



NOUVELLES TECHNOLOGIES, BIEN-ÊTRE & LONGÉVITÉ

Atelier réseautage en SHS-Santé| Margarita Anastassova, Laboratoire d'Interfaces Sensorielles et Ambiantes, CEA LIST, margarita.anastassova@cea.fr

APPELS CIBLES

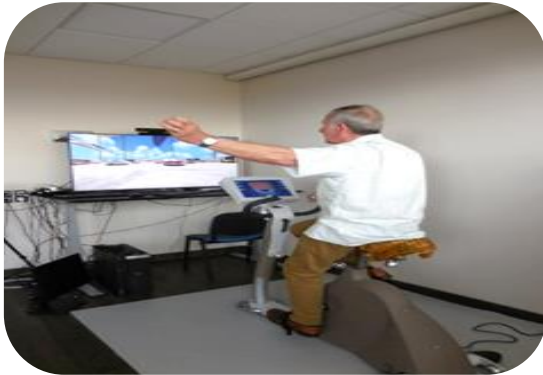
SC1-DTH-04-2020: International cooperation in smart living environments for ageing people

- The proposed solutions should provide personalised advice, guidance and follow-up for key age and health related issues in daily life which impact the person's ability to remain active, healthy and independent. These may include amongst others diet, physical activity, risk avoidance, preventive measures, lifestyle and activity management, leisure, social participation and overall wellness and health.
- Cooperation with Japan:
 - The proposed solutions on an open-platform where data collection by sensors, data analysis by artificial intelligence and user-friendly user interfaces cooperatively work are expected to be naturally integrated into ageing people's daily life and provide emotional support to ageing people.

SC1-DTH-13-2020: Implementation research for scaling up and transfer of innovative solutions involving digital tools for people-centred care

- Identify an innovative solution involving digital tools (or a set of comparable innovations developed in parallel in different settings) with the potential to enhance people-centred care. The selected innovative solution should be described and supported by sufficient documented evidence on its effectiveness in specific contexts and if possible cost-effectiveness.

TECHNOLOGIE DE SUIVI ET D'ASSISTANCE



Jeux

- Exercices physiques



Technologies de suivi

- Mouvements
- Postures
- Indicateurs psychophysiologiques
- Orthèses et prothèses intelligentes



Technologies d'assistance

- Semelles et gants vibrotactiles (équilibre, tremblements notamment liées à la maladie de Parkinson)
- **“Studies have shown that peripheral vibrotactile stimulation accesses central sensory networks and produces a characteristic cortical response”**
- <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5836884/>

<http://www.starrproject.org/>
<https://anr.fr/Projet-ANR-16-CE19-0016>

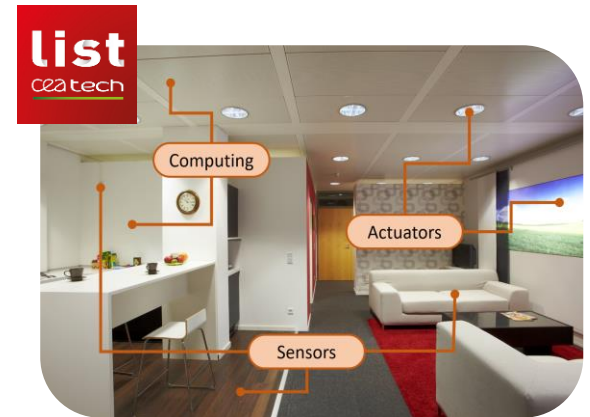
TECHNOLOGIE DE SUIVI ET D'ASSISTANCE



Objets tangibles munis de capteurs d'efforts et jeux sérieux



Feedback haptique localisé



Différents capteurs intégrés dans l'environnement de vie

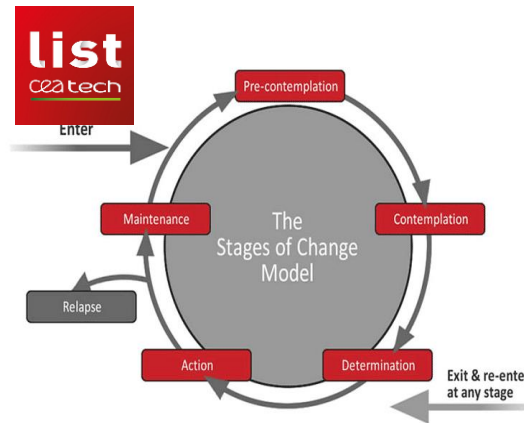
<http://www.sante-digitale.fr/ergotact-nouveau-jeu-video-therapeutique-patients-post-avc-a-lepreuve-de-letude-clinique/>

TECHNOLOGIES & LONGÉVITÉ EMOTIONNELLE ET SOCIALE



Détection d'états émotionnels

- Dépression
- Stress
- Etats positifs



Stimulation et motivation

- Modèles psychologiques motivationnels
- Stimulations auditives et tactiles



Thérapie physioacoustique

- Problèmes de sommeil (ex. Alzheimer)

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