

Learn, innovate, apply and learn from that again. The Co-Design research group of HU University of Applied Sciences develops and evaluates methods and tools to involve all stakeholders in the design process. This will build a bridge between technological possibilities and complex social environments.

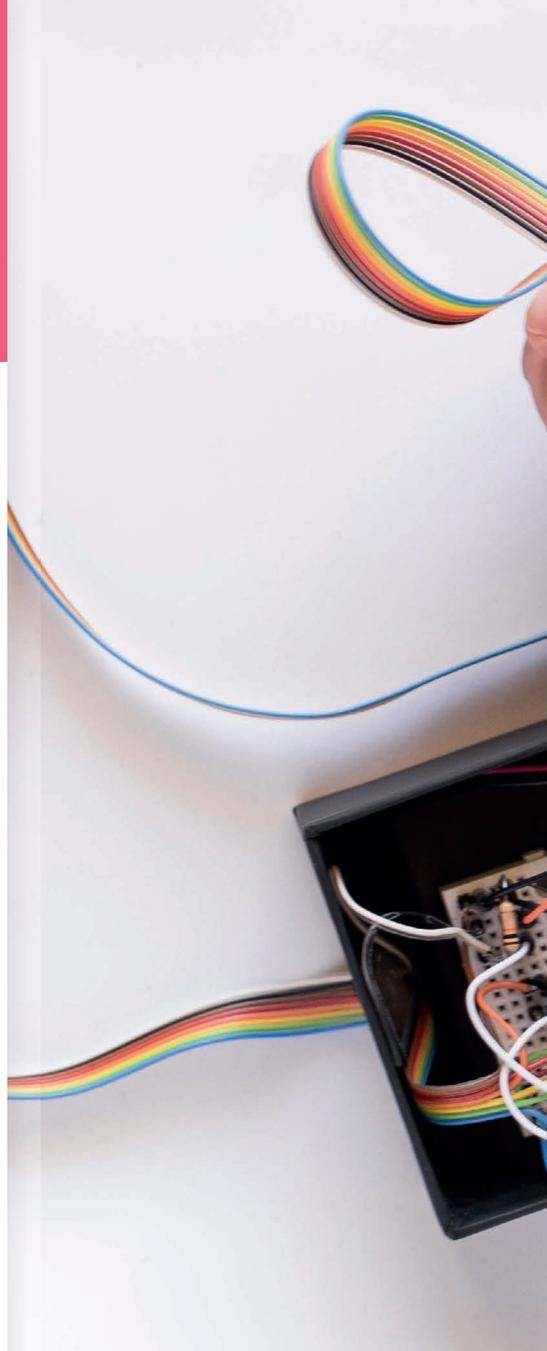
Self-reliance is an increasingly important skill for our society, also for people with an intellectual disability. Technology can support these people in conducting everyday tasks by themselves, so that their self-reliance is increased. How might clients and caregivers design technology, aimed at executing activities of daily life together, in such a way that the clients' self-reliance is increased?

