

SamenBeter

werken aan vitale wijken



0:00



0:10
Problem
People are treated like broken cars



0:40

Cooperation is sparse
Financing keeps everybody in their own silo's
Silo's are also in the world digital health.



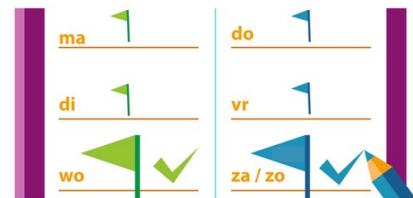
1:10

Silo you enter = determines care
(giant game of dart)



Je dagboek 'mindfulness'

Door mindfulnessoefeningen te doen, train je jezelf om je aandacht in het hier-en-nu te brengen. Je kunt je ervaringen bijhouden in het dagboek 'mindfulness'!



Na deze pagina, staat het dagboek voor je klaar. Je kunt dit dagboek op elk moment van de dag invullen. Dit kan via de app, maar ook via de online omgeving waar je deze sessies in maakt.

Home

Catalogus

Meer

1:30

Most digital health care is 1:1 copy of traditional healthcare.

Works about as good / bad.



1:50

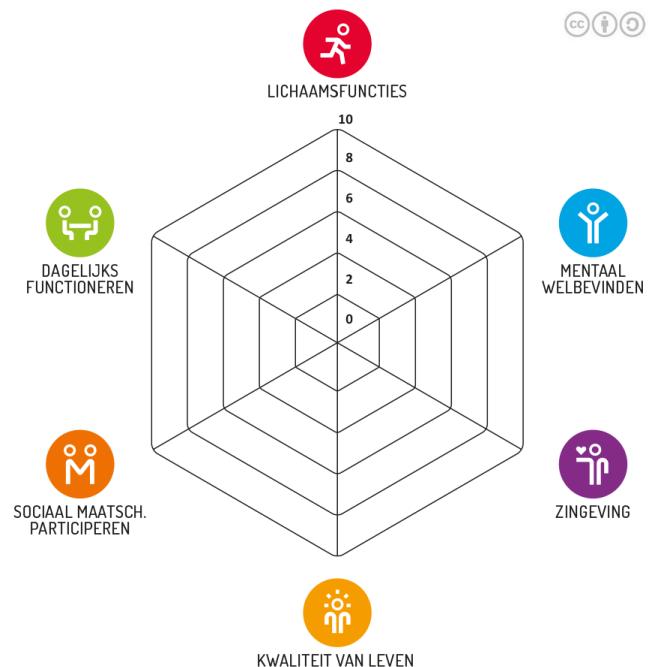
New inventions → technology push
Dysfunction in practice or when the novelty is away.

We can do better

TRANSFORMATIEPRINCIPLE #1

Positieve gezondheid

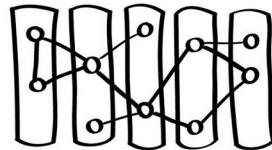
Model van het Institute
for Positive Health



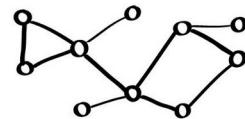
2:50

Health has many aspects
Is about being able to have a meaningful life
Only a small part of that happens in a clinic

TRANSFORMATIEPRINCIEP #2
Veranderen in netwerken



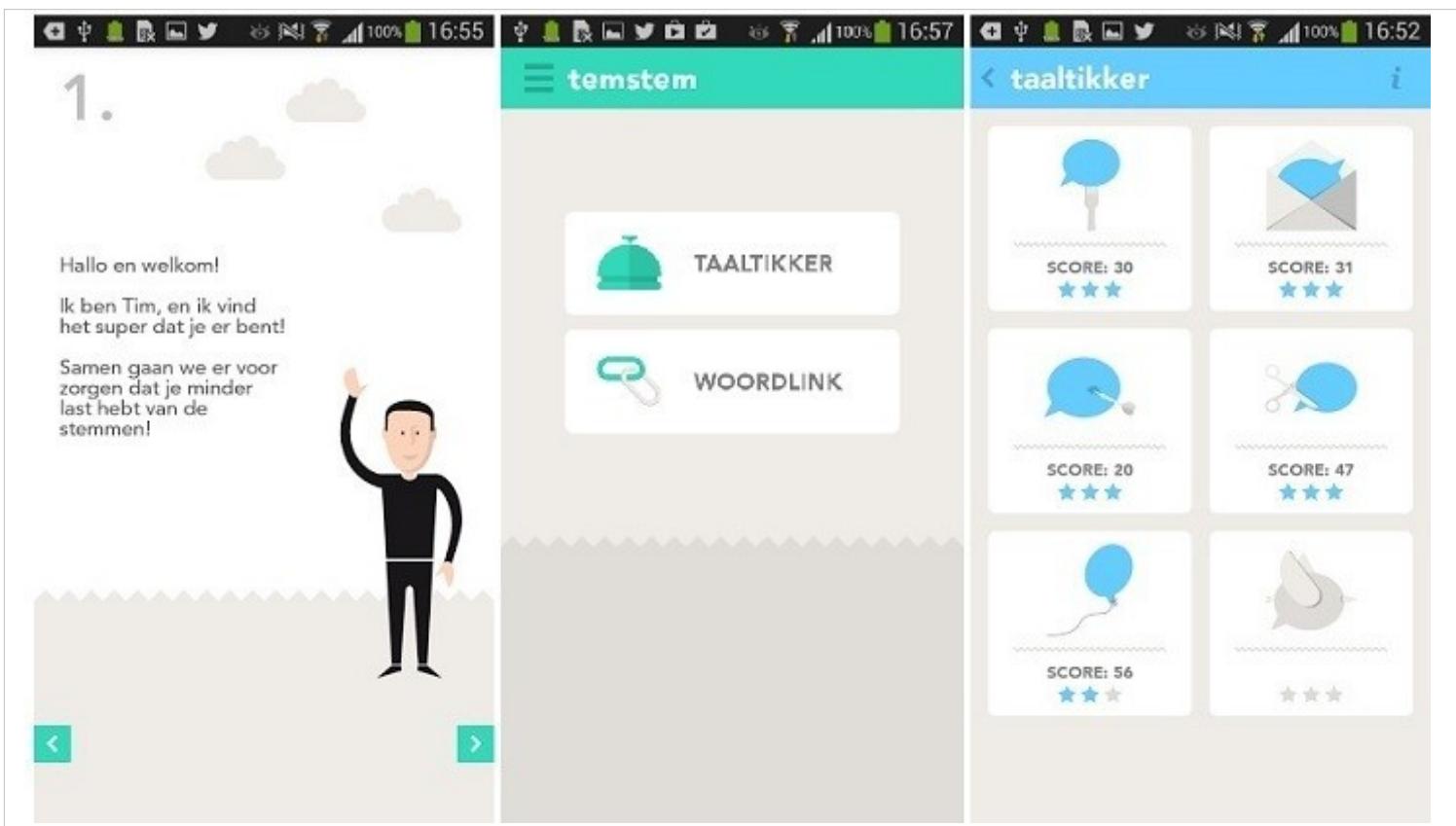
HORIZONTALE DWARSVERBANDEN
Netwerken ontwerpen die door de bestaande silo's heenlopen



