



The internet of aged people doing things daily

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- Assistive technologies and Silver Science
- Neuroscience of Cognition and Affection
- Health Services Research
- Medical Education Informatics

<http://medphys.med.auth.gr>



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3RD INTERNATIONAL CONFERENCE ON INFORMATION AND
COMMUNICATION TECHNOLOGIES FOR
AGEING WELL AND E-HEALTH
APRIL 28, 2017 | PORTO, PORTUGAL



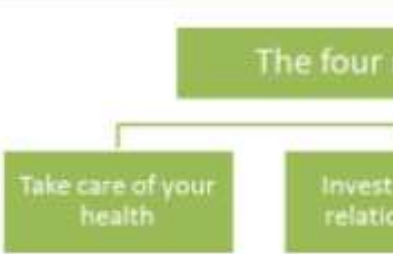
What are the most important “things” in your life?

Rethinking
Live. Love. Learn.

HOME ABOUT HEALTH LIFE

The four most important things in life

"Life is the ability and time to love, live, learn."



Love, Live, Learn

← → ↻ <https://www.google.hu/webhp?sourceid=chrome-instant&ion=1&espy=2&ie=UTF-8#q=what are the most important things in life>

GOOGLE what are the most important things in life

Összes Képek Videók Térkép Hírek Egyebek Keresőeszközök

Nagyjából 116 000 000 találat (0,41 másodperc)

The four most important things in life - Rethinking Truth
rethinkingtruth.com/2013/01/31/the-four-most-important-things-in-life/ ▼ Oldal lefordítása
2013. jan. 31. - Now, ask yourself the question of questions: What are the most important things in life? Think about that for a moment and then start reading.

Top Ten Most Important Things In Life - TheTopTens.com
www.thetoptens.com/most-important-things-in-life/ ▼ Oldal lefordítása
Place your vote on the list of Top Ten Most Important Things In Life. ... It is what motivates you and shows you the best of all ways to follow through any situation, ...

The 10 Most Important Things to Simplify in Your Life
www.becomingminimalist.com/the-10-most-important-things-to-simplify-in-your-life/ ▼ Oldal lefordítása
The 10 Most Important Things to Simplify in Your Life. Written by joshua becker ... Do what you've got to do to get out from under its weight. Find the help that you ...

The 10 Most Important Things You Need To Know In Life | Observer
observer.com/2015/12/the-10-most-important-things-you-need-to-know-in-life/ ▼ Oldal lefordítása
2015. dec. 22. - When I was growing up, the friends I hung out with were trash talkers. The books I read was trash fiction. I was stupid and followed what each of ...

Life Advice: What are some of the most important things that we should ...
<https://www.quora.com/Life-Advice-What-are-some-of-the-most-important-things-that-we-should-know-in-life/> ▼ Oldal lefordítása
As ambiguous and ridiculous this question sounds, I hope you get the gist of what I mean. What main things should a person know about in life? Whether it be ...

What are the 10 most important things in your life? - Quora
<https://www.quora.com/What-are-the-10-most-important-things-in-your-life/> ▼ Oldal lefordítása
The list may include people, gadgets, pets and any other things. Please don't include things like

<http://rethinkingtruth.com/2013/01/31/the-four-most-important-things-in-life/>

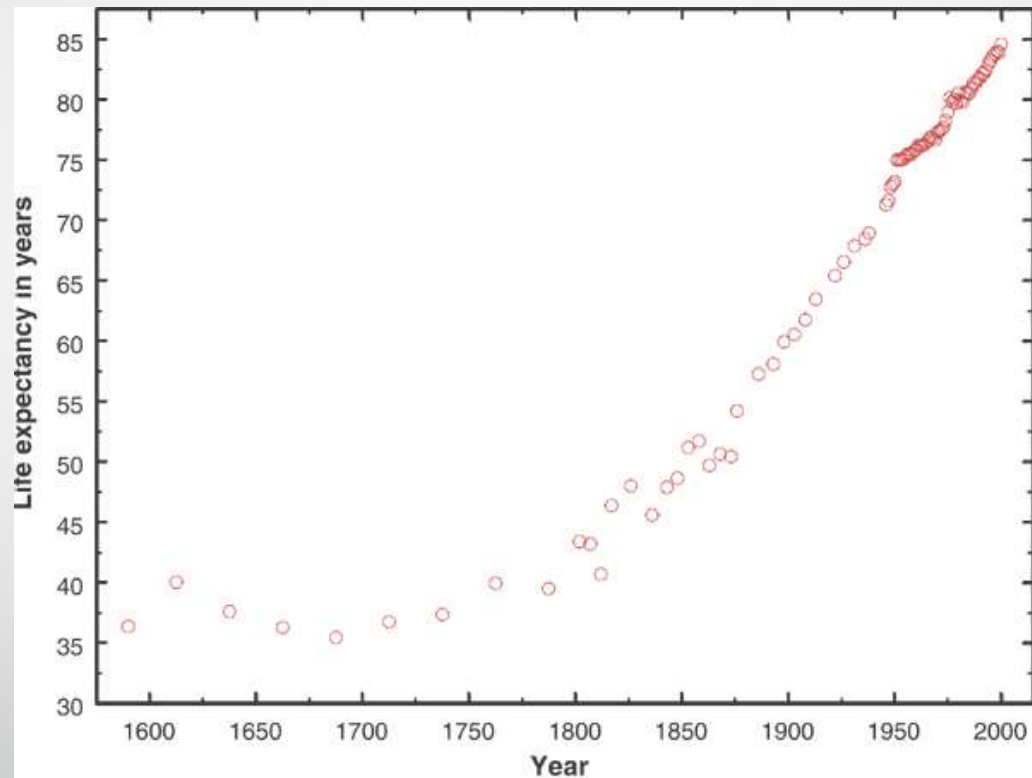


Live healthy

Brain Health

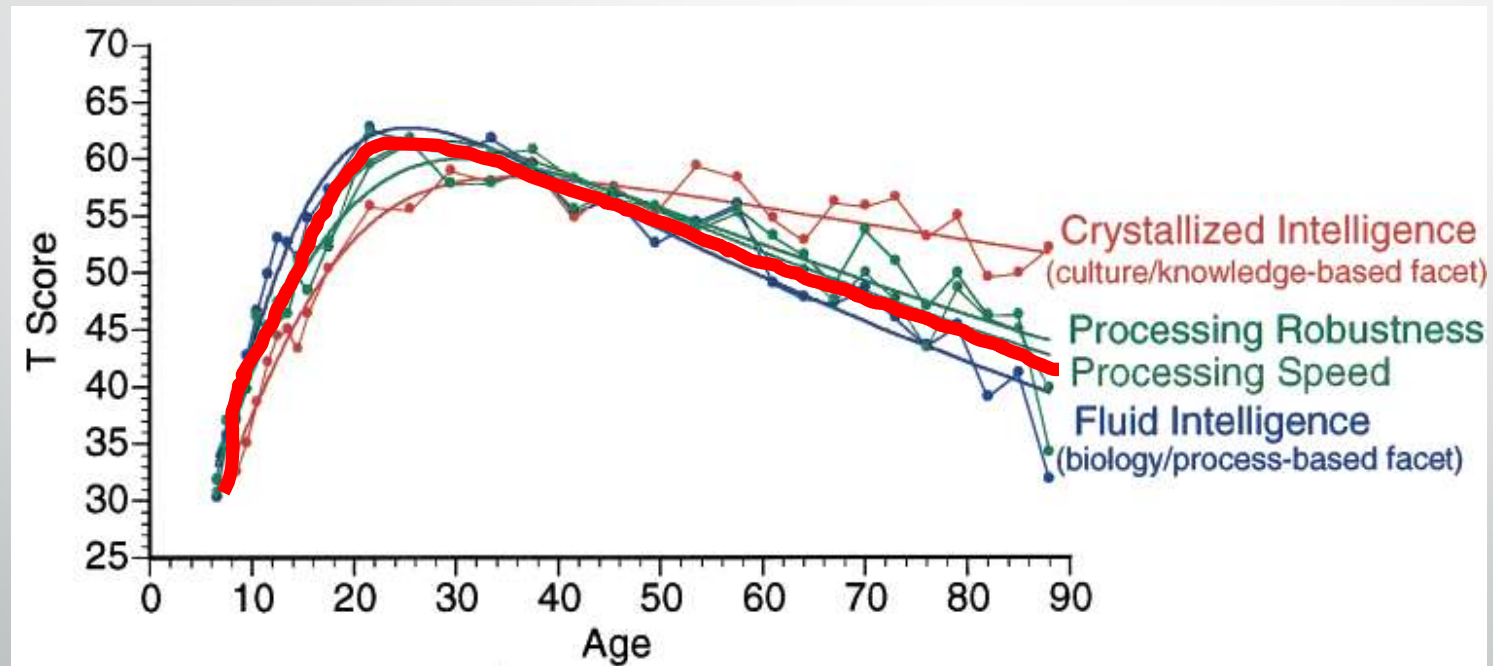
Ageing

We live longer



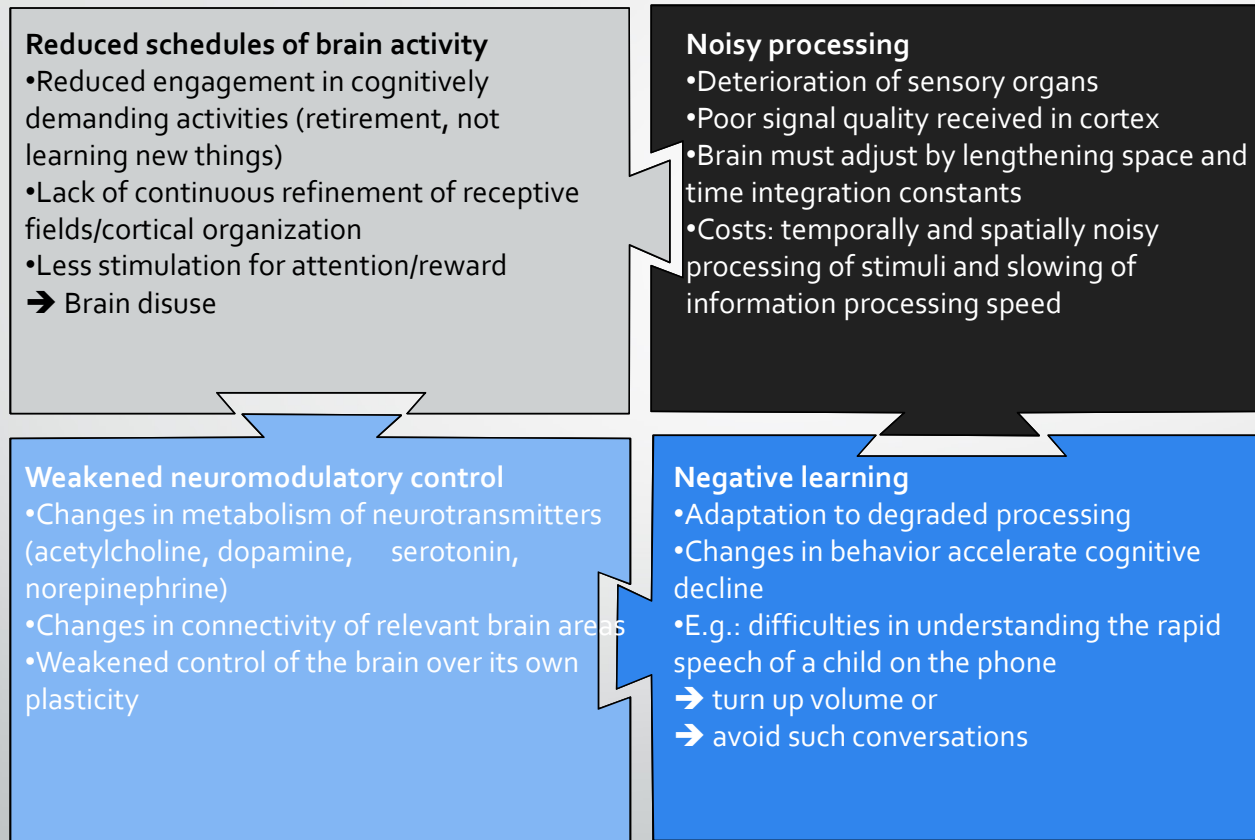
Ageing consequences...

Our abilities decline...