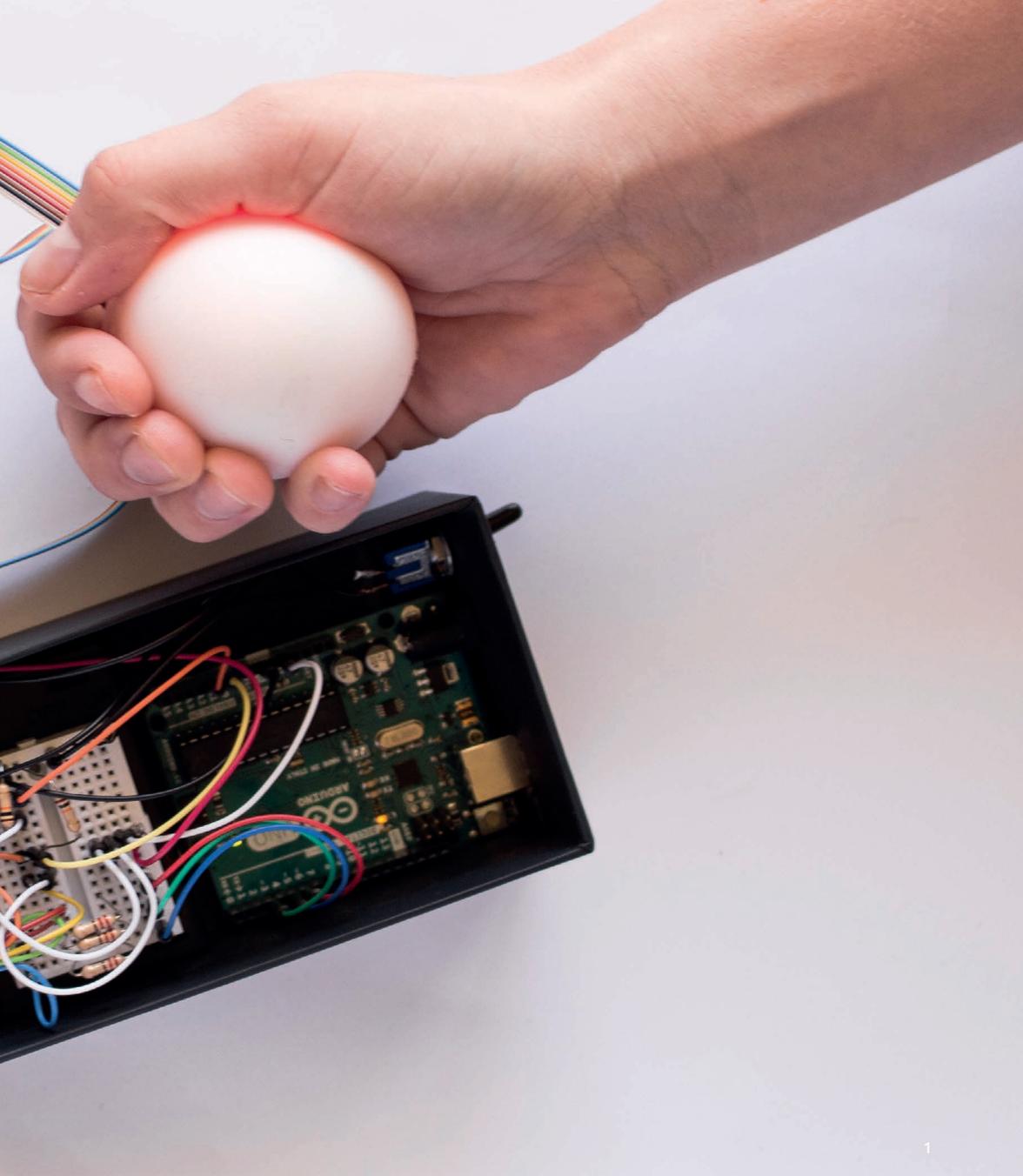
Participatory process

This project makes use of the participatory 'research through design' (RTD) approach, which centres around the development of empowering technologies together with clients and caregivers. While carrying out design cases at three facilities, new knowledge is developed about the content of the technology (design guidelines for this target group) and the participatory design process (applied design method).

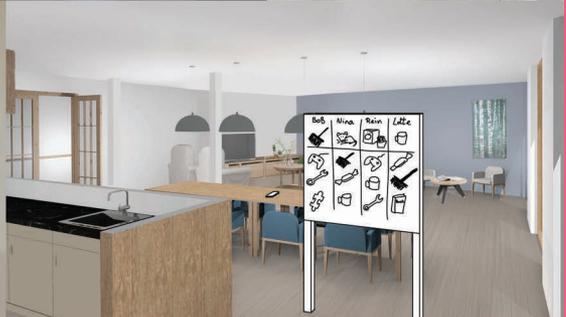
Results

- 1 Design methods for participatory design of technology that will help empower people with an intellectual disability.
- 2 Guidelines for the professional practice of caregivers to facilitate the introduction of new empowering technology for their clients.
- 3 Technological tools aimed at making people with an intellectual disability better able to perform their activities of daily life more independently.





POWERTOOLS
Designing for self-reliance



- 1 Prototype of an interactive stress ball which can be squeezed or thrown against the wall, in a stressful situation. The changing colours of the ball help to guide you in reducing stress.
- 2 Co-creating with students, researchers and healthcare professionals is a returning event throughout the project.
- 3 Get Up, Stand Up is one of the concepts developed within the powertools project. Tangible reminders help to structure daily activities. For example at the location of a task a timer is placed which will vibrate or change colour at a self-appointed time.

Project partners

The Co-Design research group at HU University of Applied Sciences, the Zorg voor mensen met een verstandelijke beperking research group, the Lokale dienstverlening vanuit klantperspectief research group and the Levensloopbegeleiding bij autisme research group, all three at the HAN University of Applied Sciences, the Human Centred Design department at the University of Twente, TNO, Siza, Philadelphia, Intermetzo, Pluryn, Amerpoort, Kaliber, Oneseconds, NoXqs and U CREATE Centre of Expertise Creative Industries.

Funding

SIA and all project partners.