WorkingAge Final Event

"Smart Working Environments for all Ages: Promotion of healthy habits in working environments and daily living activities to improve the well-being of older workers"

WORKINGAGE

Smart Working Environments for all Ages: Promoting healthy work environments and activities of daily living to improve the well-being of older workers

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"Smart Working Environments for all Ages: Promotion of healthy habits in working environments and daily living activities to improve the well-being of older workers"

Interactive Activity

"Lessons learnt in the development of innovative solutions to promote healthy habits in working environments and daily living activities & to improve the well-being of older workers"

Design of innovative solutions

Integration of different components of the final solution
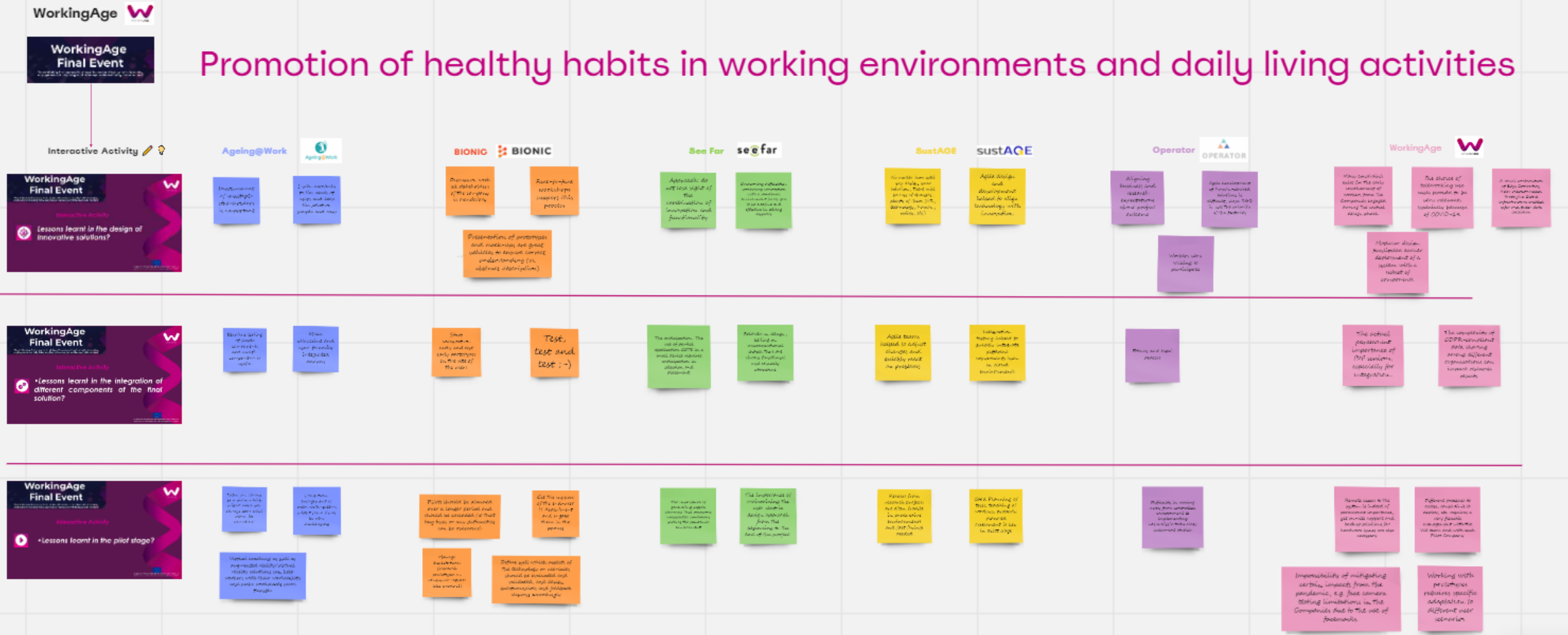
Pilot stage

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Interactive Activity

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Lessons learnt in the design of innovative solutions?

Involvement of multiple stakeholders is important

Listen carefully to the needs of users and keep the solution simple and easy

Discussion with all stakeholders of the company is mandatory

Face-to-face workshops support this process

Presentation of prototypes and mock-ups are great vehicles to ensure correct understanding (vs. abstract description)

Approach: do not lose sight of the combination of innovation and functionality

Overcoming difficulties: combining innovation with a pandemic environment forces you to be creative and effective in solving obstacles

No matter how well you design your solution, there will be lots of changes, plenty of them (HR, technology, human, policy, etc.)

Agile design and development helped to align technology with innovation

Aligning business and research expectations about project outcome

Agile development of human-centred solutions is difficult, since R&D is not the priority of the factories

Workers very willing to participate

Many constraints exist for the early involvement of workers from the Companies engaged during the initial design phase

The choice of teleworking use cases proved to be very relevant, especially because of COVID-19

Modular design facilitated earlier deployment of a system with a subset of components

A smart combination of Edge Computing hubs interconnected through a Cloud infrastructure enabled safer and faster data collection

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Lessons learnt in the integration of different components of the final solution?

- Iterative testing of single components and multi-components is useful

- Make attractive and user-friendly integrated designs

- Start integration early and test early prototypes on the site of the users

- Test, test and test 🙂

- The anticipation. The use of partial application COTS in a small device requires anticipation in selection and placement

- Boldness in design, betting on unconventional shapes that are always functional and visually attractive

- Agile teams helped to adjust changes and quickly react on problems

- Integration testing helped to quickly integrate different components, even in cloud environments

- Ethics and legal aspects

- The actual paramount importance of Face-to-Face sessions, especially for integration

- The complexity of GDPR-compliant data sharing among different organizations can impact research results

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Lessons learnt in the pilot stage?

There can always be a virus which might make you change your pilot plans. Be proactive!

Long-term engagement of users with systems might some times be very challenging

Virtual coaching as well as augmented reality/virtual reality solutions can help workers with their workability and make workplaces more flexible

Get the support of the end-user IT department and engage them in the process

Pilots should be planned over a longer period and should be cascaded (so that bug fixes or any difficulties can be overcome)

Manage expectations (research prototypes vs. consumer "apple" like product)

Define well which aspects of the technology or use-cases should be evaluated and validated, and design questionnaires and feedback sessions accordingly

The importance of generating supply channels that overcome unexpected conditions, such as the pandemic environment

The importance of maintaining the user centric design approach from the beginning to the end of the project

Results from research projects are often fragile in productive environments and fast fixings needed

Good Planning of tests, teaching of workers, properly planned assessment is key in pilot stage

Difficulty in moving away from controlled environment & implementing naturalistic technology assessment studies

Remote access to the system is indeed of paramount importance, yet on-site support and backup solutions for hardware issues are also necessary

Different processes to access, constraints to deploy... requires a very flexible management with the WorkingAge team and with each Pilot Company

Impossibility of mitigating certain impacts from the pandemic, e.g. face camera testing limitations in the Companies due to the use of facemasks

Working with prototypes requires specific adaptation to different user scenarios

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Thank you very much!!

We hope that this will allow us to strengthen the bonds of collaboration between all of us!!!