VERBINDERS OP MEERDERE NIVEAUS
Ontsluiten collectieve kennis in netwerkteams met mandaat

3:10

To connect those aspects of health silo's should become a network



4:10

Digital aids should use advantages of modern technology

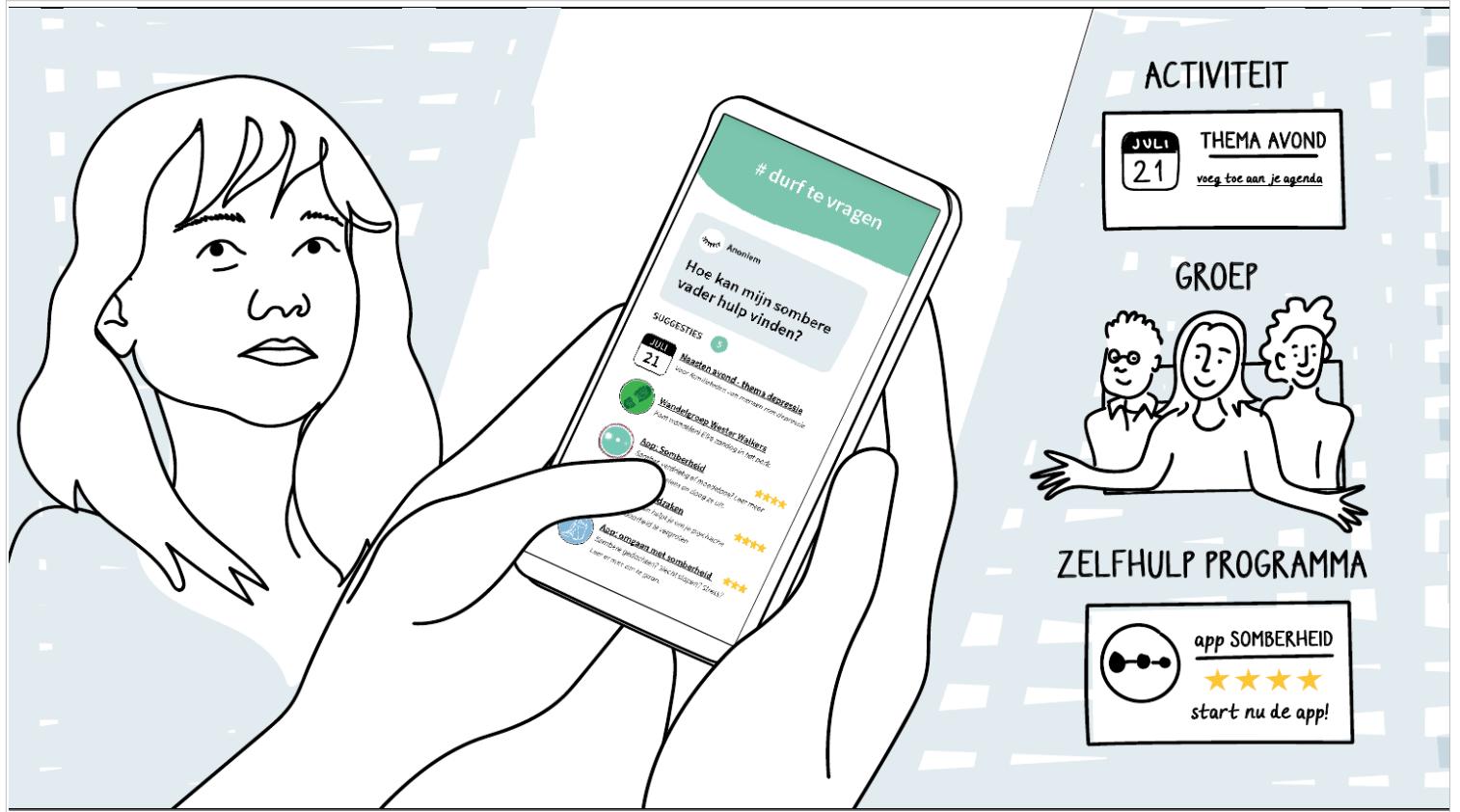
Whenever wherever & interactive

Example TemStem

Game suppresses voices (when you are hearing them)

