Thank you everyone for coming to the Ställverket election on Thursday afternoon. We have several new members for most of the groups, and we’re starting to get a board together. However, since there unfortunately were two classes who couldn’t show up due to scheduling conflicts we felt that we couldn’t fill all positions needed, and did not quite have a strong enough participation to vote through the changes.

If you’re curious about Ställverket, and what joining a group, or the board, entails. Please talk with Johan in IxD2 or Linnea in BA3 and they will help fill you in.

We are holding a new election, and to be able to reach a functioning Ställverket, and therefore ensure a great school year for all of us, it’s important that we all show up on Monday (today) at 17:00 hours.

Not to mention, it’s great fun to be part of it all, just ask any of the previous year’s members (some who are continuing in other positions this year).

Thank you!

**Ställverket elections**

New date: Monday 22nd @ 17:00 in Auditorium

Your participation is important!

A huge thank you to APD2 who cleaned the kitchen on Friday, it’s as spotless as the kitchen can become and they definitely deserve a pat on the back for that. They’ve also taken the time to organize and sort out the kitchen, so let’s try to respect their efforts (and everyone’s environment) and keep the order in the kitchen.

Importantly, there is a kitchen cleaning list. Every Friday (usually) whichever class has the kitchen duty are in charge of making sure that the kitchen is ordered and clean for the next week, as well as taking out the garbage. Every week in Wozzop we will post who has the duty for the coming week, and there is also a list hanging on the door outside the kitchen. This does not, however, mean that you shouldn’t clean up after yourself during the week. The task of the class on duty is not to clean up after you. As the age old saying goes: Your mother does not work here!

If we let the kitchen slip too far into disarray and dirt we run the risk of losing the privileges of having a student kitchen in school altogether, so let’s keep it all tidy and enjoy the rest of the school year!

**Hans Sauer Award 2015. European contest honours design concepts for social impact.**

Social Design is a design practice that goes beyond a purely technical or consumer-oriented design of products and services. Social Design creates social added value by becoming an advocate of social concerns that either the state or the market do not serve adequately or at all.

The competition for the Hans Sauer Award 2015 honours Social Design concepts (not implemented projects) that have a clear perspective on innovation: they aim at a long-term, measurable effect and sustainable implementation.

The competition is open to (social) designers and interdisciplinary teams throughout Europe. Participants will be offered a unique prize package to further develop their concepts with other designers, experts, and social entrepreneurs.

**Apply and make the difference!**

The three-stage process launches on August 1, 2014. The final stage will be an international multi-day event in Munich (“Social Design Elevation Days”) in February 2015.

Find out more about the participation and selection process at www.hanssaueraward2015.com. If you have any questions, do not hesitate to get in touch with us.
Into the woods with Komatsu

Ping Pong, official sport of UID

IxD1 video presentations

Watch all of the videos by Wednesday at www.vimeo.com/ixdumea

IxD2 robot behaviour project

Workshop time with APD1

BA2 in the clay workshop

APD bbq at Nydala

APD2 movie shooting

IxD1 team on the 24hr OzCHI design challenge
A DESIGNER’s GUIDE TO IMPROVING END-OF-LIFE CARE.

The world’s population is aging. The World Health Organization estimates that by 2050, the proportion of people 60 years or older in the world will have doubled, from 11% in 2000 to 22% (2 billion people) in 2050. This makes services for the elderly, like hospice care, which seeks to ease the pain (physical and emotional) of terminally ill patients and their families in their last days, even more important.

The problem is, we tend to avoid talking about death and dying, and people don’t always make plans in advance for end-of-life care. And as it stands, today’s hospice care system can be impersonal, under-resourced and under-staffed, and plagued with communication issues between care workers, patients, and families. In some cases, the people who provide palliative care are also paid criminally low wages. In the U.S., home hospice care work only recently stopped being classified as “companionship,” meaning workers didn’t qualify for federal labor protections.

Singapore- and Barcelona-based health care design consultancy fueler spent nine months researching hospice care and its issues in Singapore, where the designers found hospice to be an “invisible and avoided service.” Commissioned by the Lien Foundation, a Singapore-based philanthropy, and the Ang Chin Moh Foundation, a funeral service foundation, fueler came up with a handful of strategies to improve the way hospice care is run, both in Singapore and in the rest of the world.