Li et al. (2004), Psychol Sci; Li et al. (2009), Psychol Res

In aging, negative cortical plasticity has four mutually reinforcing components that create a downward spiral of degrading brain function

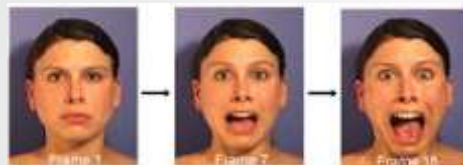
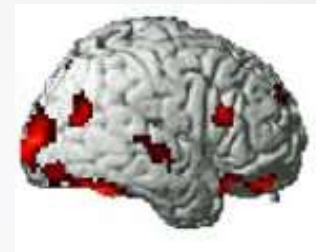
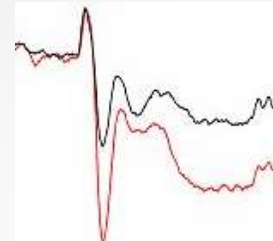


LLMcare 2014

Mahncke, Bronstone, & Merzenich (2006), *Progress in Brain Research*

Different modalities... are affected ... and ... exploited

Brain Activity via EEG



Facial characteristics via cameras



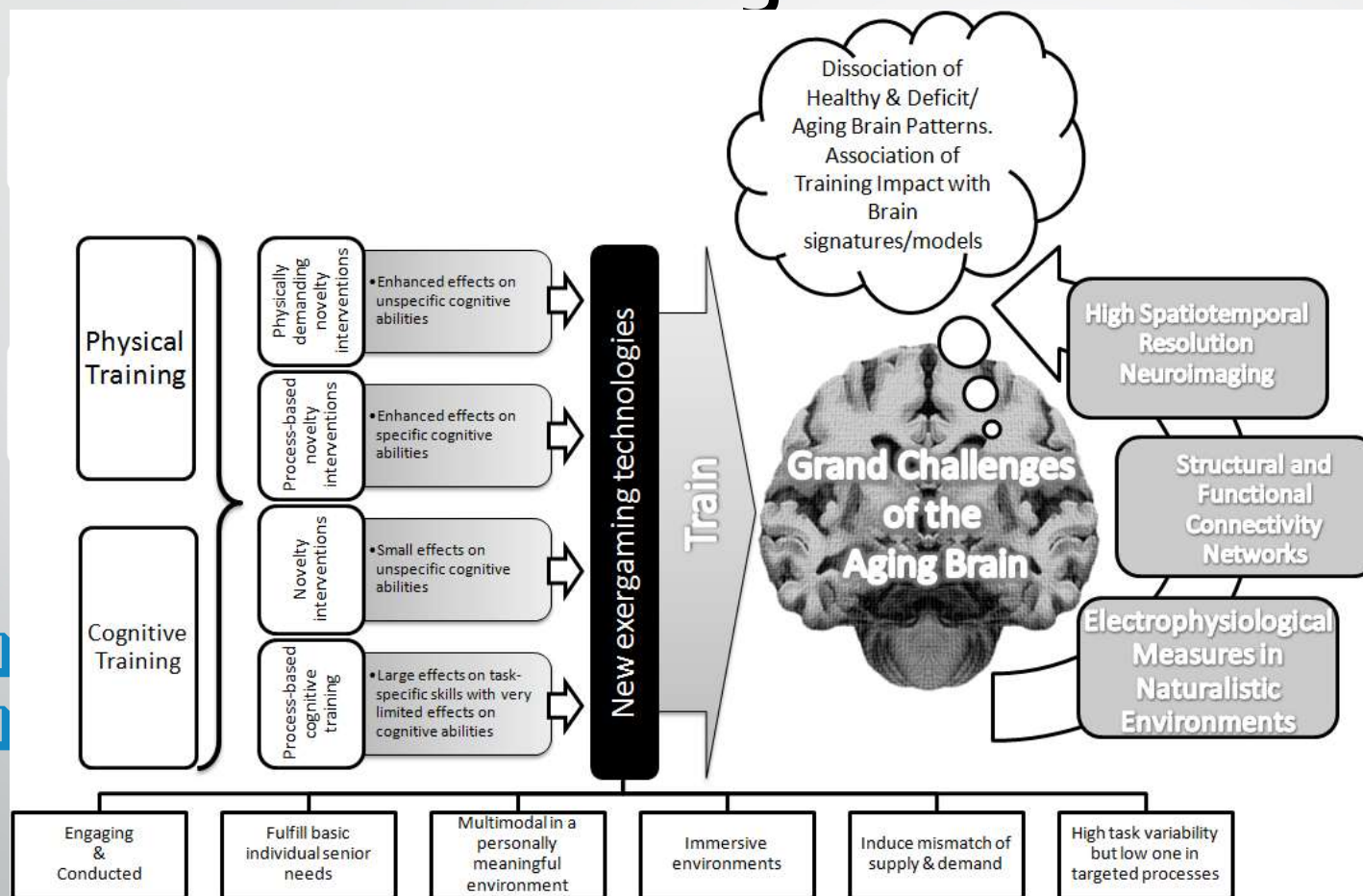
Voice via microphones



Heart Rate via ECG

Posture, gestures via fisheye camera

Prevention of Cognitive Decline



P.D. Bamidis et al.

Neuroscience and Biobehavioral Reviews 44 (2014) 206–220

(2014) 206–220



Learn, Live

Training...

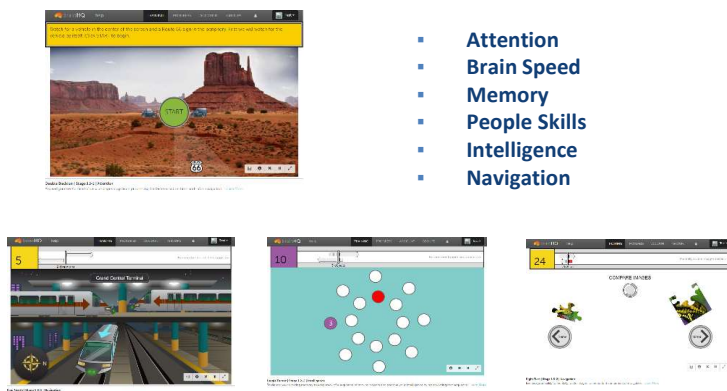
LLMcare product/service



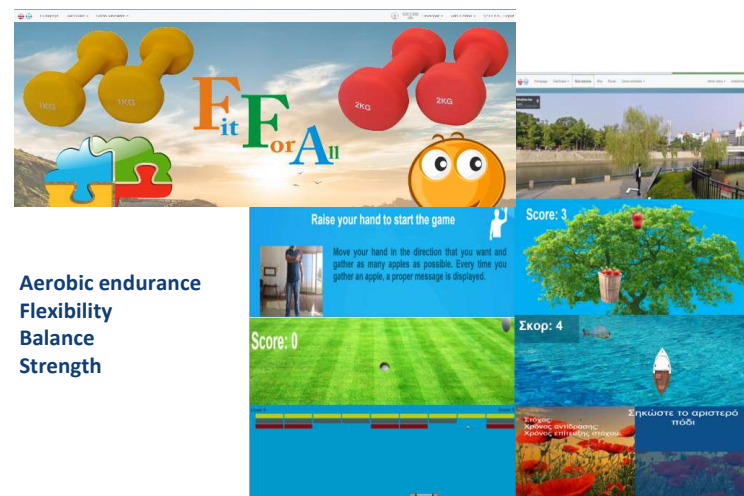
http://www.youtube.com/watch?feature=player_embedded&v=ilABZtm8eGM

LLM Intervention - Videos

Cognitive Training



Physical Training



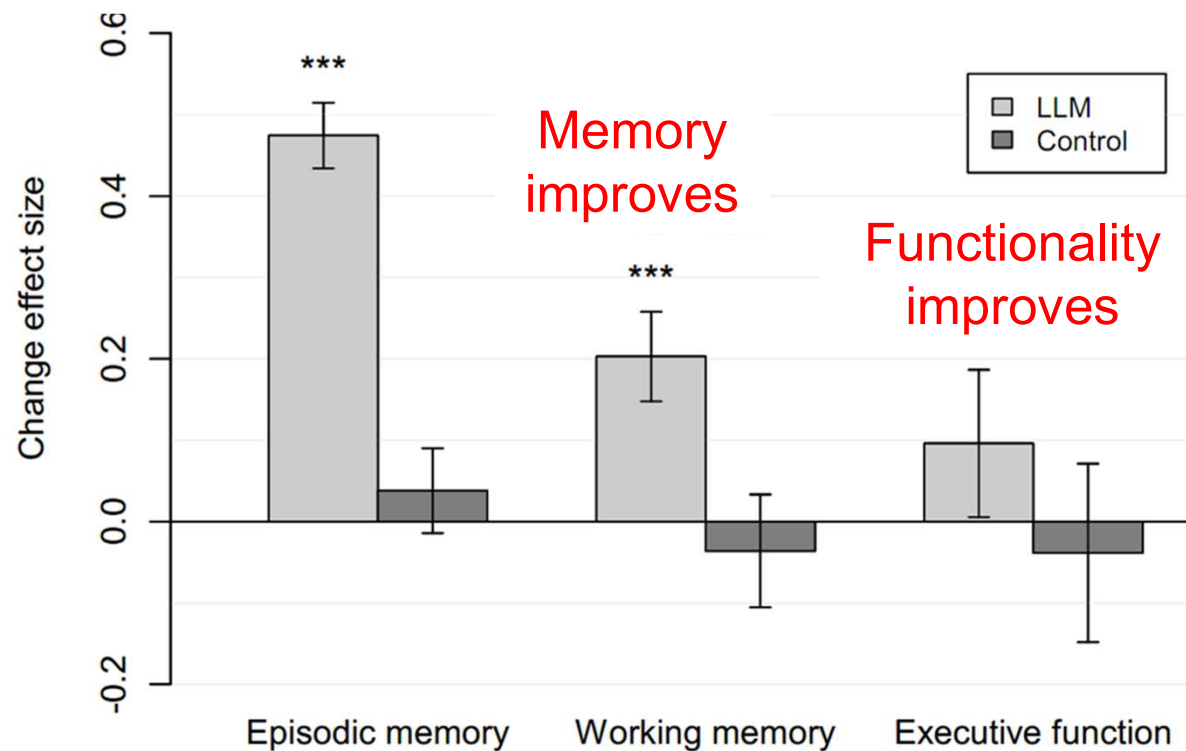


EIP on AHA
candidate
Reference Site

best practice in
elderly health-care

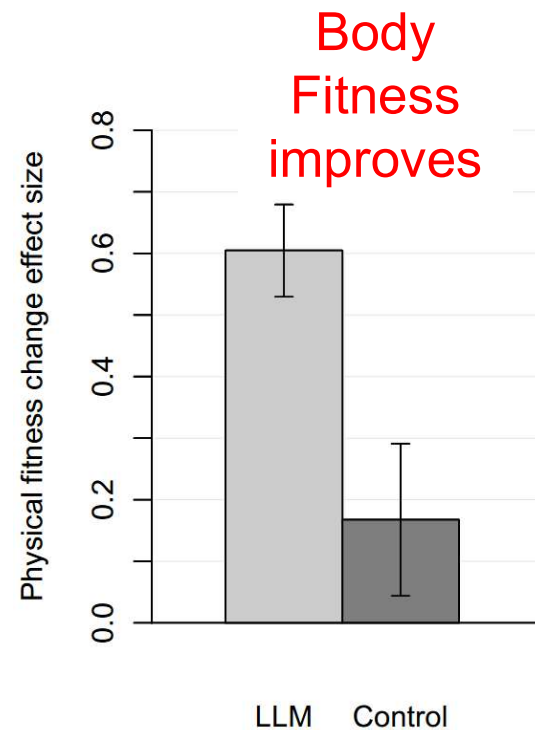
multi-dimensional
evaluation
of results

scientific results → competitive advantage



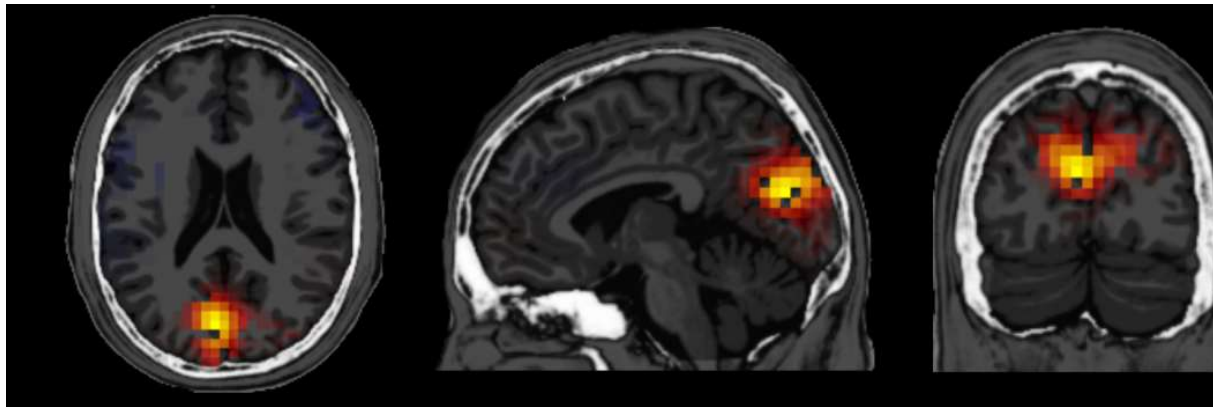
Bamidis PD. et al. Gains in cognition through combined cognitive and physical training: the role of training dosage and severity of neurocognitive disorder
Frontiers in Aging Neuroscience, 2015, DOI=10.3389/fnagi.2015.00152

scientific results → competitive advantage



Bamidis PD. et al. Gains in cognition through combined cognitive and physical training: the role of training dosage and severity of neurocognitive disorder
Frontiers in Aging Neuroscience, 2015, DOI=10.3389/fnagi.2015.00152