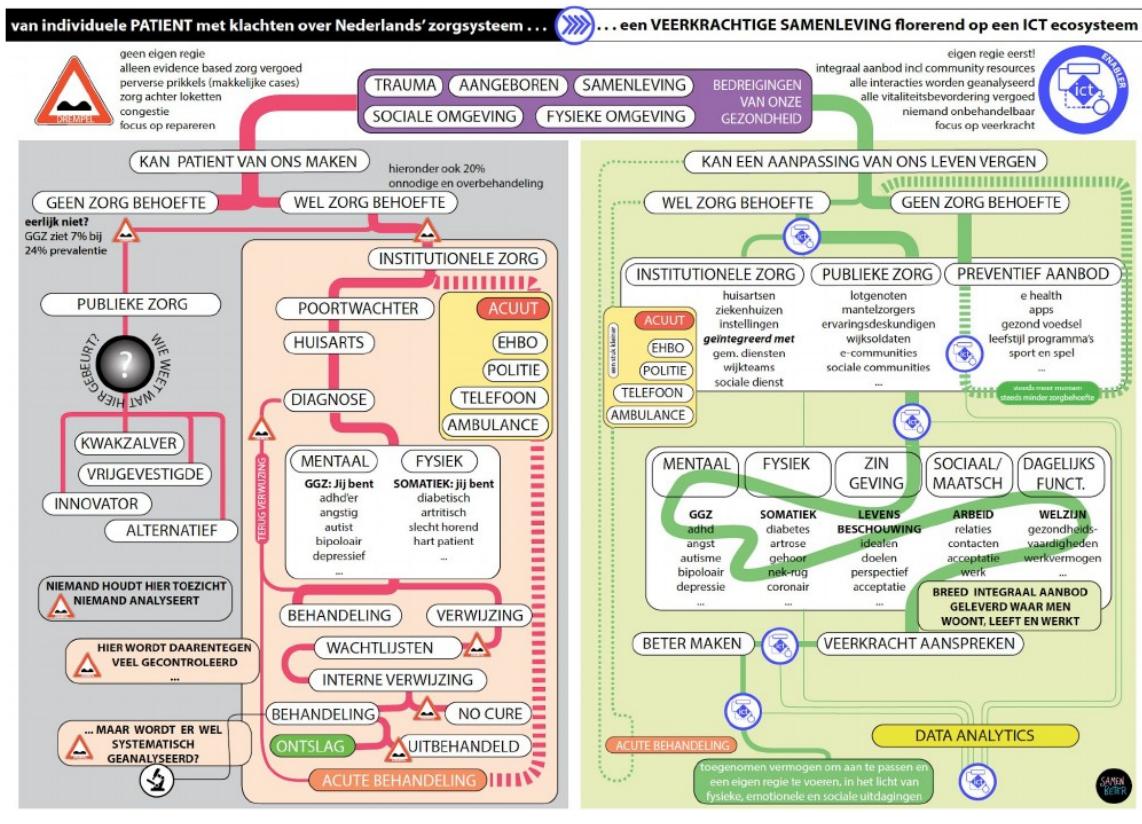
When voices distract you, for example when listening to a presentation

Open app, play game and concentrate again.



4:30

Digital means should connect people en connect them to resources.



5:20

Most of all:
not forced into predefined paths
should be able to discover what works
create their own ways

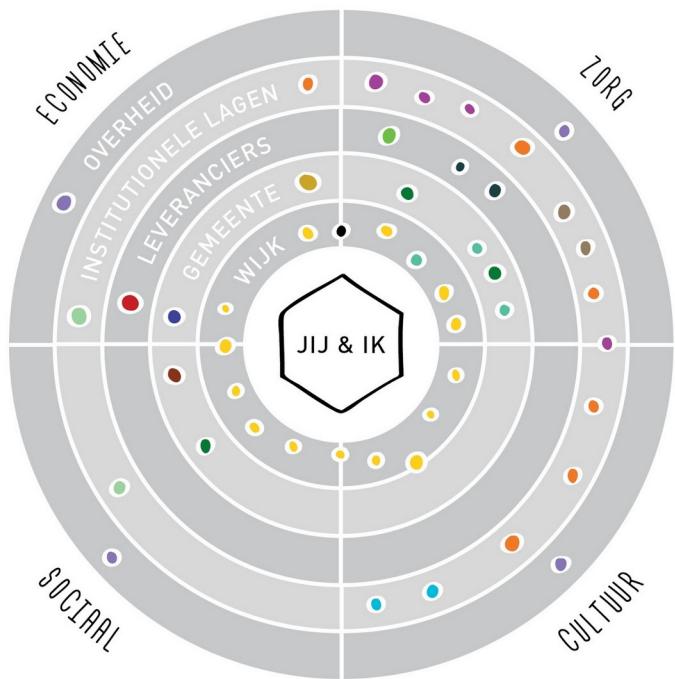
This value is really at the core of the project.