The Hospitable Hospice handbook (which won a 2014 International Design Excellence Award) redefines not only the look and function of hospice care facilities, but also how hospice workers communicate with each other, how people learn about and experience the hospice process, and how people pay for care. Here are seven of their suggestions for better care:

THE OPEN HOSPICE
This community-based service is designed to help raise awareness of hospice care in the facility’s surrounding neighborhood, improving public perception of end-of-life care. The Open Hospice features community amenities like a shared garden with a kindergarten, a food delivery service, a bus service, a spa, and a movie theater. Open to the public, it’s intended to give people of all ages, healthy or not, a reason to engage with the hospice facility.

CARE HUB
This hospice building is organized based on privacy and the level of medical support offered. The upper floors of the building are more private, with bedrooms and dining for patients, while the lower floors offer green space and tables for the public as well as those in hospice care. Each floor has places to socialize, and places for solitary relaxation. One side of the building is reserved for clinical services.

A COMPASS FOR THE END-OF-LIFE
Compass is a service intended to be provided by the government to help people navigate end-of-life care. The designers found that too many people don’t plan for end-of-life care, making it a stressful and rushed process for both patients and their families. A boxed kit of instructional pamphlets and informational cards, as well as an app, would educate people about end-of-life care and help guide them through the process.

SMOOTHING LIFE’S JOURNEY
The designers propose a credit system, called Softcare, associated with Singapore’s Medisave medical savings account program, which would get people thinking about and involved in hospice at a younger age. People could earn credits by volunteering at a hospice facility or driving hospice patients to appointments. Those credits could be spent on health-related purchases throughout the person’s life, or used for their own hospice care fund.

PALLIAPP
This app is a platform designed for palliative care professionals to exchange info, share best practices, and ask questions. The app is intended to increase communication across disciplines and locations. Hospice is a hallmark practice that involves a lot of different people—including the patient’s various doctors, nurses, pharmacists, and social workers. Keeping an open channel of communication through an app would allow all those stakeholders to keep up-to-date on the patient’s status and make decisions about their care.

ENJOYING LIFE’S LITTLE PLEASURES
The whole point of palliative care is to help people enjoy the remaining moments of their lives. What better way to do than with cookies? The hospice service program is designed to give patients relief from the stress and pain they’re experiencing, with activities like baking cookies and taking volunteer-led field trips with loved ones.

GIVING PATIENTS A VOICE
This would be a customized care service tailored to individuals and their families. Decorated care rooms help people express their identity. Tools like “Do Not Disturb”-style door signs help indicate their preferences about the environment.

Most of the designs the guide advocates seem a little pie-in-the-sky, a fact that the designers readily acknowledge. Achieving these goals would require overcoming many hurdles, including getting the hospice care community to partner with other health care providers and community organizations outside the health field, and making better end-of-life care part of public policy. “Given such challenges, it would be too easy to dismiss this ideal vision,” the designers write in the handbook, but they argue that it’s important to consider at least some of the ideas. “Even taking small steps can eventually lead to bigger change.” It would be a bureaucratic nightmare to implement such utopian visions as the open hospice neighborhood or the Softcare system, but something like PaliApp might be a more achievable goal to solve a significant issue in palliative care.

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Source
www.fastcodesign.com/3034887/
SHORT BREAK
TAKE A BREAK. HAVE A FISH. WATCH SOME SHORT FILMS.

AUDITORIUM - DESMOND CHAMAN
FILM SCREENING: SOCIETY THEN, NOW AND TOMORROW
DATE & TIME: THURSDAY, 25 SEPTEMBER AT 12:15

MY GRANDMOTHER RODER THE KING'S SHIRTS (NO. 2011, 11)

PANDY (SK, 2013, 12)

It's a tall tale about the director's grandmother's life in South Korea during World War II. Shary and whimsical, her story combines her grandmother's tales with historical facts and fantasy, showing how a cherished anecdote can come to acquire a mythical status.

WORDS, WORDS, WORDS (CZ, 1991, 8')

The story of the film takes place in a cafe, where various human types and characters meet and talk. They chat about different things, express their interests, emotions, and tell in an amusing way about their life. The animated language of artistic symbols is a big part of the film's charm. They are only about, nothing else.

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SOCIETY THEN, NOW & TOMORROW