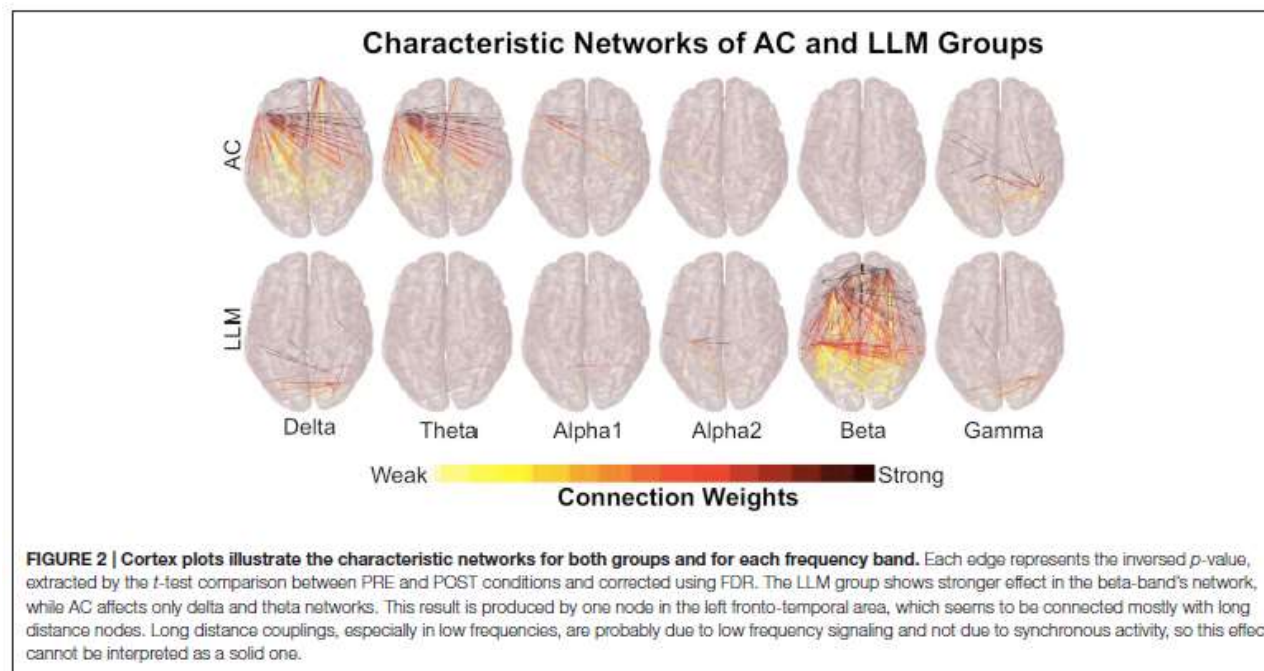
scientific results → competitive advantage



After training, brain noise is reduced in some areas

Styliadis. et al. Brain regions responsible for results of combined cognitive and physical Training
Neural Plasticity, 2015; doi: 10.1155/2015/172192.

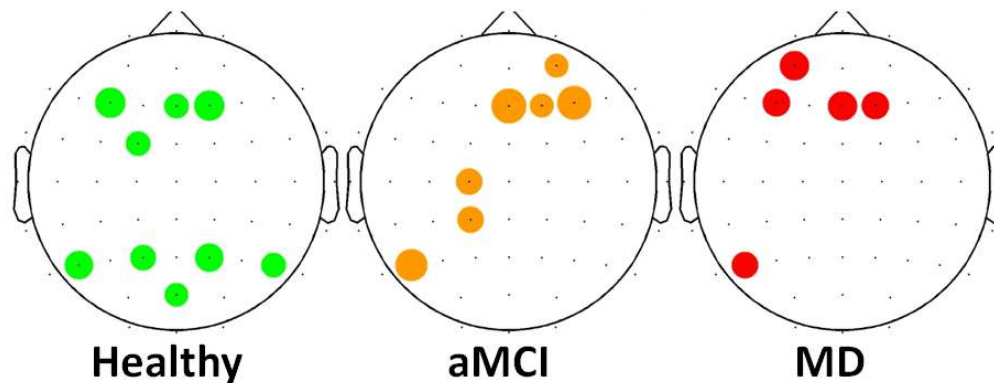
scientific results → competitive advantage



Klados et al, Beta-band functional connectivity is reorganized in mild cognitive impairment after combined computerized physical & cognitive training
Frontiers in Neuroscience, 2016, doi: 10.3389/fnins.2016.00055

scientific results → competitive advantage

...we can monitor re-organisation in healthy and diseased brains



Frantzidis CA, Vivas AB, Tsolaki A, Klados MA, Tsolaki M, Bamidis PD. Functional disorganization of small-world brain networks in mild Alzheimer's Disease and amnesic Mild Cognitive Impairment: an EEG study using Relative Wavelet Entropy (RWE). *Front Aging Neurosci.* 2014;6:224. doi: 10.3389/fnagi.2014.00224.



Learn, Live, Love

Increase positive emotions through training...
& IoT

Back in 2013, our vision...

Sensor analyzers



Intelligent Monitoring
Emotion Extraction



Gaming platform

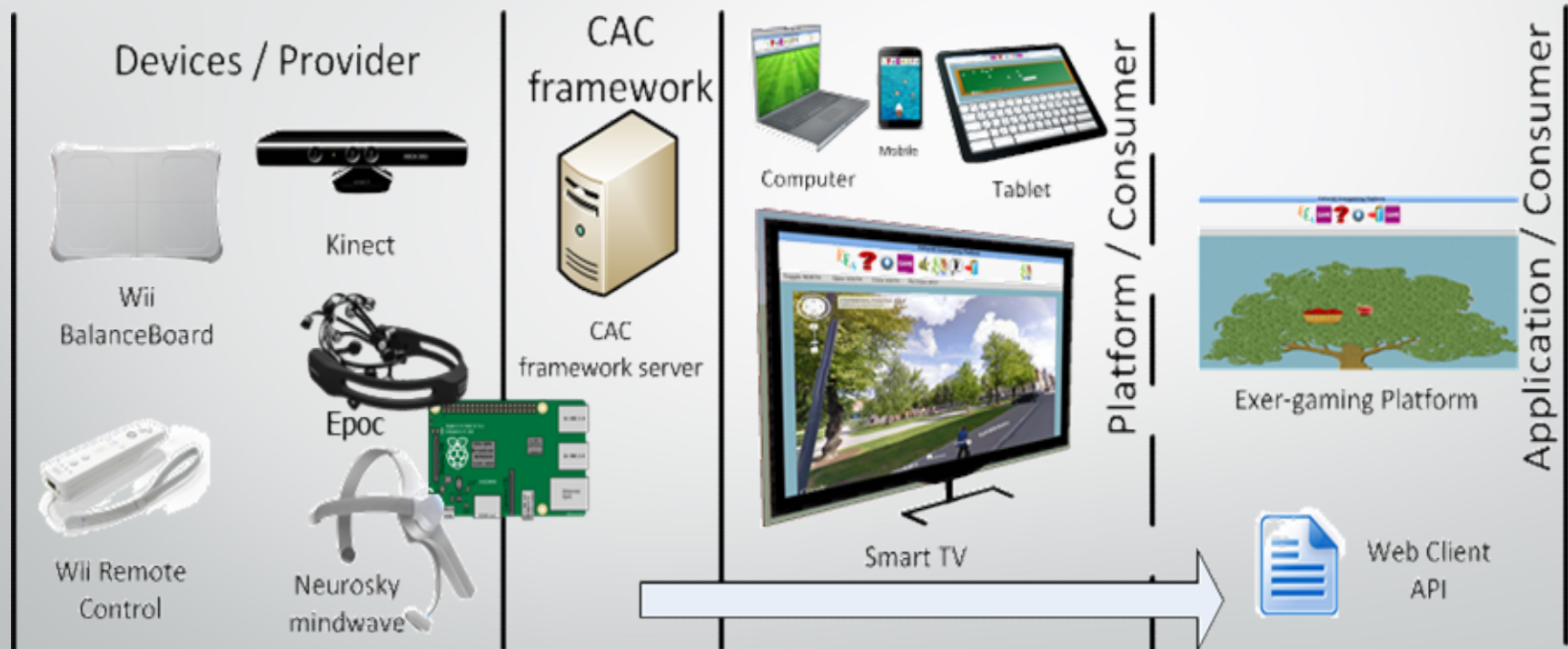


Elderly Interaction



C. Styliadis, E. Konstantinidis, A. Billis, and P. Bamidis, "Employing affection in elderly healthcare serious games interventions," in *Proceedings of the 7th International Conference on Pervasive Technologies Related to Assistive Environments*, 2014, p. 32.

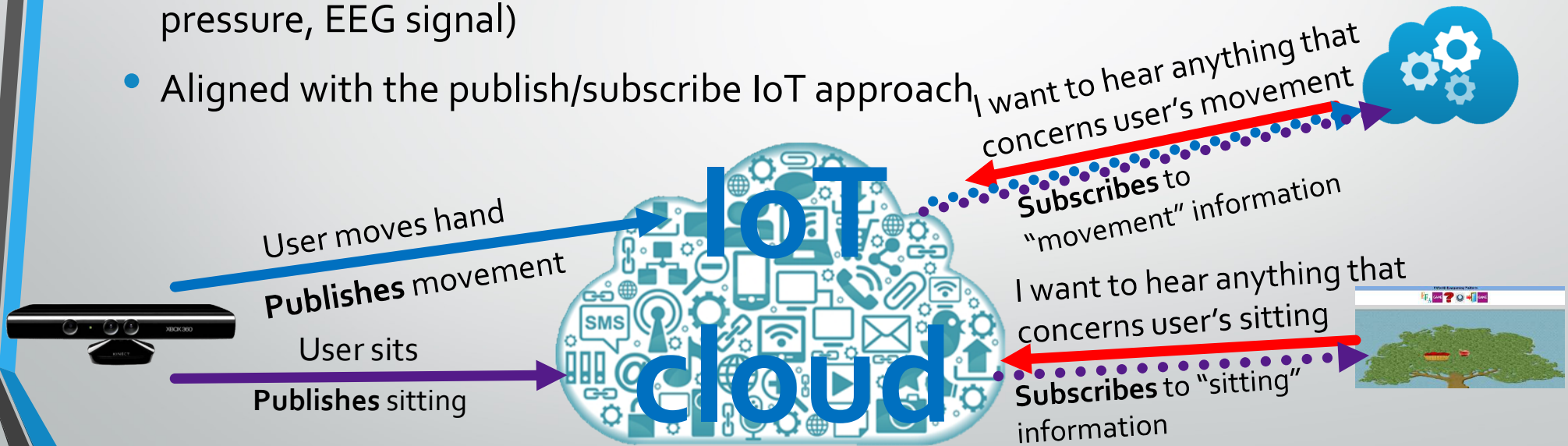
CAC Architecture



www.cac-framework.com

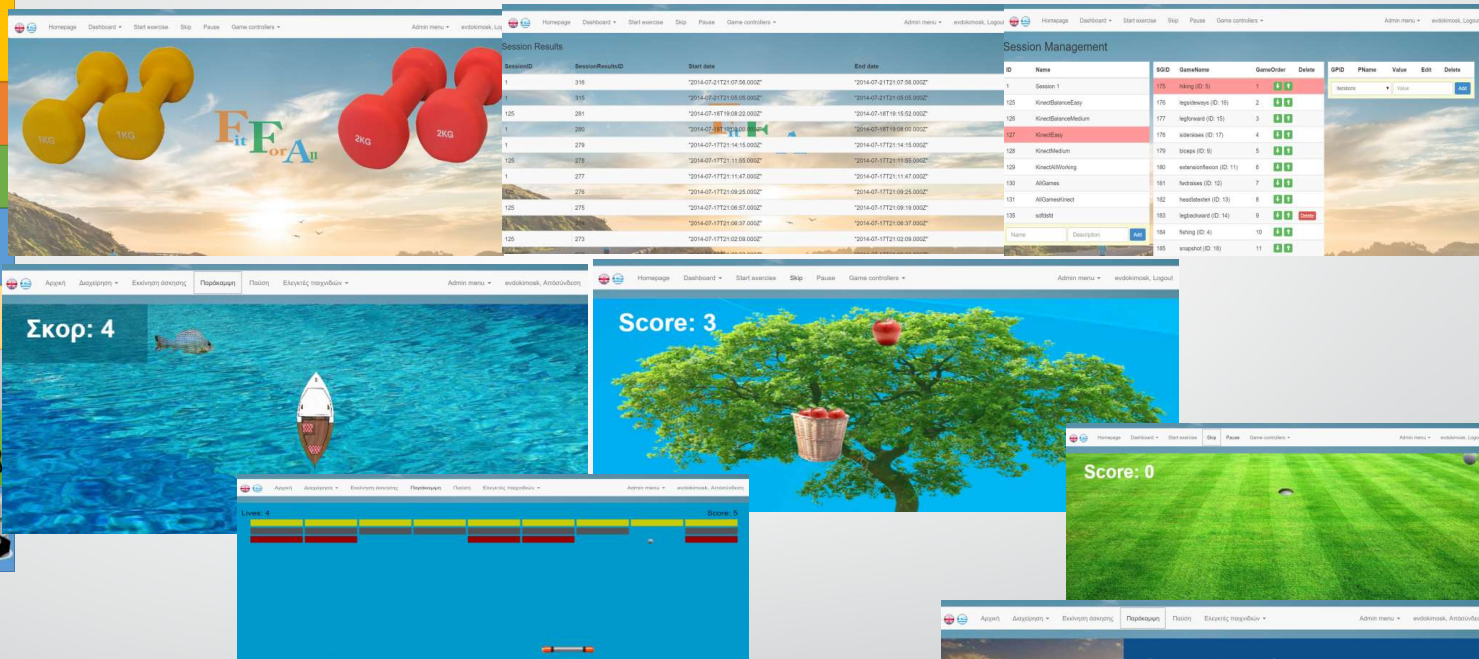
CAC-framework

- Has the role of an intermediary, in order to allow the connection of a series of controllers and applications.
- Adapted to controller information streaming (e.g. skeleton, RGB image, center of pressure, EEG signal)
- Aligned with the publish/subscribe IoT approach