SAMEN
BETER

TAXONOMIE

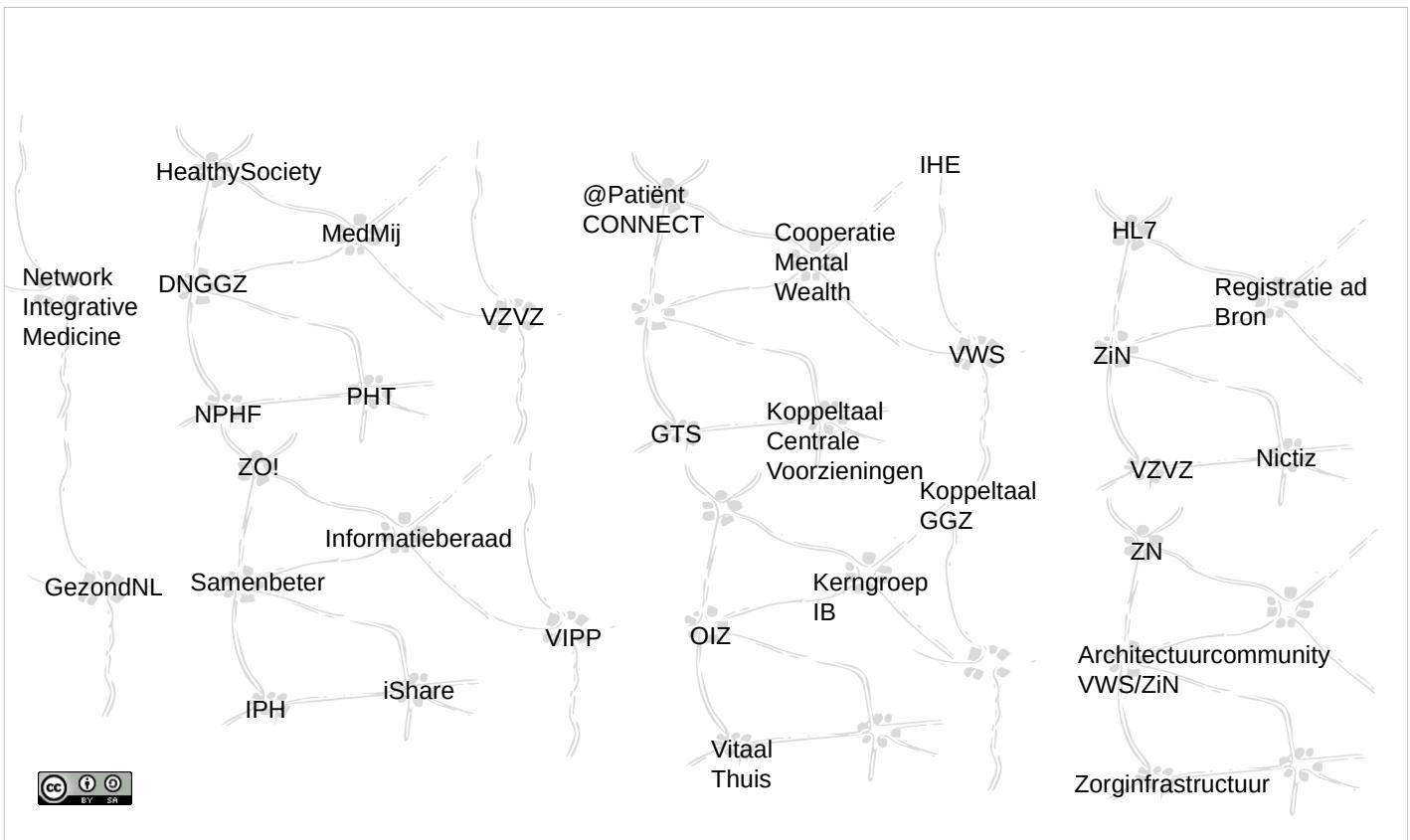
Zorguniversum

- Proeftuin
- Communities
- Bedrijven
- Werkgevers
- Instellingen
- Ministeries
- Sport
- Standaarden
- Participatie
- Koepels
- Welzijnszorg
- Verzekeraars
- Kantelstichtingen
- Kennisinstellingen
- E-health leveranciers
- Overleg- e adviesorganen



5:30

Affects all stakeholders
How to change?



6:10

And even in the world of digital care there are already lots of initiatives and projects going on, we tried to map them because we don't want to duplicate the work others are already doing. And there are lot of duplicates in here...

