



PErsonalizable assisTive Ambient monitoring and Lighting

Project Information

The project PETAL is cofunded by the European Active and Assisted Living Programme (AAL-2016) and the following National Authorities and R&D programs in Italy, Spain, Austria and Romania.













Who We Are PETAL Partners



ANA ASLAN INTERNATIONAL Fundaţia Ana Aslan International, Romania End-User Organisation anaaslanacademy.ro

apollis

<u>APOLLIS</u> Institute for Social Research and Opinion Polling, Italy *Enterprise* <u>apollis.it</u>



BARTENBACH Bartenbach GmbH, Austria Enterprise bartenbach.com



<u>CNR - ISTI HIIS Lab</u> Human Interfaces in Information Systems Laboratory, Italy *Scientific Research Institute* <u>hiis.isti.cnr.it</u>



IDEABLE Ideable Solutions, Spain Enterprise ideable.net



SANTA LUCIA Fondazione Santa Lucia IRCCS, Italy Scientific Research Institute, End-User Organisation hsantalucia.it

Motivations and Goals

The aim of this Project is to extend the time older people can live in their home environment by increasing their autonomy and assisting them in carrying out activities of daily living.

The older adults with Mild Cognitive Impairment (MCI) have to face the increased risk of dementia onset in association with physical and cognitive issues (e.g., reduced sight, balance disorder, irregular sleep-wake rhythm, memory loss). Consequently, MCI people are more prone to develop social withdrawal, apathy and depression.

Several controlled studies indicated that:

- adequate lighting can increase recognition, spatial awareness and visual orientation and can improve way-finding;
- spatial light cues can improve spatial orientation and navigation;
- a proper lighting system could ameliorate balance, stability and postural control.

photo by delhiescortsguide.co

What We Do

The project will provide caregivers with tools to fine tune the behaviour of the home and its connected services in guiding the elderly in their activities:

- Adaptively reacting to the older adults behaviour changing the environment and available device characteristics
- Flexibly driving attention and behaviour in reaching the older adults goals

The users can set the functionalities of the technical support to control lights and other digital devices when relevant events occur.

In order to be effective for the wide diversity of users, applications should have flexible and highly personalized context-dependent behaviour.



photo by meethue.com

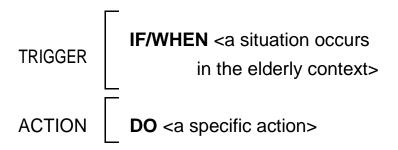
Sensors and Smart Devices

Personalization Rule Editor

photo by synergyhomecare.com

How We Provide a Personalized Context-Dependent Behaviour Personalization Rule Editor





The platform provides:

- · Personalized control of lights and digital appliances
- · Personalized warning messages issued in risky situations
- Persuasive messages to stimulate the elderly in more healthy habits (e.g., do more physical activity)



Integrated Serious Game for Cognitive Stimulation

The PETAL platform has been integrated with the Kwido Mementia Serious Game Application, which provides several exercises to work on skills such as memory, calculus, executive functions, language, orientation and attention.

> The platform allows caregivers and older adults to create personalization rules triggered by information generated by the application such as emotional and cognitive state, training results and time.

Light	Gauze	Traitor	Birmingham	Tokyo
Bristol	Trace	Gum	Agreement	Aubergine
Thing	Vienna	Drill	Madrid	Wound
Manchester	Oscillate	Four	Bristol	Format
Los Angeles	Heart	Sick	Home	Madrid

An example of serious game

fabio	- The AAL Personalization Rules	Editor		Editor Private Rules Public Rules Settings Lang 🛩 Logo
Curre	nt rule: New Rule	• WHEN test-u	ser emotional state becomes sad , DO start activ	rating light scene
6	IRIGASER Select Trigger(s) Emotional State		Emotional State	x +tear H Save H Save A3 ► Save and Apply Red
	You can add another trigger . Next Operator AND OR	TRIGGERS	operator: becomes (event) value: Sad v NOT	ACTIONS
C	ACTIONS ✓ Select Action(s)	Q Search trigger element	Delete Trigger	
	Activating Light C Bule is ready! You can: Save it and continue. Choose another trigger	Users	Environments	Technology
	 Choose another action 		Test-user	
H	Save Rule	Personal Data + Physic	ogical + Position +	Cognitive - Activity +
	Save Save As Save and Apply Rule	S Self Assessment E Emotional State	C Cognitive State T Training Result	T Training Time L Last Connection

Personalization rule editor with game-related triggers

Field Trials

Field trials have been performed in Rome, Bucharest, Bolzano and Austria. In the field trials the platform and some applications have been deployed and used, with the objective to understand the impact of the system in real-life settings.

> The houses of MCI older adults have been equipped with a platform consisting of sensors, appliances including various types of lights, and devices, which could be personalised for their specific needs and remotely monitored.



Example of a house equipped with sensors and a lighting solution.



Sensors and Objects installed in the Trials



- The platform has shown to be able to be customised for people living in different contexts and different abilities and preferences
- The platform is able to remotely monitor the personalization choices and their performance
- The platform allows users to take inspirations from a predefined set of rules, and also to adapt existing rules taken from public repositories



For further information on PETAL Project, please visit our website: www.aal-petal.eu

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