderly were keen on trying the new device. Compared to the traditional game boards, iPad was considered livelier due to its unique functions: it can be shaken, passed and turned around. It has also tremendous capacity to store material, such as personal photos.

The ultimate goal of the Storyville games is not only to enhance the time people spend together but also to create new memories by playing the games (to view the idea behind the concept, see [video](#)). Furthermore, the storytelling confirms the identity of the players and it also supports the dialog with others by triggering questions, for example.

To learn more about the Storyville game concept and to learn how to play the games, please visit [Storyville Studios](#).

CONNECT book coming out soon

The E2C consortium has written a book on connectedness. CONNECT book captures all the knowledge that E2C consortium has gained in the project, especially when working closely with the users. The book will be in the shops in the summer of 2013.

Thank you for following E2C project

As most of you know, the Express to Connect project has come to its end. Therefore this is the very last newsletter. But as stated in the editorial, this is not the end but the beginning of a new chapter in the E2C story.

To stay tuned for the latest development of the Storyville games, please visit the [Storyville Studios](#). E2C homepage will also be updated with the next steps of the consortium and People Value Company until the autumn of 2013.



Figure 3. Examples of articles on the E2C Newsletter 1/2013

2.6 Publications

Express to Connect consortium participated in the special issue of Projects Magazine published by the Insight Publishers in the autumn of 2011. The title of the article was *“Playing with your life to prevent loneliness”* and it gave a wide view over the Express to Connect project and in particular user-driven research methods (Figure 4). The article is still available at <http://www.express2connect.org/media.html>

During the summer of 2012 it was discussed with the Insight Publishers that the Consortium would publish a project site on the SEED research Library. A SEED is an interactive digital brochure that uses a variety of media and therefore, for example, the Storyville games would have been possible to present through the service. Due to the high cost of the service and low amount of visitors on the SEED website the proposal was rejected.



Figure 4. Article *“Playing with your life to prevent loneliness”* in Projects Magazine

2.7. CONNECT Book

The Express to Connect consortium has written a book on connectedness. CONNECT book captures all the knowledge that the consortium has gained in the project, especially when working closely with the users. The book will be published during the summer of 2013.

2.8 Materials to support commercialization process

A careful dissemination plan was created to support the commercialization activities of the WP5. These included designing of marketing materials (brochure, flyer) and creating webpage for the People Value Company. In addition, it was planned that two different kinds of a PowerPoint presentations are created in order to boost the sales and to attract

potentials investors. Due to the challenges with the commercialization process, recourses allocated for these communication activities were shifted for the final seminar held on the 15th February 2013.

3 Events

3.1 International events

In order to disseminate the project outcomes the consortium has participated in many events and meetings on international, national and regional level. Detailed tables over these dissemination activities on national level can be seen from the Appendix 1.

Express to Connect project was presented in AAL Forum 2012 on the 26th of September 2012. Project coordinator Thomas Hammer-Jakobsen and Sabine Wildevuur as speakers, Express to Connect consortium presented their experiences according to the session theme “Designing for connectedness”. The aim of the Express to Connect presentation was to disseminate the engagement methods used in the project to ensure sufficient end-user involvement. Furthermore, an overview of the experiences was given as well as some insights for the commercialisation process. This AAL Session titled “Designing with people” was extremely popular and there were over 100 AAL visitors participating for the session (See figure 5).



Figure 5. Express to Connect session at the AAL Forum 2012.

Express to Connect project was also presented during the ENoLL Summer School under the title "Opening up the Living Lab results to SMEs". During the 2-hour session participants played the *Photobluff* game and had an exercise based on innovation tracks

developed during the E2C project. The Summer School was sponsored by the European Network of Living Labs (ENoLL) and was organised by Laurea Living Labs Network with a close collaboration with ENoLL, Aalto University, CKIR and Forum Virium Helsinki.

3.1.1. Launch event for People Value Company

E2C consortium hosted a seminar on designing an empathic society, which was organized on the occasion of launching the People Value Company (See figure 6). The event took place on the 15th February 2013 at the Laurea University of Applied Sciences' premises in Vantaa, Finland (See Invitation, Appendix 2).

In order to maximize the participation for the event, the seminar was delivered live over the Internet. This live streaming proved to be an efficient way to attract more participants as well as to record the event for those that were not able to participate for the actual event.

Based on the research results of the E2Cproject and the expertise of the People Value Company, the participants gained insights on how to prepare for the challenges of the aging society by designing for the purpose of social connectedness. During the seminar also the knowledge gathered during the project were captured. Furthermore, consortium arranged Storyville gaming session and People Value Canvas workshop in the end of the seminar day to give more pragmatic presentation over the outcomes of the E2C project.

Presentations and materials via can be viewed through the Webinar link:
<http://www.seminaarit.net/fi/seminaarit/express2connect/>



Figure 6. Participants for the E2C seminar at Laurea University of Applied Sciences.

