IDEA lab

Innovation in DEmentia and Aging

MONTHLY

March

2024

Huini Ge has a Bachelor of Human Nutrition and experience working in management of food and support services in various care settings. As an IDEA lab manager, she expands and supports membership, while contributing to Learning Health Systems, Virtual Health Policy Review, DemSCAPE and the Aether Project.

THIS MONTH'S UPDATES

Lovot
Aether Project
Cycling Game
Team-Based Virtual Care
LIS/VIP
DemSCAPE

MEMBER SPOTLIGHT: HUINI GE

How does the lab connect with your life?

IDEA Lab is very different from the previous field I was in, where it was difficult to build close relationships due to differences in positions. Joining the lab is exactly what I was pivoting towards - working alongside a talented crowd with a shared mindset and goal. I also see the potential impact of technology in senior care, and want to stay engaged with the research team. It helps me to keep learning in this career path and bring in more networks to support the projects.

What lessons have you learned?

Don't underestimate yourself. Sometimes we assume what we can achieve and are afraid of trying something new. The lab gives you the opportunity to explore something new and go out of your comfort zone. So don't limit yourself with what you already know, because the things that you don't know, you might be really good at, as long as you work on it. Another lesson is the relationship building style. There is no hierarchy and the more relationships you build, the easier the work gets done. Everyone is very supportive and inclusive, no matter your background, and we want to provide you resources to improve. Overall, this is the interaction style I want to create with different stakeholders. People tend to do more when you appreciate what they do!
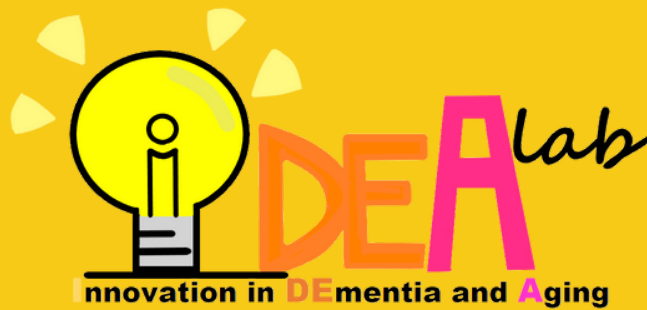
What message do you have for people wanting to work/volunteer with the lab?

Don't be afraid to say "yes" and contribute, you have a team to support you. Lets work together to make the changes we want to see down the road. Your current actions pave the way for your future as a thriving senior, embracing innovative technologies in daily living.

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The LOVOT team has been slowly preparing to send Kiwi and Mango back to their home in Japan. Part of this preparation has included a send-off party, which we held at the VGH Josph and Rosalie Segal Centre on March 17th. We had a lively time with prizes, shamrocks, and a crowd of new and familiar faces. We even had some youngsters in the mix, demonstrating the intergenerational potential of these social robots.

Lovot

Hiro Ito

Our team is so grateful to have had the opportunity to engage with everyone in our community and share the potential of social robots for addressing loneliness and isolation in long-term care settings.
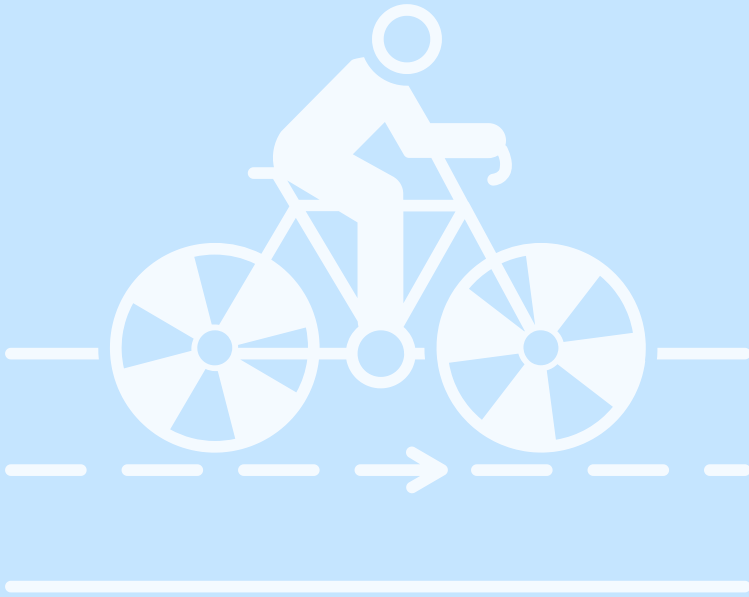
Thank you to everyone who helped make Kiwi and Mango's trip in Canada a fruitful one.