TRANSFORMATIEPRINCIEP #2

Veranderproces

Reizen en trekken



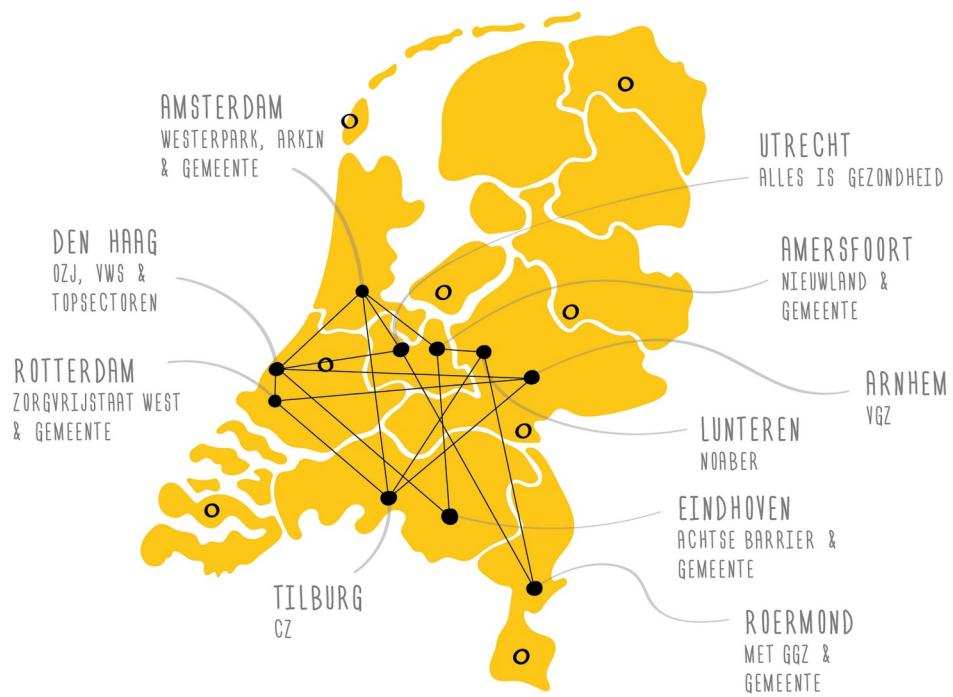
6:20

Not only design where to
But also how to get there



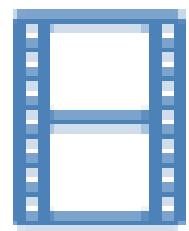
6:40

By starting small
local experiments
show change is possible



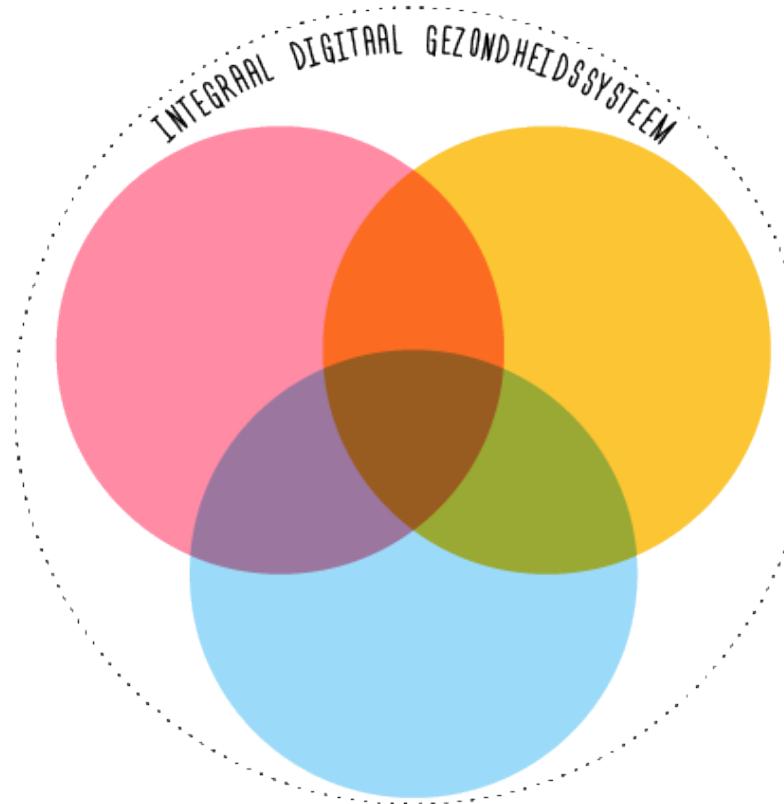
7:00

And by connection the local experiments
So they can learn from each other



7:30

Help people to cooperate in different ways
Challenge them to do so
Inspire other people to change



8:00

Technological side:

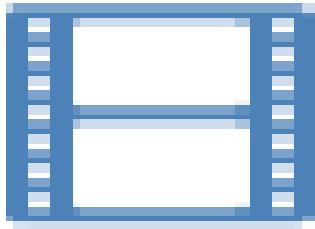
There are apps and systems that work on the **personal** side of health

There is the **professional** world

And there are all **social** things

For each of them there are solutions, systems, apps and platforms.

But connecting them, that is a new move.



9:30

No technology push

Solve problems that are real

Local experiments first desire: move between the
different applications

Talking about real problems (...)

and the question we asked: what would have saved
him?