3.2 National events

In national level there has been several dissemination activities to disseminate the knowledge gathered during the Express to Connect project. The most important events have been the national seminars for the elderly and for other interested stakeholders. During these events the milestones of the Express to Connect project have been covered as well as the outcomes in general level. In all these workshops it was also possible to try out the Storyville games (See figure 7). Furthermore, one of the main aims of these workshops was to provide a sufficient exit strategy for those involved in the user trials.

Dates and titles for the national seminars:

- Denmark, 24th January 2013: Velfærdens Innovationsdag
- Finland, 30th January 2013: Express to Connect – National final seminar
- The Netherlands, 12th January 2013: The new old – Games for the Healthcare
- Sweden, 13th February 2013: National Express to Connect seminar



Figure 7. Gaming session during the National final seminar in Finland.

APPENDIX 1. Express to Connect dissemination activities by country (pages 15-19)

APPENDIX 2. Invitation for the Launch event for the People Value Company (pages 20-21)

APPENDIX 1.

FORUM VIRIUM HELSINKI and UNIVERSITY OF APPLIED SCIENCES / FINLAND

Type or name of the event	Date and venue	E2C presence	Participants	Number of people attending (approx.)	Representative(s) of E2C consortium
Laurea International week	6 May 2012, Laurea University of Applied Sciences, Vantaa (main auditorium)	30 minute presentation; "Seniors as co-creators of new services"	Students, lecturers	70	Anne-Mari Sandell Kirsi Ronkainen
ENoLL Summer School 20-23 April, 2012	22 August 2012, Aalto University, School of Economics, Helsinki	Presentation and gaming workshop	Mixed (ENoLL members, students etc.)	30	Anne Äyväri, Marianne Dannbom, Anne-Mari Sandell, Sabine Wildevuur
Forum Virium Helsinki Roadshows (Meetings with member organizations)	<ul style="list-style-type: none"> • 11 June, 2012/Nokia • 3 October 2012/ City of Helsinki • 7 November, 2012/Siemens • 17 December 2012/City of Helsinki, International activities Department 	Short project presentation	Representatives of the member organizations (Siemens, City of Helsinki and Nokia)	5-15	Marianne Dannbom

Forum Virium Helsinki Steering Committee meetings	Regular meetings every 3 months	Short project status updates	Members of FVH Steering Committee	15-20	Marianne Dannbom
National final seminar for E2C	30 January 2013. Laurea University of Applied Sciences, Vantaa	Presentations and gaming workshops	Elderly, representatives of cities of Vantaa and Espoo	10	Anne-Mari Sandell, Anne Äyväri, Kirsi Ronkainen, Pia Mässeli, Suvi Kukkonen
Launch event for the PVC	15 February, 2013. Laurea University of Applied Sciences, Vantaa	Presentations and two workshops (Gaming and People Value Company)	Mixed	Approx. 70 at Laurea, 20 online	Anne-Mari Sandell, Kirsi Ronkainen, Anne Äyväri
International week at Laurea University of Applied Sciences	February, 2013. Laurea University of Applied Sciences, Vantaa	Presentation of E2C project and the outcomes	Students and lecturers	100-150 visitors at the stand	Anne Äyväri Kirsi Ronkainen

APPENDIX 1.

WAAG SOCIETY and MMT / THE NETHERLANDS

Type or name of the event	Date and venue	E2C presence	Participants	Number of people attending (approx.)	Representative(s) of E2C consortium
The new old: Games for Healthcare http://waag.org/en/event/new-old-games-healthcare	Amsterdam, 12 February 2013	Final meeting E2C, The Netherlands	Mixed	50	Waag Society (the whole Dutch E2C team)
ICT & Healthcare	Utrecht, 13 March 2013	Paulien Melis	Mixed	60	Paulien Melis
Behind the scenes: Healthcare innovations in Amsterdam	Amsterdam, 24 September 2012	Side event of AAL	Mixed	40	Paulien Melis, Sabine Wildevuur
AAL Forum, Eindhoven Session E11: "Designing with people"	Eindhoven, 26 September 2012	Presentation titled: "Design for Connectedness"	AAL Forum audience	100	Sabine Wildevuur, Thomas Hammer-Jakobsen
AAL-conference, Eindhoven	Eindhoven, 26 September 2012	Presentation of outcomes of user trials including a voting activity	AAL participants and the elderly	70	Sjoerd de Jager
City of Oulu (Finland) visiting Amsterdam	Amsterdam, 31 October 2013	Innovation in Healthcare. Case E2C.	Innovators from City of Oulu	20	Sabine Wildevuur

APPENDIX 1.

