



Platforms for Ageing Community Engagement–Exchange and Enterprise

Update on activities:

Welcome to the fifth issue of our newsletter. It is hard to believe that we are now in the last phase of this project! It has been a busy few months.

Show case events have been held in Iceland (Sept '19); Limerick (Oct '19); and in Sweden (Nov '19).

Partner meetings have been held in Iceland in September 2019 and most recently in Coleraine, Northern Ireland in January 2020.

Our Hackathon was held in Coleraine, Northern Ireland in January 2020.

The Transnational Cultural Archive has been further developed and to date 60 digital assets have been added to the archive. The site will launch in April 2020.

Where are we now?

The project will close in August 2020. Most of the major project activities are now well underway or complete and our focus is on ensuring all outputs and deliverables are completed. Promotion of the project and dissemination is ongoing and the networks and relationships developed are being maintained. Given the success of the project to date the partners are working to explore longer term sustainability.

This issue will:

Highlight the activities in this period and focus in particular on the Hackathon and Showcase events.

Upcoming Events:

Project Closure event Friday—3 April 2020, Belfast. Details are being arranged and will be available shortly. Final Project Partner Meeting - 2 April 2020.

Participants at Partner Meeting January 2020, Ulster University



24 January 2020, Ulster University, Coleraine, Northern Ireland.

Hackathon—Making Connections, Addressing Needs: making life better for older citizens in rural and isolated areas.

The challenge (and challenges)

The challenge was to develop proof of concepts (PoCs) for digital solutions/services designed to enable older citizens – especially for those in rural areas – to stay engaged and connected (to health and social needs and use of public services, for instance).

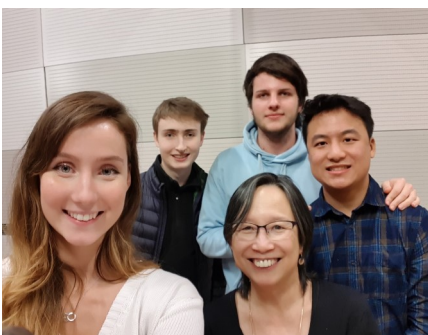
The teams hacked for 12 hours and came up with some super ideas for apps and services to help older people stay engaged and connected. Thanks to our judging panel (Åke Holmlund and John Waterworth, from *Umeå University*, Karise Hutchinson from *Ulster University*, Rachel Burns from the *Northern Periphery & Arctic Programme*, and Columb Duffy from *Allstate*) who had the difficult task of choosing a winner.

All teams were highly commended. **Age Engage:** An app to combat loneliness in seniors, help people enjoy retirement and encourage them to lead social and active lives. **Seniors:** A personalised medication app that primarily manages user's medication data. **Team Philo:** An app to connect people in disparate communities. The winning teams are detailed below.

SafeShare: 1st place

The app is designed to give independence to older people – they can take part in activities and ensure their safety is a priority. Users can add desired contacts, input activities and set time limits. They can go about their activity with ease, if something were to happen, e.g. fall over and they do not cancel the notifications within the designated time frame an automated message will be sent to their selected contact.

Winning team with Soo Hun, PHA



Rejuvenate Connect: 2nd place

The mobile phone app identifies emotions in real-time to provide a personalised recommendation system that can assist the elderly within their comfort zones. The lives of elderly people pose a great deal of challenges. Ranging from their day-to-day activities such as mobility, medications and self-care to their physiological well-being such as social connection and sense of purpose, the constant need to adapt to a fast-moving world with technology driving the forefront pose a challenge to the elderly.

Second place team.



