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

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| 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
### 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