You can watch a short summary of the LOVOT project here:

https://www.youtube.com/watch?v=CH-9qSASFZU

Cycling Game

Peter Yong Zhao

We have deployed the cycling game to current APT rehabilitation equipment and passed ethics assessment. We plan to initiate the project on LTC sites next week after we complete the final check on the game software. We will be supported by Dr Shen from NTU, Singapore. We are now recruiting volunteers into our team.

Aether Project

Rachel Xla

It's been a bit over a month since we entered phase 3 of the Aether project with Lily as our new team lead!

We have been conducting several weekly check-ins and training sessions at the DDA Camsell group home with the help of our team members, staff champion, and industry partners. Staff and residents in the group home were able to interact with Aether and test out functions like the "Let's Chat" function using ChatGPT. We have learned so much from our check-ins and have captured lots of stories to share! We have also been working on a hazard checklist as well as a paper on student perspectives. We look forward to learning more from check-ins at the group home!
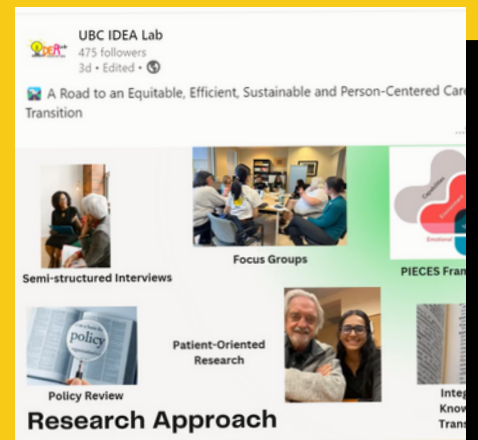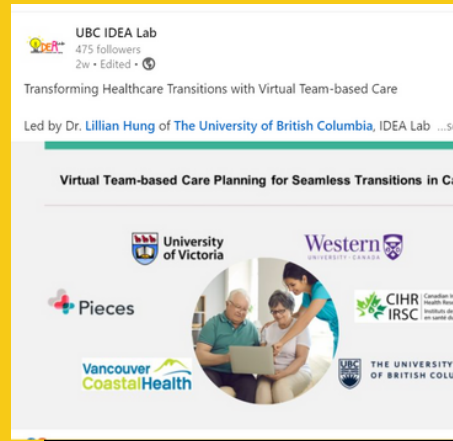

Peter, Huini, Milena, Lily and Jon with Aether at Camsell

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Team-Based Virtual Care

Ian Chan

We are glad to share the latest progress of the research project on Team-based Virtual Care in Care Transition. We're adopting Knowledge Translation (KT) tools and Online Presence platforms to extend the reach of our healthcare policy research and make it actionable. We aim to engage a broad audience through social media interactions, including researchers, students, healthcare professionals, policy-makers, patients, and family partners. This initiative consolidates an online community that encourages open dialogue and collaboration, driving progress toward a person-centered, inclusive and equitable healthcare system.

We are at our third round of data collection where frontline interdisciplinary staff have provided invaluable feedback for enhancing patient care using VR! Drawing from the suggestions given in previous focus groups, we have started to create various videos based on some everyday life experiences with patient and family partners and staff.

LIS/VIP

Kayla Wen

We have finished the projector installation at various sites, which is a very exciting milestone! The projector provides another option for immersive experience for older adults in hospitals and care homes. Stay tuned for more updates on our next steps!

DemSCAPE

Joey Wong

The World Café in Richmond has been a great success. Thank you for the participation of the community partners, the fantastic support from the City of Richmond, and the teamwork of Cari, Lily, Joey, and the IDEA Lab volunteers! There were fruitful discussions towards a dementia-inclusive neighbourhood.

The photo exhibit was a great hit! Many older adults from diverse cultures visited the photo exhibit, had a conversation with our team, and won prizes from our spinning wheel game. We hope everyone had an enjoyable time at our event and look forward to sharing the findings from the project and the World Cafés soon. Stay tuned!