PLACE_ EE SHOWCASE EVENTS



On the 17th October 2019 the Limerick PLACE_ EE team hosted the showcase event in the Woodlands House Hotel, Adare, Co. Limerick. This event was launched by Deputy Mayor Adam Teskey and included keynote presentations from Catherine Mc Guigan, Chief Officer of Age Friendly Ireland, Fiona Harkin, on behalf of the Projects lead partner, Ulster University and Anne Rizzo, Regional Age Friendly Manager. Over 100 people attended the event from the Newcastlewest/ Adare Rathkeale areas in County Limerick. The event included exhibitions from the Newcastlewest Library, Task, the Homeshare, the Crafty Angels, Limerick Sports Partnership, Community Gardai, Newcastlewest Adult Education Centre, Tait House and the HSE.

Limerick



Fermanagh and Omagh



Fermanagh & Omagh
District Council
Comhairle Ceantair
Fhear Manach agus na hÓmaí

On Friday 22 March 2019 Fermanagh and Omagh District Council hosted a half day conference at the Killyhevlin Hotel in Enniskillen. Attended by over 100 people the aim of the event was to highlight the work of the PLACE_ EE Project in working with older people in sparsely populated rural areas. The conference provided those in attendance with the opportunity to hear from several speakers on issues relating to an ageing population and how Information Technology and intergenerational work can be a tool to help older people access services and improve their health and well-being. As well as the older project beneficiaries, young people who had participated in the project were also present including pupils from St John's Dromore, St Mary's Brollagh and St Aidan's in Derrylin.

Welcoming people to the event, Chairman of Fermanagh and Omagh District Council, Councillor Howard Thornton said;

"Fermanagh and Omagh District Council is committed to establishing a District in which our older people can live active and engaged lives, making a valuable contribution to their communities. Such is the Council's commitment to achieving this, a core objective of the Fermanagh and Omagh Community Plan 2030, which has been developed by the Council in partnership with other key statutory stakeholders, is to help older people to live more independent, engaged and socially connected lives".

Speakers on the day included: Declan McGarrigle, Special European Union Programmes Board, Soo Hun, Public Health Agency, Joanne Wilson, Royal National Institute for the Blind, Jo Anne Finlay, Omagh Volunteer Centre, Helga Guðlaugsdóttir & Guðrún Magnúsdóttir PLACE-EE Partners from Iceland, Frank McHugh, Connect with your Past, Genealogy Facilitator.



FJARÐABYGGÐ

The showcase event in Fjardabyggd was held on the 17 September 2019, in Faskrudsfjörður at the Foss hotel Austfirðir (East Iceland) where the French Hospital is/was located. Today there is now a hotel, restaurant and a museum. The event was open for public, there were people from the healthcare sector, PLACE-EE participants and other guests.

The Mayor, Mr. Karl Óttar Pétursson, welcomed the distinguish guests and gave a speech where he talked about the benefits from participating in the PLACE-EE project. The CEO of the project here in Iceland, Guðrún Lilja Magnúsdóttir, gave an overview of the Icelandic partner approach on the project. Lilja Tekla Jóhannsdóttir, project manager of social activities in Egilsbúð social center gave a presentation about the importance of leisure activities of the elderly and about our new social center in Egilsbúð. Project partners from Limerick, Anne Rizzo, the Programme Manager Age Friendly for Limerick and Jillian Robinson CEO of the PLACE_EE partner project in Limerick gave us an overview of the great work they lead in Limerick and gave a thorough walk through of what PLACE_EE has done for their community.

Speaker at Fjardabyggd



Virtual Reality at Skellefteå Showcase



**Skellefteå
kommun**

The PLACE_EE showcase event in Skellefteå took place as part of Senior's Day 2019. An invited audience heard about the aims and objectives of the project and its focus on digital skills for communications such as What's App, Facetime and other social media. The project also trained older people in practical digital skills such as online banking, shopping and accessing services. An exciting feature of the project that entertained those attending the showcase event was the engagement of older people with Virtual Reality technology.

For further information
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✧ **Issue 6** of the PLACE-EE newsletter
will be available in **June 2020** ✧

PLACE_EE has been funded by



**Northern Periphery and
Arctic Programme**
2014–2020



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