<p>SAMEN BETER</p> <p>1.CONNECTION</p> <p>Do you normally share this information with him or her?</p> <p><input type="checkbox"/> yes <input type="checkbox"/> sometimes <input type="checkbox"/> no</p> <p>2.MEDIA you discuss this ...</p> <p><input type="checkbox"/> in person <input type="checkbox"/> by phone <input type="checkbox"/> by whatsapp <input type="checkbox"/> by social media (facebook,...) <input type="checkbox"/> by mail <input type="checkbox"/> on the neighbourhood platform <input type="checkbox"/> on a website/ forum <input type="checkbox"/> ...</p> <p>what properties of these media are important for your choice? why? <hr/><hr/></p> <p>3.MEDIA you would certainly not discuss this ...</p> <p><input type="checkbox"/> in person <input type="checkbox"/> by phone <input type="checkbox"/> by whatsapp <input type="checkbox"/> by social media (facebook,...) <input type="checkbox"/> by mail <input type="checkbox"/> on the neighbourhood platform <input type="checkbox"/> on a website/ forum <input type="checkbox"/> ...</p> <p>what would you consider the risk in using these media? <hr/><hr/></p> <p style="text-align: center;">1 </p>	<p>SAMEN BETER</p> <p>1.CONNECTION a person you don't know but who is in the same circumstances</p> <p>Do you normally share this information with him or her?</p> <p><input type="checkbox"/> yes <input type="checkbox"/> sometimes <input type="checkbox"/> no</p> <p>2.MEDIA you discuss this ...</p> <p><input type="checkbox"/> in person <input type="checkbox"/> by phone <input type="checkbox"/> by whatsapp <input type="checkbox"/> by social media (facebook,...) <input type="checkbox"/> by mail <input type="checkbox"/> on the neighbourhood platform <input type="checkbox"/> on a website/ forum <input type="checkbox"/> ...</p> <p>what properties of these media are important for your choice? why? <hr/><hr/></p> <p>3.MEDIA you would certainly not discuss this ...</p> <p><input type="checkbox"/> in person <input type="checkbox"/> by phone <input type="checkbox"/> by whatsapp <input type="checkbox"/> by social media (facebook,...) <input type="checkbox"/> by mail <input type="checkbox"/> on the neighbourhood platform <input type="checkbox"/> on a website/ forum <input type="checkbox"/> ...</p> <p>what would you consider the risk in using these media? <hr/><hr/></p> <p style="text-align: center;">1 </p>
<p>CIRCUMSTANCES You experience a lot of stress and are sleeping badly because of it. When you are at home you can't relax. You want to discuss this with ...</p>	

11:00

How to keep users in control (remember the values?)

How to even enhance their control?

Game challenges people to think and talk about choices.

Played, in the community centers (at the local experiments)

Helped us to understand what kind of 'personality' the system needs to have.

Much more to do here!

Als persoon wil ik vanuit een wijkplatform drempelloos (zonder account aanmaken) naar een zelfzorg module uit een e-health platform navigeren

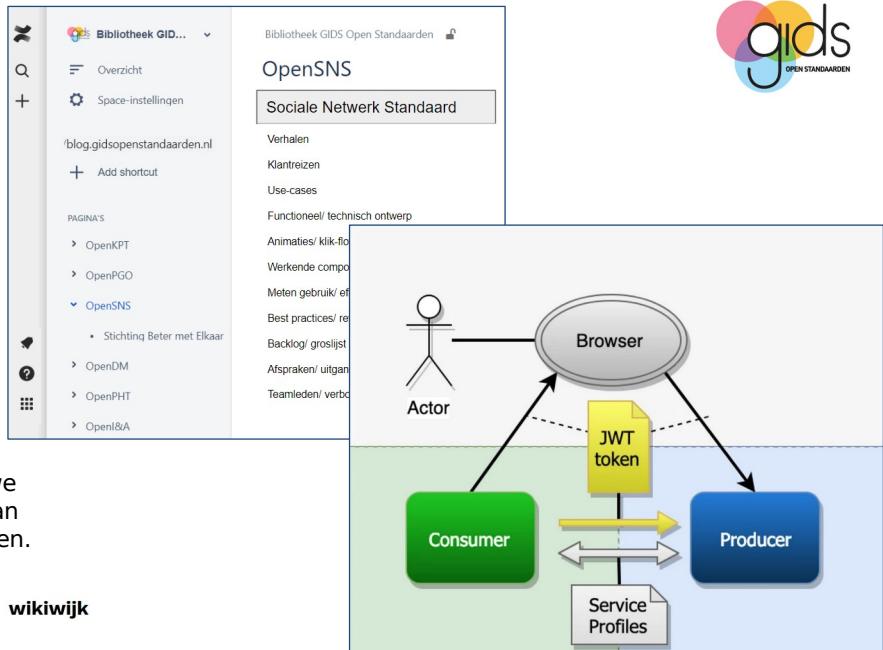
- JWT als standaard
- Implementatie gemak
- Gemak van gebruik & configuratie
- Schaalbaar, decentraal & point to point
- Secure
- Privacy by design
- Afspraken set, waaronder meten

SSO-Launch

Samen met ICT leveranciers maken we referentie-implementaties op basis van bestaande standaarden en koppelingen.