E. I. Konstantinidis, P. E. Antoniou, G. Bamparopoulos, and P. D. Bamidis, "A lightweight framework for transparent cross platform communication of controller data in ambient assisted living environments," *Inform Sciences*, vol. 300, pp. 124–139, 2014.

Exergames and new technologies

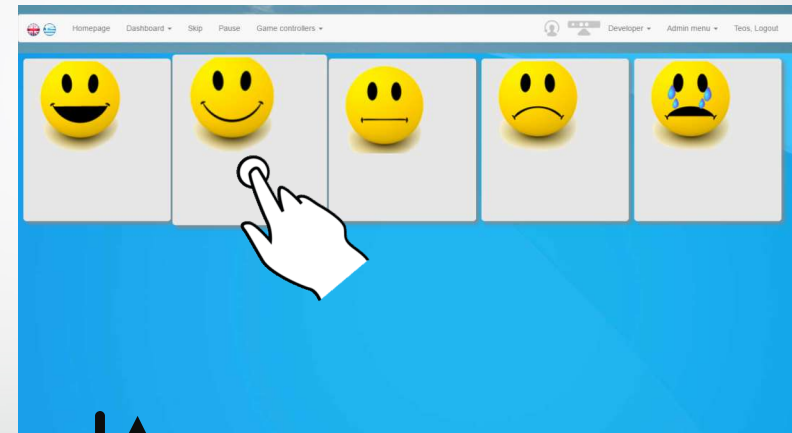
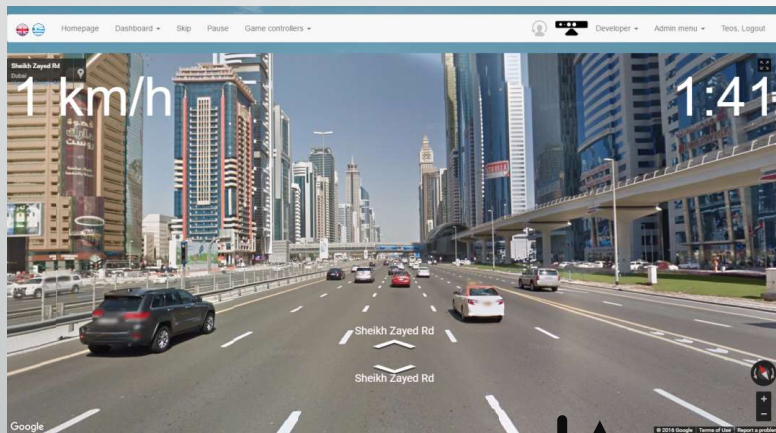


- **Subscribes** to the IoT cac-framework.com to get access to the controllers data streams
- **Publishes** gaming events to standard IoT communication protocols

E. Konstantinidis, G. Bamparopoulos, & P. Bamidis, "Moving Real Exergaming Engines on the Web: The webFitForAll case study in an active and healthy ageing living lab environment," *IEEE J. Biomed. Health Inform*, 2016

Vision realisation

- Emotional self-appraisal by users (subjectively)

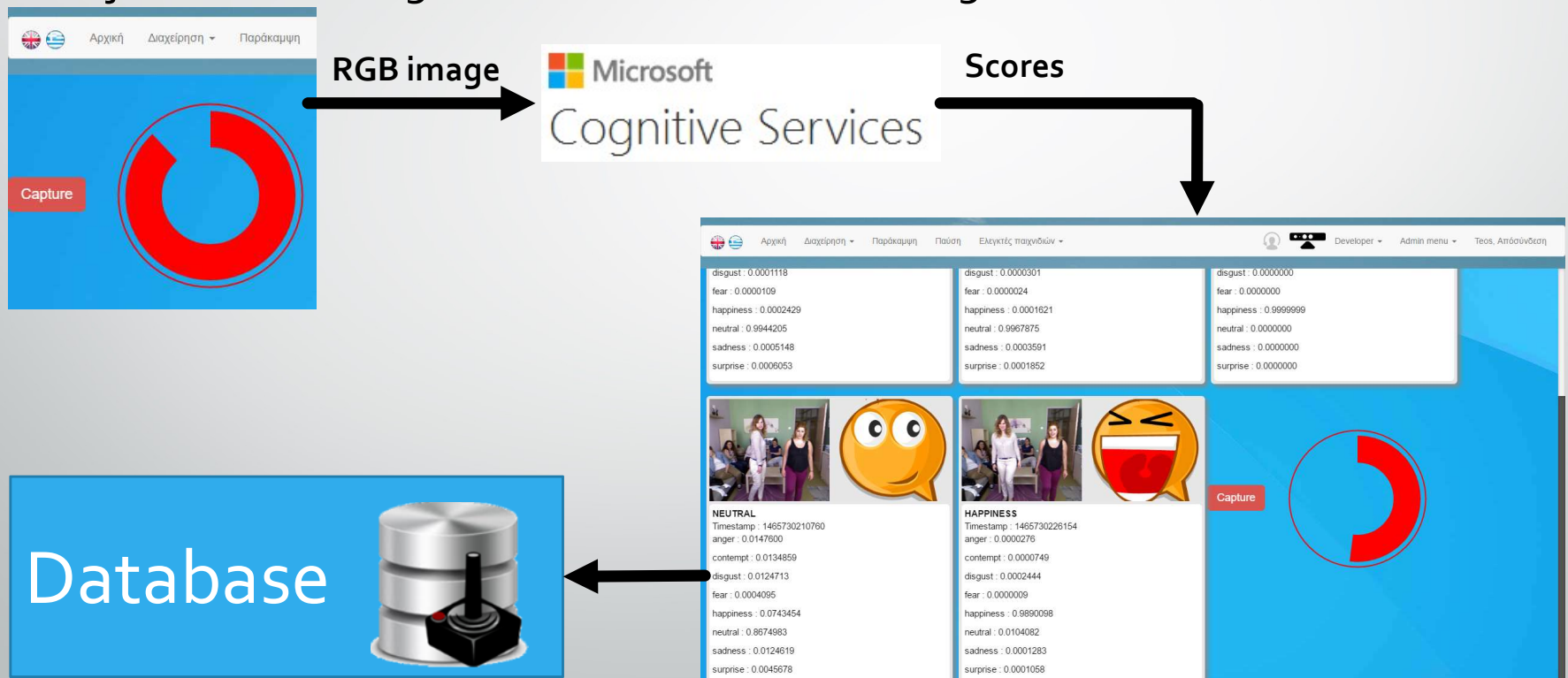


Database















Vision realisation

- Objective recordings of emotions (Microsoft Cognitive Services)



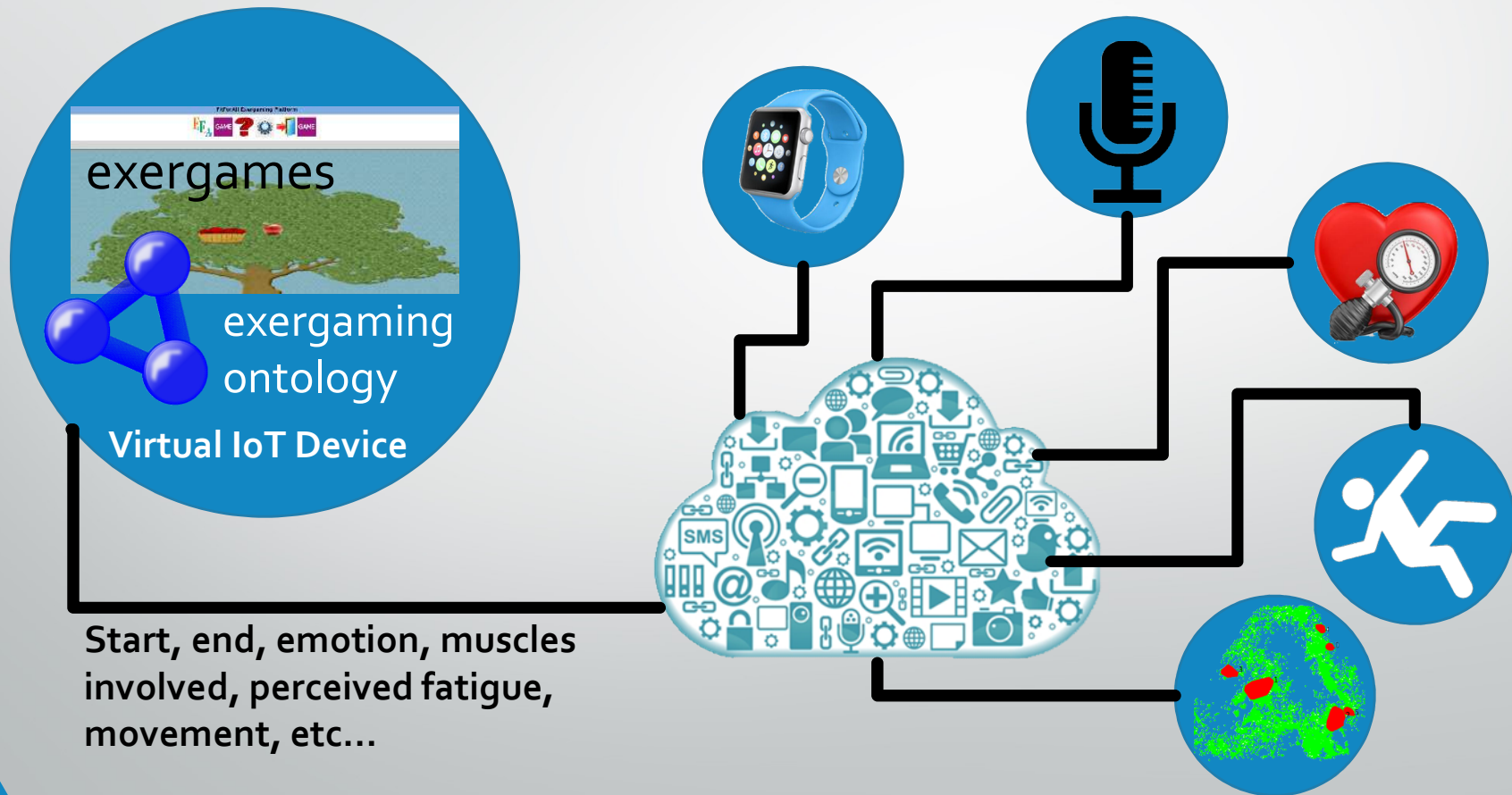
Preliminary results

237	05-25	Nature	Happy	City	Happy	Nature	Very Happy			
237	05-30	Nature	Happy	City	Very Happy	Nature	Very Happy			
265	06-01	City	Very Happy	City	Very Happy	Nature	Very Happy			
265	06-08	City	Happy	City	Very Happy	Nature	Very Happy			

- Perceived emotional state (subjectively) by selecting the corresponding emoticon after hiking either in a virtual city or in virtual nature (screenshots).
- Emotion as an additional in-game metric

E. I. Konstantinidis, P. D. Bamidis, A. S. Billis, P. Kartsidis, and S. G. Papageorgiou, "Physical training in-game metrics for cognitive assessment: evidence from extended trials with the FitForAll exergame platform," *Front. Aging Neurosci.*, vol. In prep., 2017

Serious games as virtual, IoT enabled, devices



Why IoT in exergames?

