SSRG Workgroup Meeting
Workgroup: Ageing and Technology
Date: 19 October 2016

Present: Sally Warnes, Sue Smith (Flinders Uni), Angela Lovett, Lynda Hutchinson, Vanessa Leane, Sandy Johnson-Jones, Karen McDougall,

Apologies: Andrew Davies, Marianne Lewis, Sadie Goddard-Wrighton, Clare Kelly

Agenda Items	Discussion	Actions
Welcome and apologies / minutes	• Welcome and apologies. • Previous minutes reviewed and accepted.	
'What older people are saying about technology'	Sue presented: The Conceptualisation of Possibilities Report. The group discussed the interview responses and confirmed that they supported the research	
Project Discussion: review module 2	➢ Expand on 'Bring the World to our Clients Chair' p.5 ➢ Question Is the aim about *how* we interact with the client p.6? ➢ We need a person centred approach- it's about teaching the companion how to engage and also we should not make assumptions that the companion knows all the apps.	

	- Desirable to show film examples interactions of companions with the older person. Example: A photo book being made which stemmed from the clients trinkets and stories behind where they come from or who gave them to her. - Concerns that the companion would struggle with the 'discovery' side of things. The film examples could show *how* to pick up the cues- example: the clients face lighting up when they talk about or see their pet - Look at how the companion is interacting and if the client is still engaged/ this could show why a conversation might fail. - Add- suggest links to be put on the side for a 'choice' of further learning - Highlight small steps- or hasten slowly p.7 after you find out the best approach for this client (in talking to the companion). Reflection - Shall we use coach instead of Companion? - Round Robin too wordy- ask the companion how this empowers (well-being) as this is the framework….or do we need it at all? - Instead….ask the companion how they would engage the person- then….how this was connected to their strengths and well-being - P.9 NO - P.10 NO - P.11 NO – but YES to links for apps should people chose to use them - SKIP p. 12/13/14/15 - If someone likes a specific type of entertainment and there is no app for it – show how to Google it. - Make information sheets (cheat sheets) available for apps. - Apps Mastery – agreed by all to add it back in (p.14) - Case study read out – suggested could be used in the video. 3 Stages – before, during and after (the outcome) - Show 4 different learning styles and Different levels fragility – use click buttons - Show pros and cons; the cons may show a negative experience (how not to do it) however, it is NOT the main focus - A mention of how an iPad or tablet can be taken into hospital (well-ness focus here) - Scenarios case study/what happens/ a few months later (connect all to well-being) - Increase information around positivity/ quality /well-being - Show the process/ then the outcome - Tie in the learning styles in the voice over (example: we found that such and such	

	learns this way). Script the conversation	
Information sharing	Due to time restraints, this was not discussed	

Next meeting date: Wednesday 16 November 2016
Time: 2.00 - 4.00 pm,
Venue: Meeting Room 1, City of Onkaparinga