wikiwijk



11:40

Results used to create a first protocol

Enables launch of parts of other applications

Smal

Technically trivial

Big step on the ground

Vraag naar verkenning	Verkenning	Business case maken	Proof of concept	Implementeren op test-omgeving
De product owner vraagt de developer om onderzoek te doen naar de Sociale Netwerk Standaard: biedt het oplossingen voor de gewenste use cases; is de standaard kwaliteit goed genoeg; past het binnen de eigen architectuur; is het eenvoudig te implementeren; voldoet het aan privacy-standaard?	<p>De developer zoekt met een zoekmachine naar "OpenSNS" of "SNS Launch" en vindt de documentatiewebsite met een duidelijke ingang voor developers. Daarop vindt hij:</p> <ol style="list-style-type: none"> 1. Een heldere introductie van de OpenSNS-standaard; 2. Een beschrijving van de use cases; 3. Een "Getting started" met informatie om z.s.m. aan de slag te kunnen; 4. Een FAQ. 	<p>Op basis van de verkennende fase kan de developer de product owner informeren over wat er gedaan moet worden om de acceptatiecriteria te realiseren en hoeveel tijd dit kost.</p> <p>De product owner stemt af met andere partijen om de business case en projectplan af te ronden zodat het project goedkeuring krijgt om te starten.</p>	<p>De developer installeert de Sociale Netwerk Standaard-bouwsteen (SDK) die beschikbaar is in de eigen programmeertaal in de eigen ontwikkelomgeving. Hij volgt de instructies in de documentatie om om de universele lokale testomgeving (SNS Test Tool) op te zetten en krijgt binnen een dagdeel een use case naar keuze werkend.</p>	<p>De developer implementeert alle use cases in de volgorde van voorkeur m.b.v. de lokale testomgeving.</p> <p>De developer krijgt bij elke stap terugkoppeling van de voortgang op de totale implementatie van de lokale testomgeving in de vorm van een progress bar/percentage.</p>

13:10

Writing a protocol is one, getting it used is two.

And who needs to implement it?

So: make life of the developers easy

Designed developers journey

Goal: any organisation can implement in halve a day.

Works: best ambassadors is a developer!

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 **winfried** Correcting formatting of table (take 2) b77b832 9 days ago

1 contributor

174 lines (137 sloc) | 12.2 KB Raw Blame History

Voorstel Licenties GIDS

(c) 2019 Winfried Tilanus - This is written as part of GIDS open standards. CC-SA-BY 4.0

Voorstel:
Code & protocol: MPL

15:10

And a protocol needs community
License is important for setting the rules of the
community.

Sister project AGPL

Nobody questioned it, but some closed source
vendors used AGPL libraries

They should be open source

Really nobody reads license (oops)

We opened the discussion, our stand is on MPL, but
every project has its own situation and norms in the
community.

But do choose deliberately.

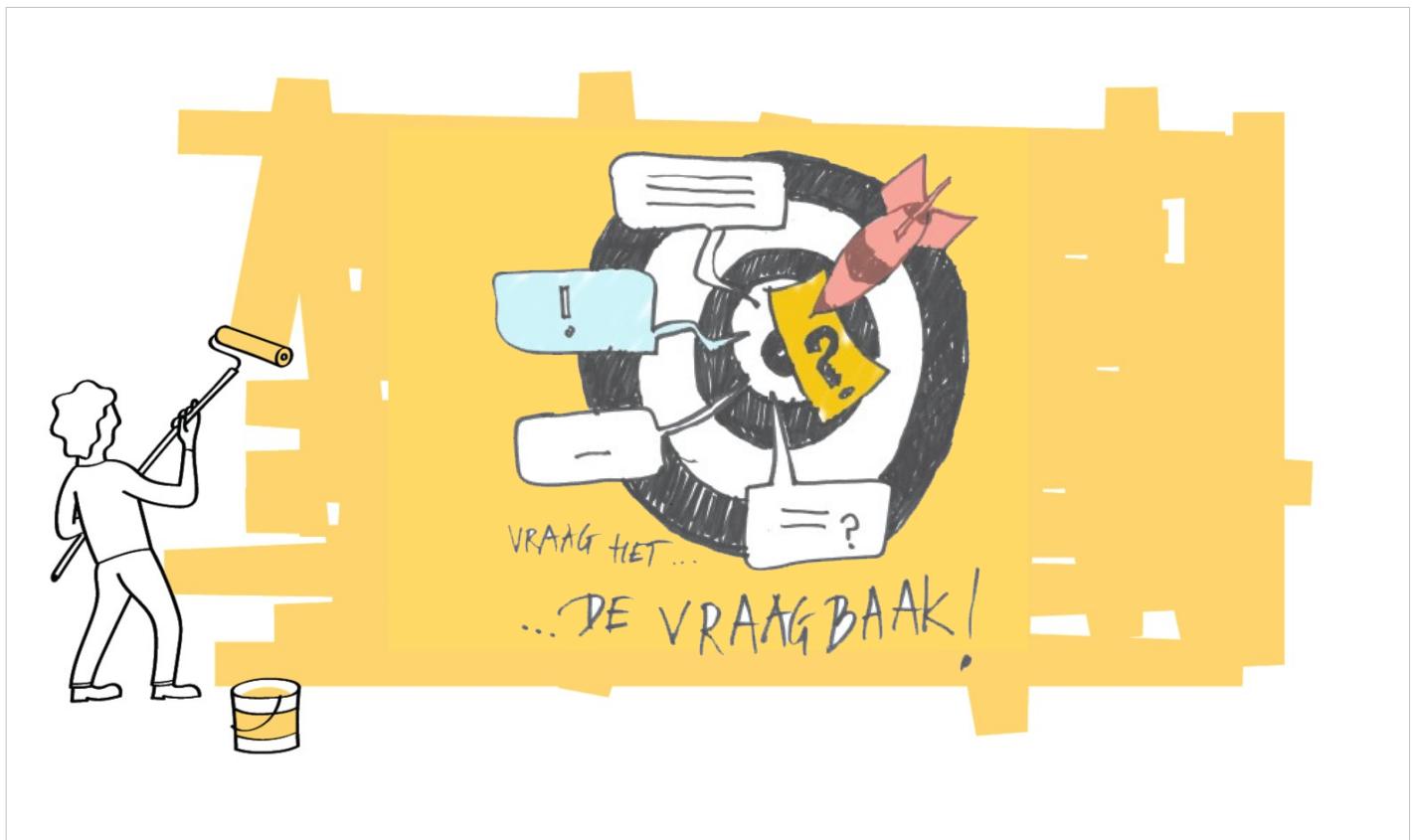


15:40

So whats next?