- Ecologically valid information
- Consumable at real time by the environment (e.g. justification of high blood pressure)
- Build on top of exergaming information without modification requirements of the exergames

Current vision ...

She is excited.
Let's challenge
her more by
increasing
training intensity



She is very absorbed in the
game. Any reminders for
biomedical measurement
will be postponed for an
hour to avoid distracting
her.



The brain wave
patterns have
changed over
time. Let's inform
the doctor.



She is very active. She
will need some rest.
Warn light room



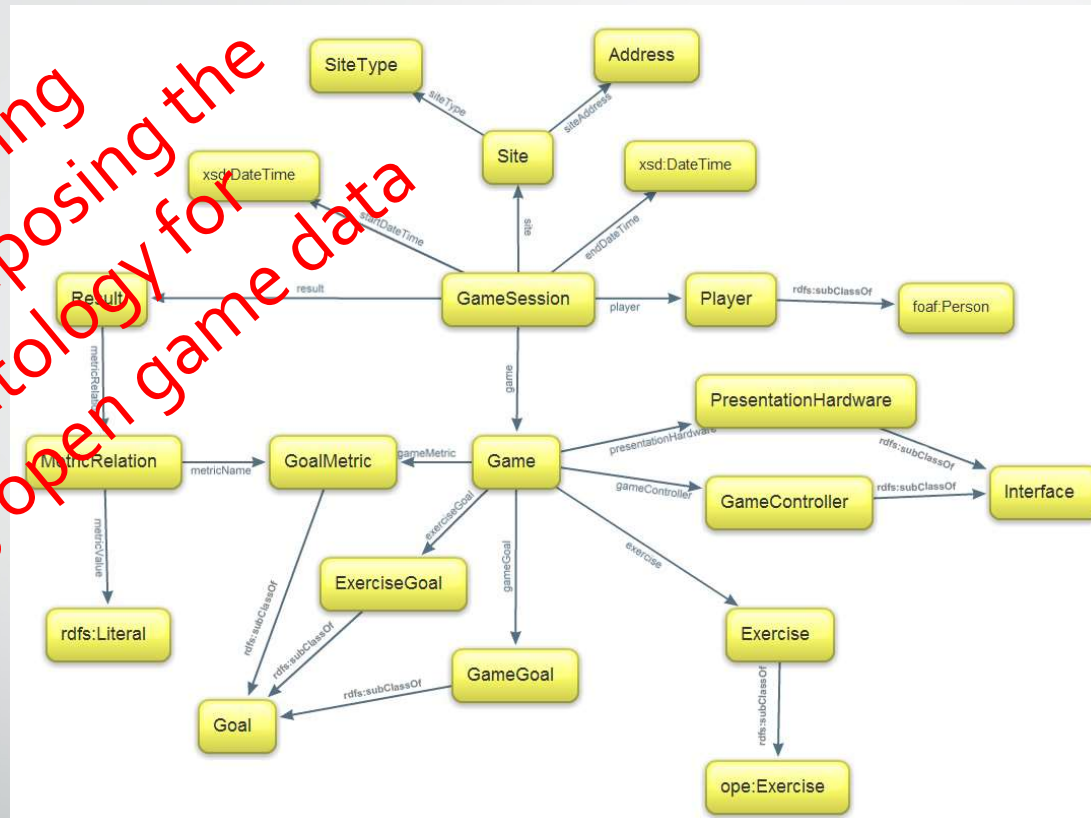
E. Konstantinidis, N. Conci, G. Bamparopoulos, E. Sidiropoulos, F. De Natale, and P. Bamidis, "Introducing Neuroberry, a platform for pervasive EEG signaling in the IoT domain," in *Proceedings of the 5th EAI International Conference on Wireless Mobile Communication and Healthcare*, 2015.

How are we going to achieve our vision?

IoT semantics

- IoT is not only linking connected devices (technical interoperability), but also their information (semantic interoperability)
- Semantic technologies in IoT can support:
 - Interoperability
 - Effective data access and integration
 - Resource discovery
 - Reasoning and processing of data
 - Knowledge extraction (for automated decision making and management)

Our contribution to IoT semantics



G. Bamparopoulos, E. Konstantinidis, C. Bratsas, and P. D. Bamidis, "Towards exergaming commons: composing the exergame ontology for publishing open game data," *J. Biomed. Semantics*, vol. 7, no. 1, p. Article nr 4, Dec. 2016.



Inspire, Learn, Live, Love

IoT facilitation of exergaming/training and senior daily living activities "on the wild"

webFitForAll expansions with NAO robot - Video



www.limcare.gr



USEFIL project – The Opportunity



- ...in charge of integrating technologies
-and introducing them to elderly people
- ...perhaps ... pre-pilot the system with real users by integrating progressively new systems... asking the seniors to utilize them ... on the go...
- Given that entering seniors homes is too intrusive
- ... thought of some space/Lab ... for the integrating and pre-piloting...
- ...turn this space into an ecologically valid space for seniors: sofa, some flower pots, a living room table, a TV and some canvas illustrating home views (kitchen, library, table, etc.)

Our first ecologically valid, active and healthy ageing e-home/living lab Video



<https://www.youtube.com/watch?v=wxcvuY2zBHs>

European
Network of
Living Labs

Active and Healthy Ageing Living Lab



- Located in the Aristotle University of Thessaloniki, Lab of Medical Physics
- Vision for a permanent living lab where elderly people could test and evaluate new applications, devices and approaches coming either from our group or external groups - researchers or companies (e.g. SMEs)
- The Active and Healthy Ageing Living Lab

<http://www.aha-livinglabs.com>

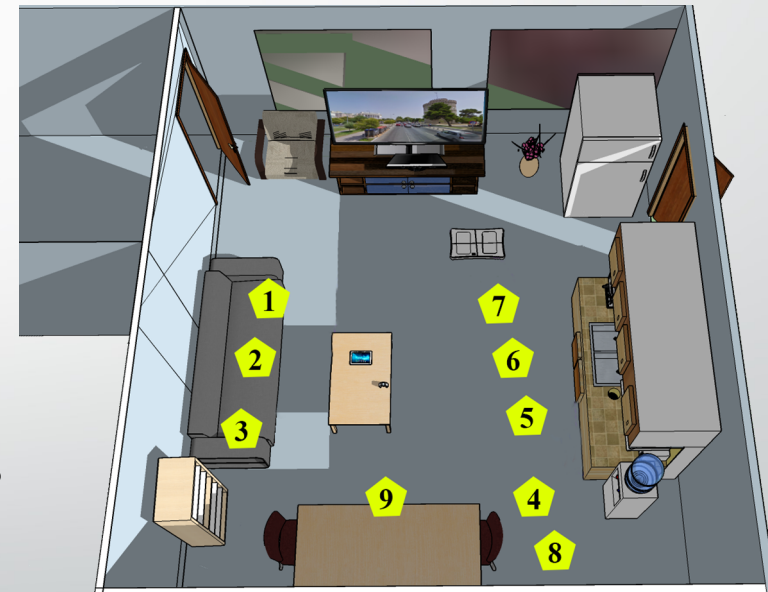
E. I. Konstantinidis, A. S. Billis, C. Bratsas, A. Siountas, and P. D. Bamidis, "Thessaloniki Active and Healthy Ageing Living Lab: the roadmap from a specific project to a living lab towards openness," in *9th International Conference Pervasive Technologies Related to Assistive Environments (PETRA)*, 2016.

Pilots Video in YouTube

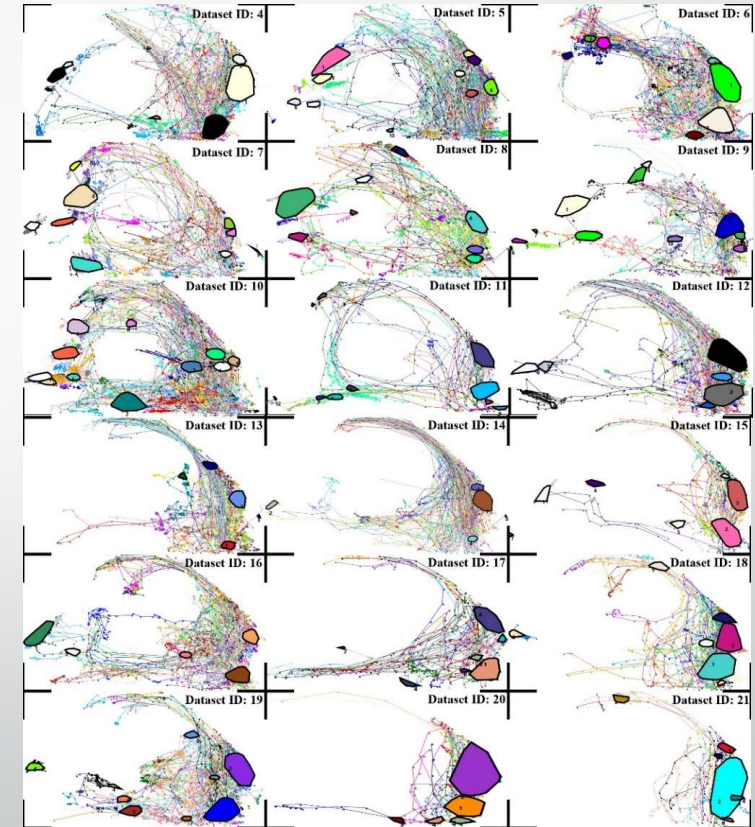
<https://www.youtube.com/watch?v=4B7hggKdfEM&feature=youtu.be>

Kinect **publishing** peoples' indoor location in the ThessAHALL

- A processing module was “listening” (**subscribed**) to the people’s indoor location
- At the end of each day, the module was analyzing the streamed information and produced the most visited position in the ThessAHALL Experimental Datasets
- Experimental datasets: capturing the personnel’s daily transitions in the AHA LL for a period of 26 days.



Results from Experimental Datasets



E. I. Konstantinidis and P. D. Bamidis, "Density based clustering on indoor kinect location tracking: A new way to exploit active and healthy aging living lab datasets," in *Proc. IEEE 15th International Conference on Bioinformatics and Bioengineering (BIBE)*, 2015, pp. 1–6.

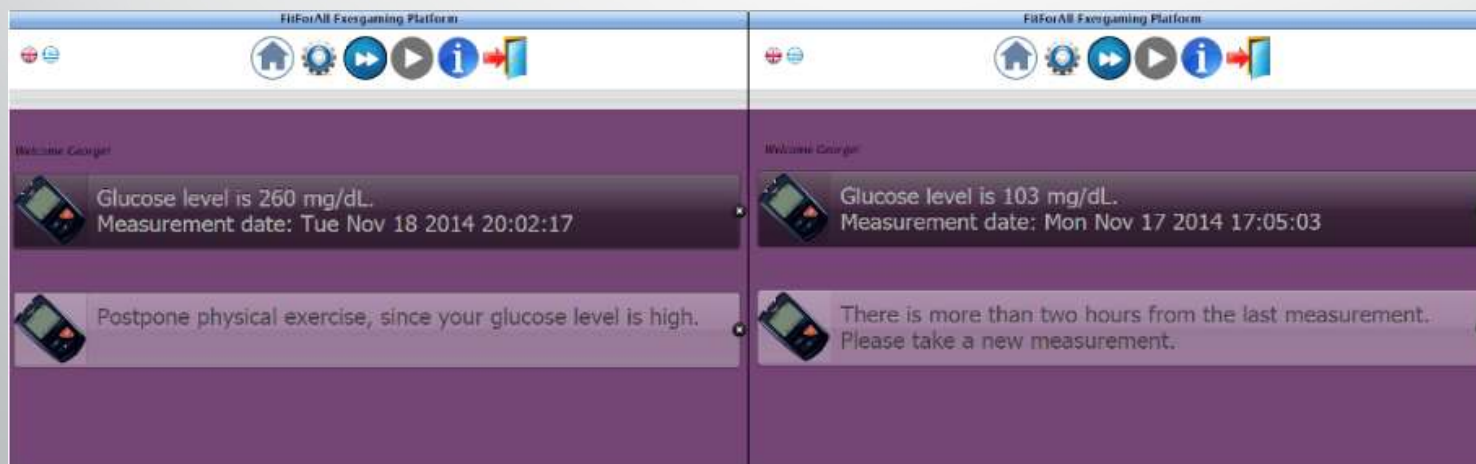
Exergaming empowered by IoT healthcare monitoring

Prior to starting an exergame, the system checks if a glucose meter is connected to the XMPP server

If the blood glucose level is too high, a message is shown to the user suggesting them to continue the exercise later on

It requests for a new glucose measurement if the date of the last one exceeds a defined time interval

Incorporates provisions towards increasing the seniors' health self-awareness by rewarding the seniors with game achievements when they have a health measurement as part of the game



Konstantinidis EI, Bamparopoulos G, Billis A, Bamidis PD. Internet of things for an age-friendly healthcare. *Stud Health Technol Inform*. 2015;210:587-91.