COPENHAGEN LIVING LAB / DENMARK

Type or name of the event	Date and venue	E2C presence	Participants	Number of people attending (approx.)	Representative(s) of E2C consortium
AAL Forum	Eindhoven 23-25 September 2012	Presentation	AAL Forum audience	60	Thomas, Sabine
Impact assessment workshop	Aalborg, 6 December 2012	Workshop	Public sector Health experts	6	Thomas, Mie, Trine
Introduction	Wiedergården activity center Dragør, 13 December 2012	Meeting	Manager	3	Mie, Catja
Presentation (Final National event)	Velfærdens Innovationsdag, Øksnehallen, Cph. January 24 th	Løsningsgalleri (solution gallery/exhibition)	Public sector managers	100	Mie, Catja, Hans Henrik, Thomas

APPENDIX 1.

HALMSTAD UNIVERSITY / SWEDEN

Type or name of the event	Date and venue	E2C presence	Participants	Number of people attending (approx.)	Representative(s) of E2C consortium
Presentation of project for end-users	100909 – Halmstad senior center venue (Alla Hjärtans Hus)	Presentation of the project	Seniors	20	Jesper Svensson (HAU) Niklas Granfeldt (HAM)
Recruitment activity – end users	101019 – Halmstad senior center venue (Alla Hjärtans Hus)	Presentation of the project and the recruitment and evaluation process	Seniors	20	Jesper Svensson (HAU) Niklas Granfeldt (HAM)
Feedback session with end-users	110317 – Halmstad senior center venue (Alla Hjärtans Hus)	Feedback of project status and the results from the user tests in December 2010.	Seniors	10	Jesper Svensson (HAU) Mikael Hammeltz (HAU) Niklas Granfeldt (HAM)
Feedback session with end--users	111020 – Halmstad Senior center Venue (Alla Hjärtans Hus)	Feedback of Project status And the results From the user Tests in May 2011.	Seniors	10	Jesper Svensson (HAU) Niklas Granfeldt (HAM)
E2C Presentation and	111202 – Halmstad	Presentation of the	Students (20-25	40	Jesper Svensson

recruitment activity – end users	University	Project and the Recruitment and Evaluation process	year olds)		(HAU) Esbjörn Ebbesson (HAU)
E2C Presentation and recruitment activity – end users	121017 - Halmstad Senior center Venue (Alla Hjärtans Hus)	Presentation of the Project and the Recruitment and Evaluation process for the Beta test	Seniors	15	Jesper Svensson (HAU) Esbjörn Ebbesson (HAU)
National E2C seminar	130221 – Halmstad Senior center Venue (Alla Hjärtans Hus)	Feedback from the Project and the results From the user Tests in November 2012. Presentation of possible new opportunities for end-user involvement.	Seniors	8	Jesper Svensson (HAU) Esbjörn Ebbesson (HAU)



E2C Consortium Presents

THE LAUNCH OF THE PEOPLE VALUE COMPANY

Express to Connect consortium is pleased to invite you to a seminar about design for an empathic society, which is organized on the occasion of the launch of the People Value Company. The event takes place on Friday the 15th of February 2013, at the Laurea University of Applied Sciences premises in Vantaa, Finland.

The event will be streamed live on the Internet so if you are unable to join us in Vantaa, **you may attend by using a Webinar link.**

The seminar focuses on the aspects of designing an empathic society. Based on the research results of the Express to Connect project and the expertise of the People Value Company you gain insights how to prepare for the challenges of the aging society by design for social connectedness.

PROGRAM

9.30 Registration and coffee

10.00 Welcoming words

Thomas Hammer-Jacobsen, Head of Lab, Copenhagen Living Lab

10.05 New old,

Tuula Koli, Senior Advisor

10.10 Design for social connectedness

Sabine Wildevuur, Head of Programme Healthcare, Waag Society

10.30 People value insights

Mie Bjerre, Partner, Copenhagen Living Lab

10.50 Portraits for reframing

Jesper Svensson, Lecturer in informatics, Halmstad University





11.10 Intangible value creation and experienced value – New drivers of innovation,

Pekka Kahri, Director – Services and well-being industries, Tekes

11.40 Break

12.30 For and by – the importance of users when innovating

Jarmo Eskelinen, ENoLL President

12.50 Turning an iPad into a social board game

Astrid van Roij-Lubsen, Concept Developer, Waag Society

13.10 People value assessment

Anne Äyväri, Principal Lecturer, Laurea University of Applied Sciences

13.30 Looking ahead – toward people value companies

Thomas Hammer-Jacobsen, Head of Lab, Copenhagen Living Lab

14.00 Coffee break / End of the Webinar

14.30 – 15.30 Parallel sessions: Gaming and People Value Canvas

Session 1: Gaming, *Astrid van Roij-Lubsen, Concept Developer, Waag Society*

Session 2: People Value Canvas, *Thomas Hammer-Jacobsen, Head of Lab, Copenhagen Living Lab*

The seminar is free of charge, but the number of seats is limited. [Please register here](#) by 11th February 2013 to reserve a place in the seminar.

If you wish to join the Webinar, [please register here](#) by 13th February 2013.

For more information about Express to Connect project, please visit www.express2connect.org

