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** **Nature of the Deliverable**: P= Prototype, R= Report, S= Specification, T= Tool, O= Other

Abstract: A publishable final activity report, covering main aspects of the work, objectives, results and conclusions, including the publishable results of the final plan for using and disseminating the knowledge.

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The ELDER-SPACES Consortium consists of:

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1. Project Results

ElderSpaces is a social network platform which provides a range of applications tailored to the needs of older user groups based on:

1) Appropriate data sets, semantics and information that is pertinent and of interest to the older people (i.e. data for older individuals).

2) Customized social networking functionalities (based on the above datasets), such as travel memories ,groups, games and training programs designed especially for user groups of older people.

3) Appropriate older people friendly user interfaces (e.g. large default fonts and buttons, large audio volumes, use of multimedia), such as ergonomic devices and interaction modalities (such as multi-touch screens and interactive surfaces).

You can join ElderSpaces platform at: **www.elderspaces.com**

A demo have also prepared a video which demonstrates the ElderSpaces access and use over the Microsoft Pixel Sense.

Video YouTube Link: **http://youtu.be/eZrufj0nDw0**

2. Targeted End users, Needs and Benefits

By joining ElderSpaces social network platform our end users can:
- Create a personalized space for sharing information and knowledge.
- Communicate with their friends (in local and international level) and beloved persons.
- Find and participate in events of their interest organized at their area and therefore enhance their social life.
- Share their thoughts/comments along with multimedia content (photos, videos) from memorable moments and from common activities with friends.
- Get access to valuable knowledge available of their interest.
- Boost their professional life by enabling them to create networks of collaborators, as well as by enabling them to share information about job openings in their field of expertise and interest.
- Do all the above via an easy-to-use interface tailored to their need.

By joining ElderSpaces social network platform elderly families of elderly persons can:
- Get closer to their relatives meet them more often.
- Help them stay socially active
- Find activities that can be commonly undertaken

3. Innovation Achieved

The main innovation of ElderSpaces platform emerges from the fact that it is a semantic social network based on the integration of web semantics data techniques to conventional Web2.0 platforms. ElderSpaces design and implementation focused to perform important customizations in order to meet the older people requirements.

To this end customized applications, addressing the needs, interests and preferences of older adults were implemented. From a technical perspective, it aims to comply as much as possible with the WCAG2.0 standard and provide accessibility and usability features specifically aimed to aid in the interaction with the elderly.

Additionally, apart from the conventional PC web browsers ElderSpaces is delivered also enables the delivery of social network functionality over novel ergonomic interfaces of multi-touch PCs and interactive surface computing platform (i.e. Microsoft PixelSense / Samsung Sur40).

4. End user Involvement

The project has been implemented taking elderly individuals' opinion into account at all project phases. Face to face meetings with the end users were performed during the requirement collection process. Based on these requirements the relevant technical specifications were extracted. The first version of our platform was evaluated with a control group of 30 individuals (in Greece, Hungary) in terms of accessibility, usability and design.

All the above enabled the 3 months evaluation period to start (September 2013) and to be performed as planned based on the evaluation methodology. The improved version of our platform was launched under the domain name: www.elderspaces.com . The user organizations were in close contact with the users to collect feedback. Also and online questionnaire was created to facilitate the collection of the users feedback. This final testing was completed in November 2013 and provided to the Consortium valuable feedback about the actual status of the services, their ease of use, as well as insights about further improvements and the way ElderSpaces can become part of the everyday lives of our user group. A total number of 177 end users were involved in the project trials.

5. Market considerations

The release of the ElderSpaces social network is expected to start in about 1 ½ years after the project completion (December 2013). Our platform will focus, primarily, to the national markets of the countries involved in ElderSpaces (Hungary, Greece, Germany and Italy), taking into consideration the current European financial situation which impedes financial investments and risk-taking. However, the Consortium is confident that the benefits of the ElderSpaces platform and services will motivate potential investors.