The UNCAP project on Active & Healthy Aging

- UNCAP: Ubiquitous iNteroperable Care for Ageing People
- UNCAP delivers an interoperable platform based on open industrial standards
- ...leveraging on existing technologies for biosensing, indoor/outdoor localisation and home-automation.
- Result: an open source, scalable and privacy-savvy ecosystem compatible with existing Personal Health Record systems, that can deliver novel services that can help aging people (incl. those with cognitive impairments) live independently and with dignity.



Summary

- Foster IoT concepts towards the development of applications for the promotion of Ageing well and Active Ageing
- IP ready IoT-enabled glucose meter device
- FitForALL utilizes XMPP messaging protocol and the incorporation of the CAC framework for distributed, cross-platform communication
- Further scenarios, applications and devices exploitations are underway in an effort to accumulate evidence for the successful implementation, integration as well as exploitation of the aforementioned infrastructure in the AHA domain but also elsewhere.



Demo:

<https://www.youtube.com/watch?v=4RYH3lludyo>

... in the wild...



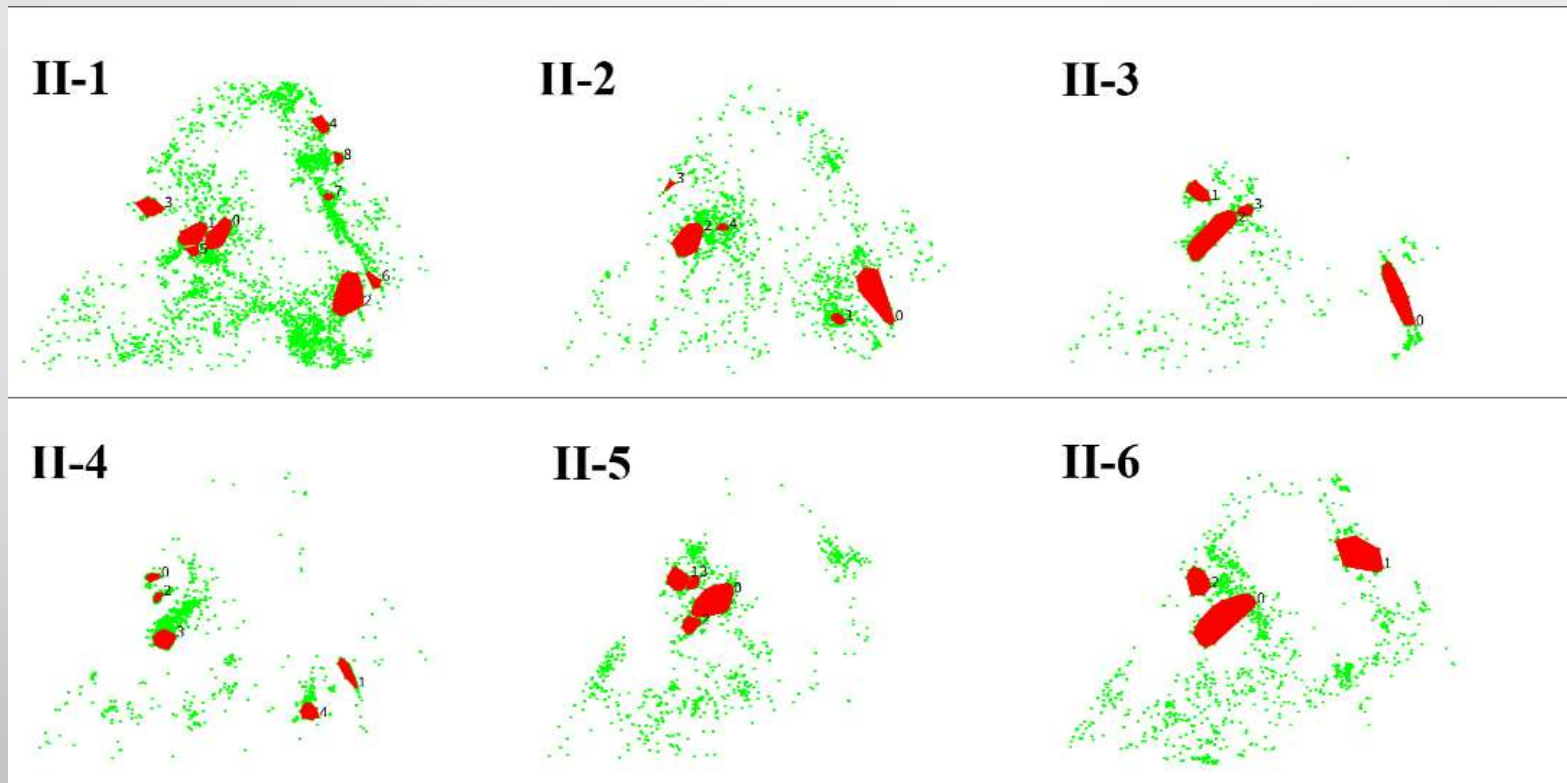
Challenges and Opportunities

- **Why is it so important**
 - Real life
 - Not a controlled environment
 - Final destination of all the advancements on the field
- **Why is it not trivial**
 - Build trust with seniors to open their homes
 - Avoid visiting them too often for technical purposes
 - Ease of use
 - Processing power available

Experiment in seniors' homes

- The infrastructure was already deployed to seniors' homes as part of the USEFIL project
- **Given the IoT architecture, the deployment of the indoor analytics client was very convenient.**
- Deployment in 2 seniors' homes capturing their daily transitions in their living rooms for 6 days.

Illustrative depiction of the daily trajectories and HDRs extracted from a senior's home

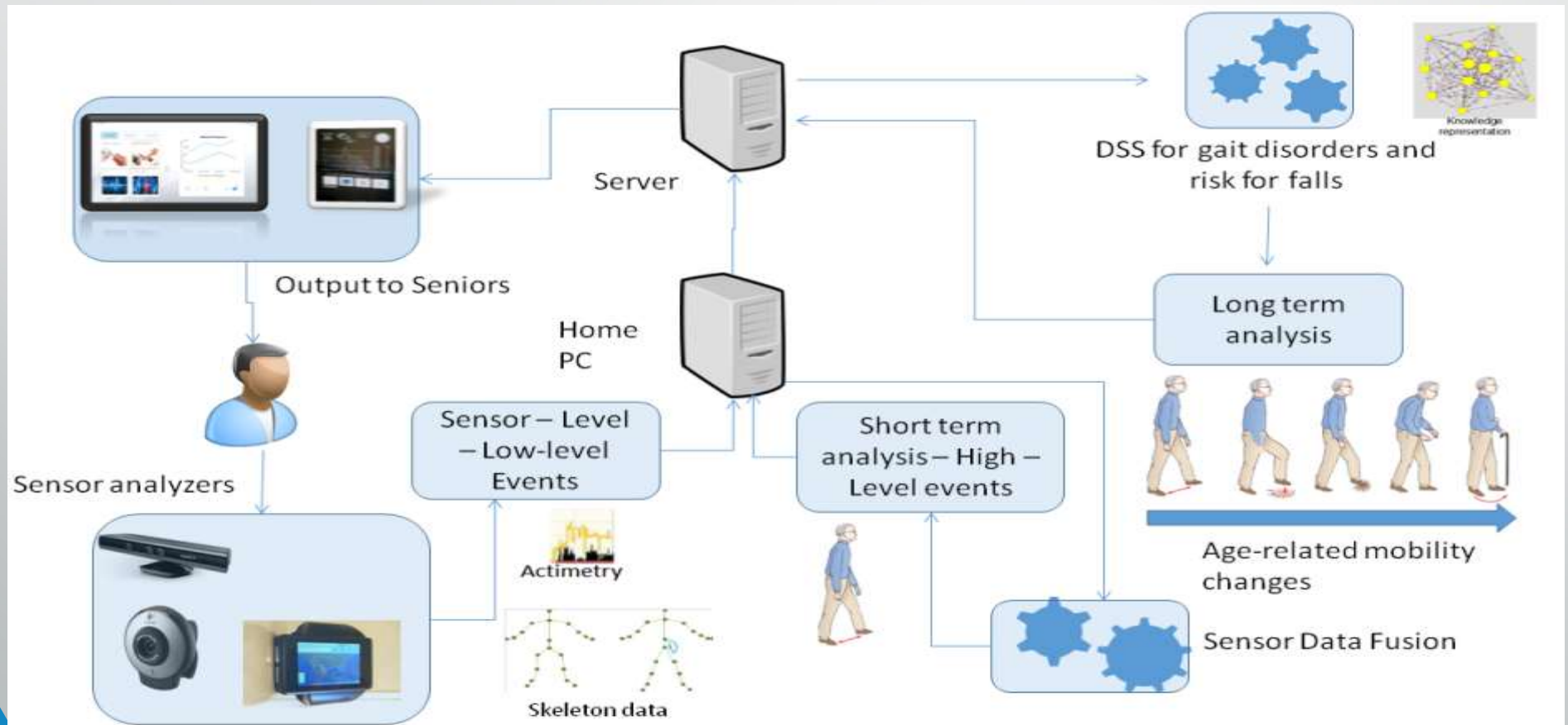


E. I. Konstantinidis, A. S. Billis, L. Plotegher, G. Conti, and P. D. Bamidis, "Indoor Location IoT Analytics 'in the wild': Active and Healthy Ageing Cases," in *XIV Mediterranean Conference on Medical and Biological Engineering and Computing, MEDICON*, Paphos, 2016, pp. 1225–1230.

Indoor Location IoT Analytics "in the wild"

- The analysis of the most visited indoor positions was taking place every so by the component analysis
- The output of the analysis was available by the same the component analysis **to the rest of the devices** through IoT architecture
- **Thus, the same the environment senses, analyzes, and produces information useful back to it.**

Intelligent monitoring approach



Billis AS, Papageorgiou EI, Frantzidis CA, Tsatali MS, Tsolaki AC, Bamidis PD. A Decision-Support Framework for Promoting Independent Living and Ageing Well. IEEE J Biomed Heal Informatics 2015;19:199–209.

1 year home installation recordings

Enabling active and healthy ageing decision support systems with the smart collection of TV usage patterns

Antonis S. Billis¹, Asterios Batziakas¹, Charalampos Bratsas^{2,3}, Marianna S. Tsatali¹, Maria Karagianni¹, Panagiotis D. Bamidis¹ ✉

¹*Laboratory of Medical Physics, Medical School, Aristotle University of Thessaloniki, 54 124 Thessaloniki, Greece*

²*School of Mathematics, Aristotle University of Thessaloniki, 54 124 Thessaloniki, Greece*

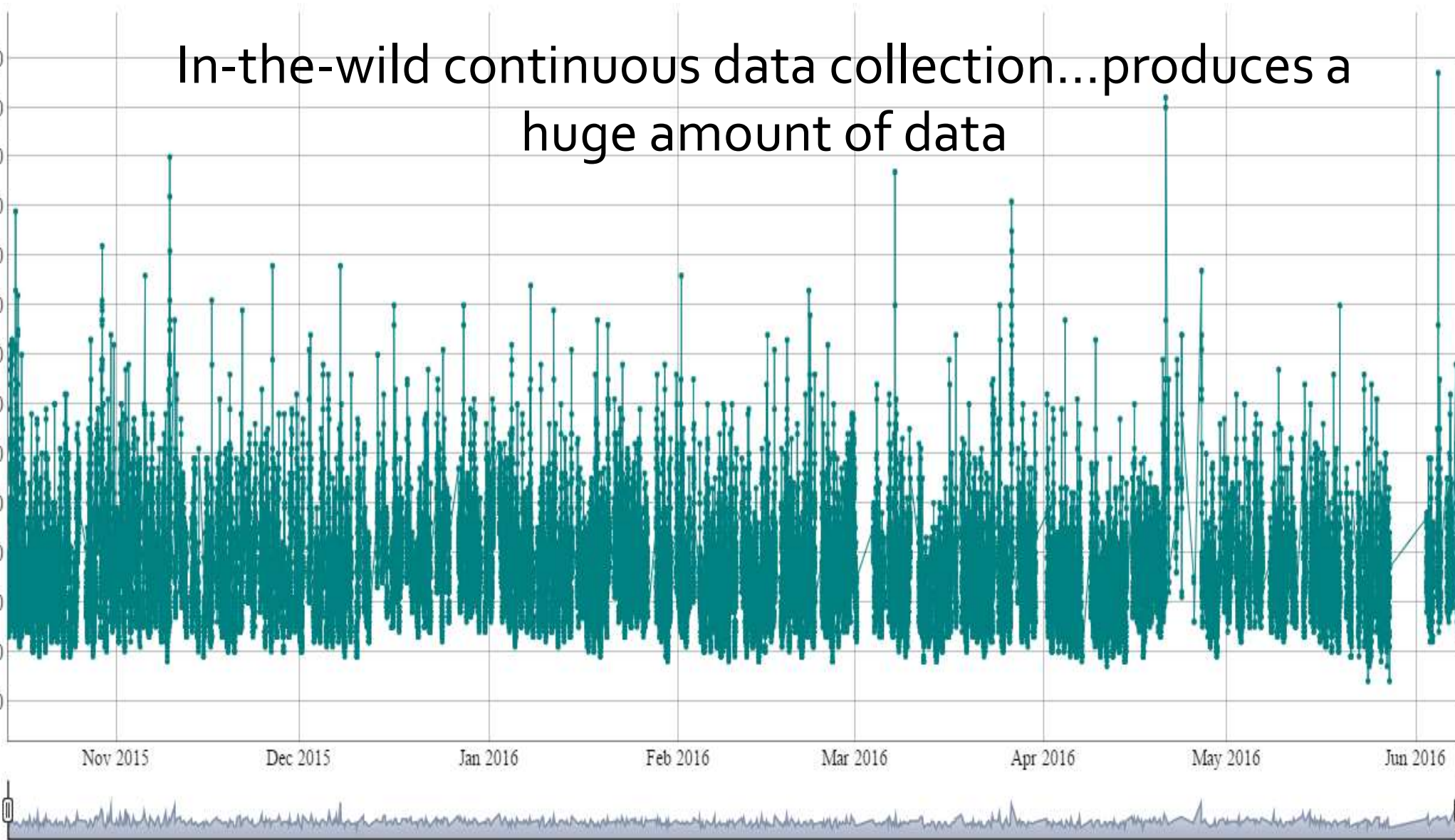
³*Open Knowledge Foundation Greece, 54 124 Thessaloniki, Greece*