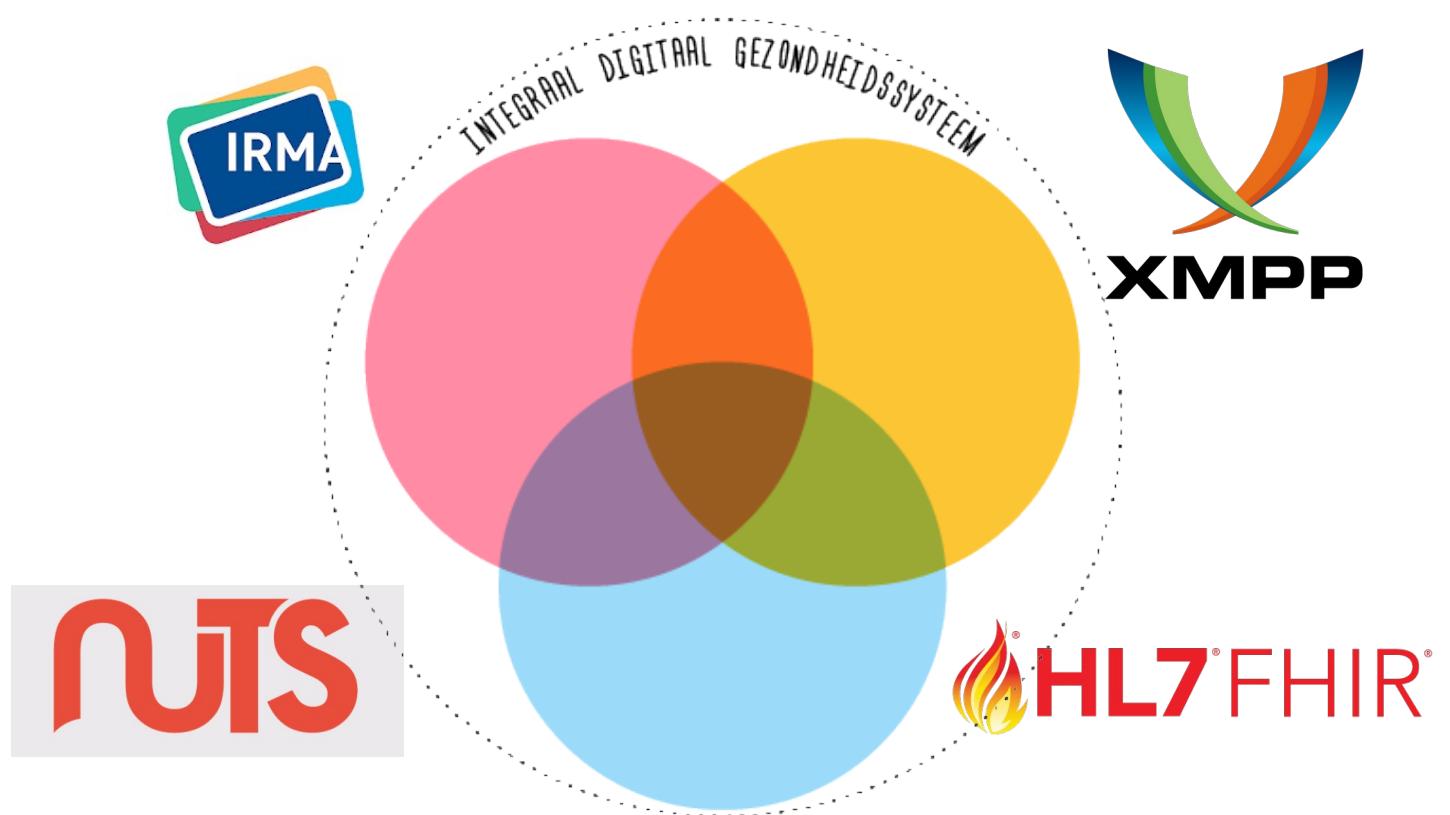
Eperiment

own budget for digital health.



16:10

Get people faster to right place
Experimenting with mixed digital communities
People can advise each other on support and care.



16:40

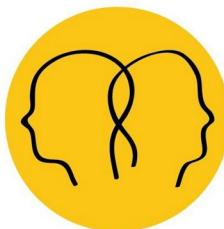
Connecting existing standards

- into a social network
- runs across the different domains

Transformatieprincipes



#1
Creëer een
ecosysteem dat gezond
gedrag faciliteert



#2
Ontwerp nieuwe
manieren van
samenwerking



#3
Ontwikkel ICT die deze
transformatie mede
mogelijk maakt



#4
Ontwerp andere
manieren van
bekostigen

17:00

So changing healthcare by

- new approach to health
- new ways of cooperation
- better use of digital aids
- new financial structures

Biggest reward is when we have inspired people and they want to join us.

Thank you!

