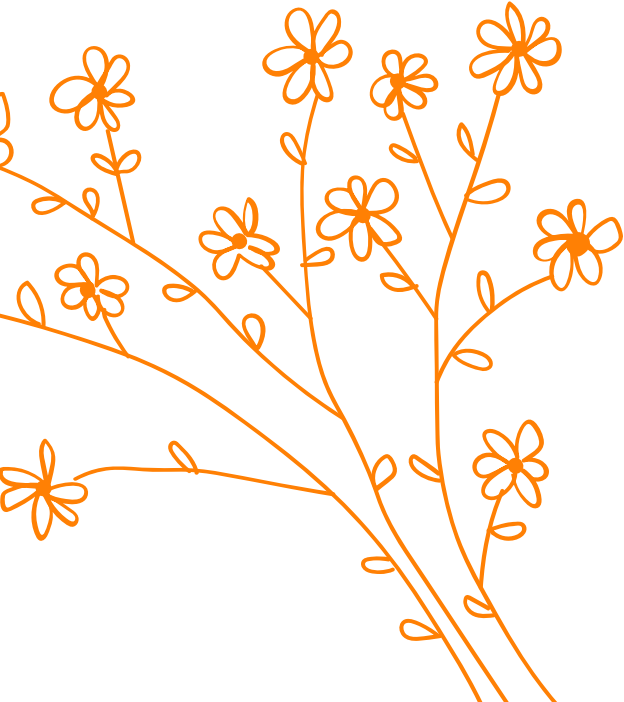


MONTHLY

April

2024





Milena's background includes a Master's Degree in Natural Mathematics, a Bachelor's Degree in Engineering and Economics, and additional certifications. As a family partner, Milena is involved with various IDEA Lab projects, while also balancing contributing to different organizations.

THIS MONTH'S UPDATES

**Virtual Care Team-Based
Intergenerational
Connections through
Technology
Aether Project
Cycling Game
Co-Creat VR**

MEMBER SPOTLIGHT: MILENA JANKOVIC

What motivated you to be a part of IDEA lab?

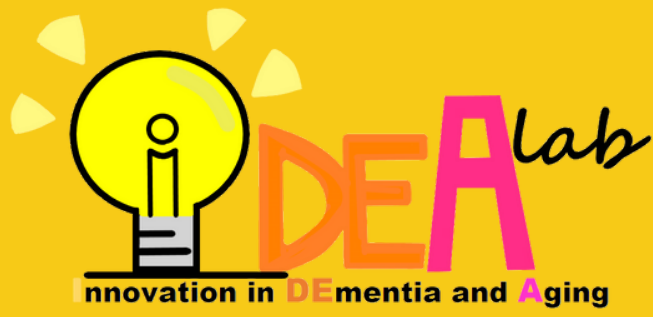
At my age, I think volunteering is the best way to get active. I chose this opportunity because I can learn, expand my knowledge and keep my brain sharp. Also, I always liked research, studying materials, finding and using sources to establish them into facts, and then coming to a conclusion.

What projects are you working/worked on?

I was intrigued by learning about health systems and designs because that's something I've never been involved in with the medical field, coming from an engineer profession and city planning. I was one of the first ones that went with Lily and Huini the first time residents saw the Aether Robot. What I like about the research process is doing a site visit and meeting to identify the hazards for personal care of the machine. We analyze and classify hazards with potential consequences. This is exciting because that's kind of my field and things will change as we go. I also attended the DemSCAPE workshop, which really gave me beginner's insight on Alzheimer's disease and how the way our cities are designed make things like finding your way back difficult for people living with dementia. Then I attended the farewell to Kiwi and Mango, which was fun and interesting to see.

What message do you have for people wanting to work/volunteer with the lab?

I wanted to get involved because it's really good for health, longevity and peace of mind. I think it "keeps your mind young" as they say. The environment is really fun, energetic and pleasant, with activities. An active group of people who are excited to learn, which projects on us too and that's why I'm here. You can never be too old to learn.



We are excited to share two important events this April!

Firstly, Ian presented the results of our project on virtual team-based care for older adults care transition at the INCREASE BC 2024 conference. This project is one example of how we incorporate feedback from patients, family partners, and healthcare professionals to improve care transitions, making them more effective, inclusive, and person-centred.

Virtual Team-based Care

Ian Chan



Secondly, Dr. Lillian Hung and our research team met with leaders from Vancouver Coastal Health to discuss our research findings on Virtual Care utilization and perception by older adults and healthcare teams. We also discussed the barriers and facilitators associated with it. Patients' real-life experiences

informed our recommendations. During the meeting, we received valuable insights that helped us refine our policy brief to better meet the community and user needs. These activities show our commitment to developing practical, equitable, and empathetic healthcare.



Intergenerational Connections through Technology

Hiro Ito

On April 16th, we had Kohen, a guest from a local elementary school, visit the IDEA lab! Kohen was so excited about robotics and interested in learning about how robotics can be used in health care. Kiwi, Mango, and PARO were also superstars in facilitating the connection between Kohen and Dr. Hung, as well as our lab members Mario, Hiro, and Joey. We hope to see you again soon!

Aether Project

Rachel Xia

We are continuing to conduct our weekly check-ins at the DDA Camsell group home with the help of our team members, staff champions, and industry partners.

Staff and residents have been interacting with Aether and testing out functions like the “Let’s chat”, “Let’s dance”, karaoke, and spatial navigation. It’s been amazing seeing the residents interacting with Aether’s many functions!

Our project lead Lily also recently presented about the Aether project at the INCREASE BC conference.

Stay tuned for more updates!



Cycling Game

Peter Zhao

This week marks an important milestone as we initiate our first focus group session, scheduled for Wednesday afternoon. The purpose of this session is to gather valuable insights and perspectives from key staff members, including those in recreational, rehabilitation, care aid, and nursing roles. Following this initial focus group, we will move forward with plans to engage residents and family participants in the near future.



Co-Create VR

Kayla Wen

This month, the co-create VR team conducted a site visit to understand the projector equipment usage patterns and the experiences of residents and staff so far. We distributed newsletters with an IDEALab panda to share updates with residents and staff and to show appreciation for their input for the project.

At the same time, our trainees have been collaborating with staff members to make new VR videos based on previous feedback from our data collection. We are also working towards a scoping

We are also working towards a scoping review protocol on the use of aromatherapy as a means to enhance the VR experience. Stay tuned for more updates about our progress!