✉ *E-mail: bamidis@med.auth.gr; pdbamidis@gmail.com*

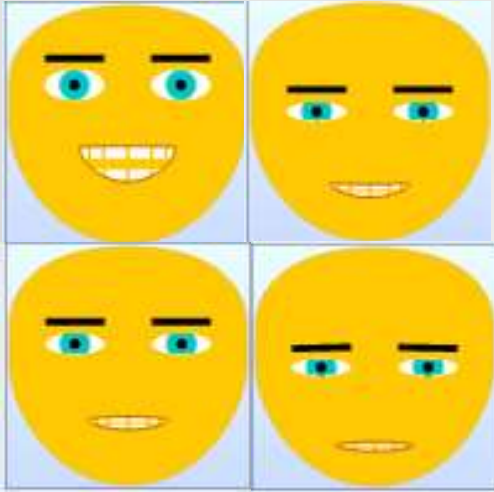
Published in Healthcare Technology Letters; Received on 26th November 2015; Revised on 8th February 2016;

Accepted on 9th February 2016

In-the-wild continuous data collection...produces a huge amount of data



Emotion self-tracking



[AffectButton: a method for reliable and valid affective self-report](#)

Broekens, J., & Brinkman, W.-P. (2013). International Journal of Human-Computer Studies, 71(6), 641-667.

Ημερολόγιο συμπλήρωσης σε καθημερινή βάση
Παρακαλώ σημειώστε ένα ✓ ανάλογα με το εάν συμφωνείτε ή όχι με τις παρακάτω ερωτήσεις.

Ημέρα: Σάββατο Ημερομηνία: 11-7

A. ΥΠΝΟΣ

1	Τι ώρα πήγατε για ύπνο χτες το βράδυ;	<u>12,40'</u>
2	Τι ώρα ξυπνήσατε σήμερα το πρωί;	<u>7,40'</u>
3	Τι ώρα σηκωθήκατε απ' το κρεβάτι σήμερα το πρωί;	<u>8,20'</u>
4	Πόση ώρα (πόσα λεπτά) πέρασε το βράδυ μέχρι να σας πάρει ο ύπνος;	<u>1,40</u>
5	Κοιμηθήκατε σήμερα το μεσημέρι;	<u>ναι</u>
6	Πόσες ώρες κοιμηθήκατε συνολικά χτες (οι ώρες αυτές μπορεί να διαφέρουν από τις ώρες που ήσασταν ξαπλωμένοι);	<u>6,00 ώρες συνολικά</u>
7	Δυσκολευτήκατε να κοιμηθείτε χτες;	NAI <input type="checkbox"/> OXI <input checked="" type="checkbox"/>
8	Σηκωθήκατε απ' το κρεβάτι κατά τη διάρκεια της χθεσινής νύχτας; (αν ναι, πόσο συχνά);	NAI <input checked="" type="checkbox"/> <u>1</u> OXI <input type="checkbox"/>
9	Είχατε εφιάλτες χτες;	NAI <input type="checkbox"/> OXI <input checked="" type="checkbox"/>
10	Σε γενικές γραμμές θεωρείτε ότι η ποιότητα του ύπνου σας, το χθεσινό βράδυ, ήταν καλή;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>

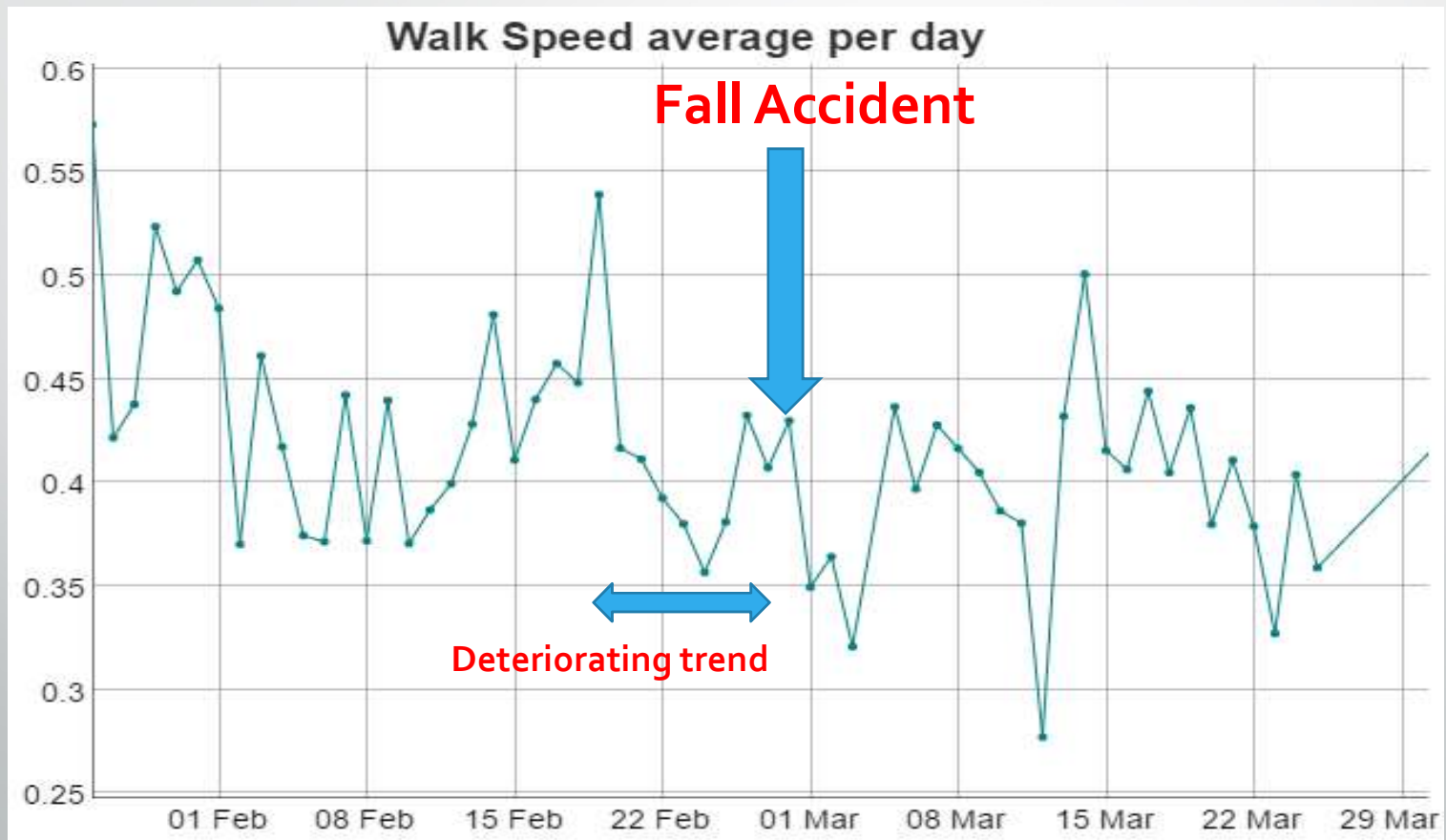
B. ΔΡΑΣΤΗΡΙΟΤΗΤΕΣ ΚΑΘΗΜΕΡΙΝΗΣ ΡΟΥΤΙΝΑΣ

1	Πόση ώρα βρισκόσασταν σήμερα εκτός σπιτιού;	<u>3,15'</u>
2	Μαγειρέψατε;	NAI <input type="checkbox"/> OXI <input type="checkbox"/>
3	Κάνατε ψώνια;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>
4	Πραγματοποιήσατε χρηματικές συναλλαγές (πχ πληρωμή λογαριασμών, ψώνια κτλ);	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>
5	Χρησιμοποίησατε μέσα μαζικής μεταφοράς;	NAI <input type="checkbox"/> OXI <input checked="" type="checkbox"/>
6	Ασχοληθήκατε με την καθαριότητα του σπιτιού;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>
7	Πόση περίπου ώρα περπατήσατε;	<u>10'</u>
8	Πόση απόσταση περίπου διανύσατε;	<u>1000m</u>
8	Πόσες περίπου ώρες παρακολούθησατε τηλεόραση; Ποιες ώρες της μέρας;	<u>1,5 ώρες - 18,00-19,00</u>

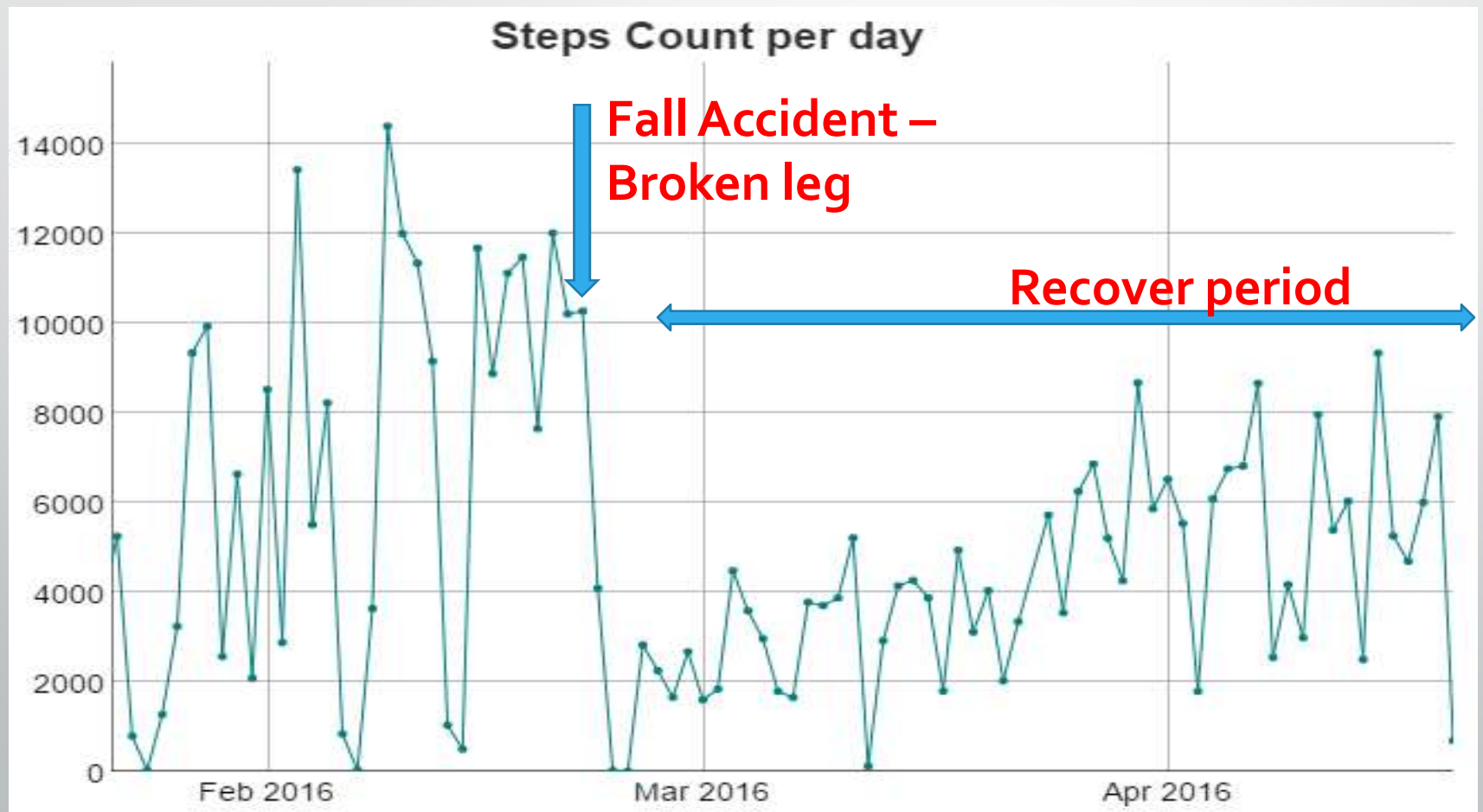
Γ. ΚΟΙΝΩΝΙΚΕΣ ΕΠΑΦΕΣ


1	Συναντήσατε κάποιον φίλο/γνωστό;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>
2	Συμμετείχατε σε δραστηριότητες εκτός σπιτιού;	NAI <input type="checkbox"/> OXI <input checked="" type="checkbox"/>
3	Ασχοληθήκατε με πράγματα που σας ενδιαφέρουν;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>
4	Είχατε τηλεφωνική επικοινωνία με κάποιον γνωστό/συγγενή/φίλο;	NAI <input checked="" type="checkbox"/> OXI <input type="checkbox"/>

Case Study I – Fall Accident



Case Study 2- Fall accident





Identification of adverse events in the wild using correlation networks

Case study I (unpublished data: please do not reproduce)

- We compare two periods of time: The first one includes the fall incident (day 12) and the second one represents a stable period.

