



ELF@Home

Elderly sELF-care based on sELF-check of health conditions and sELF-fitness at home

D7.1 Web page of the project

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Abstract (for dissemination)	This document gives an overview of the web page deployment of the ELF@Home project.		
	The ELF@Home Project is a research and innovation project co-funded by the Ambient Assisted Living Joint Programme (AAL JP) and National Authorities in Spain, Germany and Sweden. The AAL JP is a funding activity running from 2008 to 2013 that aims to create better condition of life for the older adults and to strengthen the industrial opportunities in Europe through the use of information and communication technology (ICT).		
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Abbreviations

AAL: Ambient Assisted Living.





Definitions

ELF@Home: Elderly sELF-care based on sELF-check of health conditions and sELF-fitness at home.

1 Introduction

The web site of ELF@Home project is publicly available at the following domain: <u>http://www.elfathome.eu/</u>.

During the kick-off meeting, the domain of the web site was selected and it has been registered for 5 years (until project end and one extra year). The web site is only available in English and it is mobile accessible. Partners do not consider necessary the webpage translation to their own languages (Spanish, Swedish and German). The web site template was selected by voting from 3 options proposed by IZERTIS.

On 19th August, a private version of the web site was published for a week to retrieve feedback of the partners. After all the comments from the reviewers were applied, the web site was opened to the general public on 29th August.

2 General Overview of the Web Page

2.1 Technology Description

All the web components and software modules that integrate the web site have been deployed entirely with open source licenses and according to open source guidelines. The website has been developed with PHP, using MySql as database solution, considering usability criteria and based on the following principles:

- Autonomy, users should have control over the site. Users feel in control of a website if they know their situation in a limited environment.
- Colours have to be used with caution to not hinder access to users with colour distinction problems (approx. 15% of total).
- Latency time reduction. Makes possible to optimize user timeout, allowing other tasks to be done while previous are completed background, informing the user of the time remaining for the completion of the task.
- Learning, websites should require minimal learning process and should be able to be used from the beginning.
- Readability, the text colour should contrast with the background, and the font size must be large enough.
- Tracking user actions. Knowing and storing information about previous behaviour to allow the user to perform common operations faster.
- Visible interface. Avoid invisible navigation elements that must be inferred by users, menus, hidden signs, etc.
- Users should not suffer information overload. When a user visits a website and do not know where to start reading, there is information overload.
- A website should be consistent in all steps of the process. Although it may seem appropriate that different areas have different designs, the consistency between designs facilitates user navigation.

The target audience of the web site is the research community, companies of the e-Health and AAL sector as well as elderly people.

In addition to the public web site, an extranet site has been developed using a powerful Content Management System, Alfresco, to facilitate project management tasks such as document sharing. The use of CMS allows the update of content and the management of documents on the extranet in a simple and intuitive way.

2.2 Structure and Content

The web page of the project is divided into 6 sections of different nature. Table 1 shows a brief description of each section of the web page.

Section	Visibility	Nature	Content
Home	Public	Static + Dynamic	Entry point of the web site. It shows the full name of the project: "elderly sELF-care based on sELF- check of health conditions and sELF-fitness at home" highlighting the three topics of the project: "self-care", "self-check" and "self-fitness".

Table 1. ELF@Home web site structure and content

Deliverable D7.1

Section	Visibility	Nature	Content
The project	Public	Static	General information about the project. The motivation and objectives of the project, the work plan and an example scenario are described. This section is divided into three subsections: project overview, work plan and example scenario.
Partners	Public	Dynamic	Information about the project consortium. Logos and links to the web site of all partners.
Results	Public	Dynamic	Material and contents related to the dissemination of the project. Public deliverables and publications are planned to be available in this section.
News	Public	Dynamic	News related to the project.
Contact	Public	Static + Dynamic	A contact form is available with the contact details of the coordinator entity.
Extranet	Private	Static	Link to the collaborative platform of the project based on Alfresco: http://infresco.fundacionctic.org/

2.3 Visual Design

Three templates and logos were proposed by IZERTIS for the web page deployment. The template and logo selected can be seen in Figure 1 and Figure 2.

Using both designs (template and logo) the web page was developed. Figure 3 shows a screenshot of the final design of the web page.



Figure 1. Template selected for the web page





Figure 2. Logo selected for the ELF@Home project



Figure 3. ELF@Home web site screenshot

3 Conclusions

The first public version of the web page was deployed the 29th of August according to the project planning.

The web page gives a general overview of the project with information about the results of the project. Public deliverables and project results will be available in the web page for dissemination during project development.