	Mean Degree	Mean Density	Mean Average Path Length	Mean Strength
Fall period	0.1333	1.2	8.210	0.4104
Stable period	0.07125	0.6417	7.691	0.6511

Anova Test Results

Mean Density $F(1,46)=12.58$ $p < .001$,

Mean Degree $F(1,46)=12.58$ $p < .001$

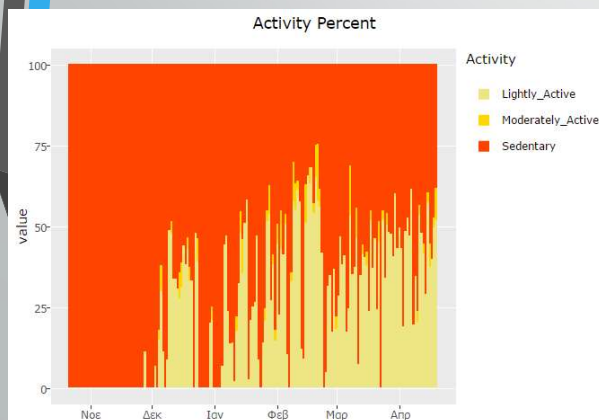
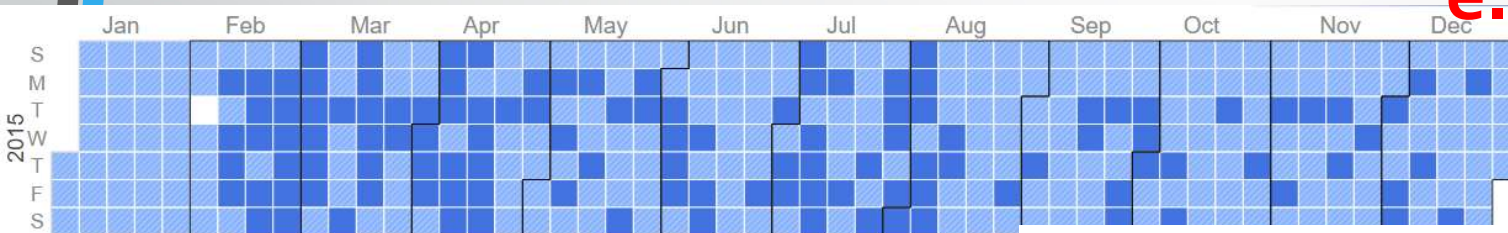
Mean Strength $F(1,46)=8.962$ $p < .001$

Visual analytics – from data to insights

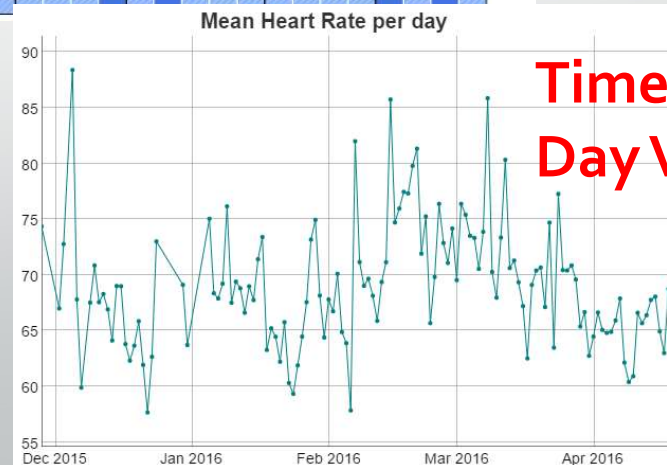
Billis, A. S., Batziakas, A., & Bamidis, P. D. (2015). Towards a Quantified-Self web application for seniors' self-tracking. In 2015 International Conference on Interactive Mobile Communication Technologies and Learning (IMCL) (pp. 315–317). IEEE. <http://doi.org/10.1109/IMCTL.2015.7359610>

- Seniors ask about the collected data...
- We have to provide them feedback...
- ...but what kind of feedback?

**Adherence Maps,
e.g. Tablet Usage**



**Comparison
Percentages**



**Time Series – Day To
Day Variation**

Looking into the future of IoT Analytics

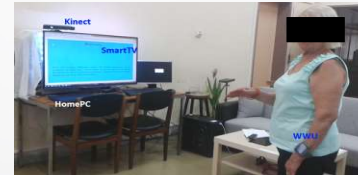
- IoTs, such as wearables, enable
 - much finer temporal sampling
 - over much longer longitudinal time scales
- Thus, leading to:
 - Accuracy improvement,
 - earlier detection,
 - Healthcare services personalization, and
 - Cost reduction by reducing expensive lab procedures that are unnecessary

From Living Labs to seniors' homes

Lab settings



Living Lab settings



a few-household settings



Large Scale Household IoT Trials



-Evidence
-Societal Impact
-Ecosystem

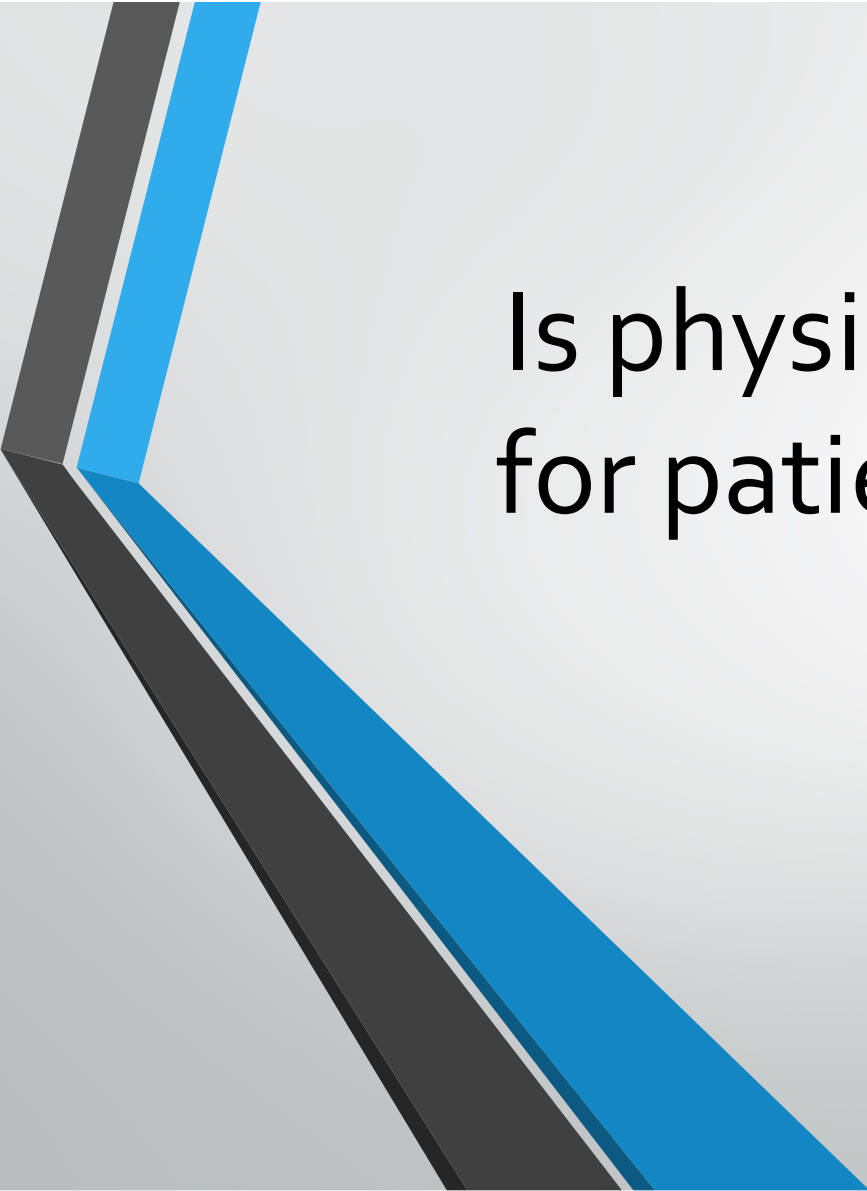
Intelligent Parkinson early detection guiding novel supportive interventions

An EU Horizon 2020 Research Project



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



Is physical activity beneficial
for patients with Parkinson's
disease?

Literature... conclusion

- It seems that physical exercise can be beneficial for people who suffer from Parkinson's disease.
- However, different types of exercise have different influence regarding balance, gait, motor action and falls.

So, lets give it a go!

- Fighting Parkinson's disease with LLM Care...
- Within the H2020 projects:
 - iPrognosis
 - UNCAP



Parkinson's Video

Street activities with Patient Associations



- T
- C
- T
- S



**Euro
Net
Living**



; for

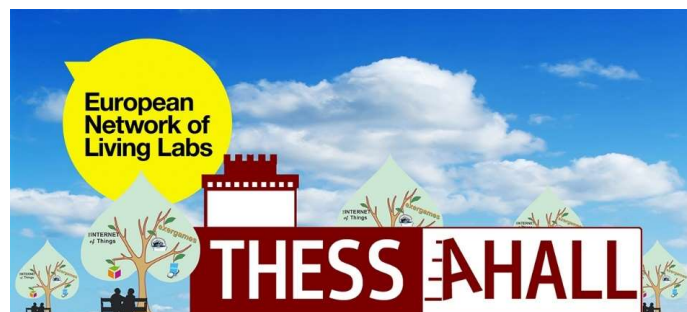
HALL



Co-funded by
the Horizon 2020 Framework Programme
of the European Union



Intelligent Parkinson early detection guiding
novel supportive interventions



Thank you for your attention...

Panos Bamidis

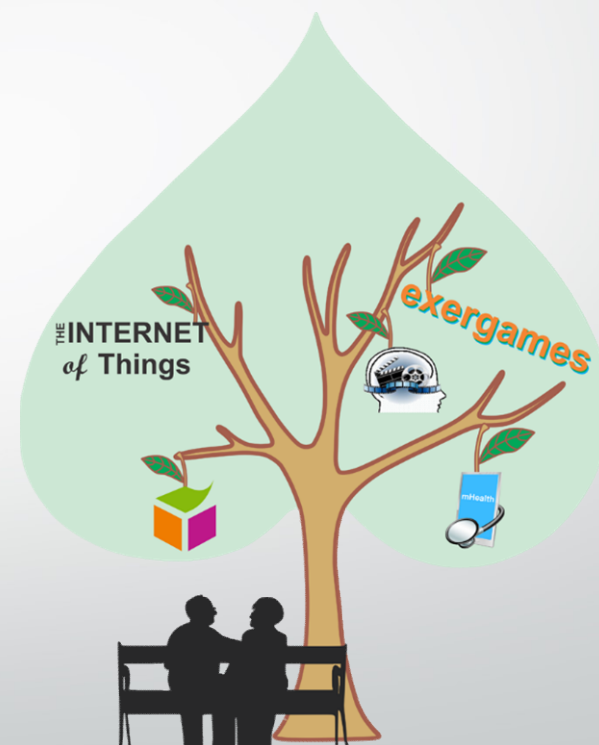
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<http://medphys.med.auth.gr/group/asoss>