

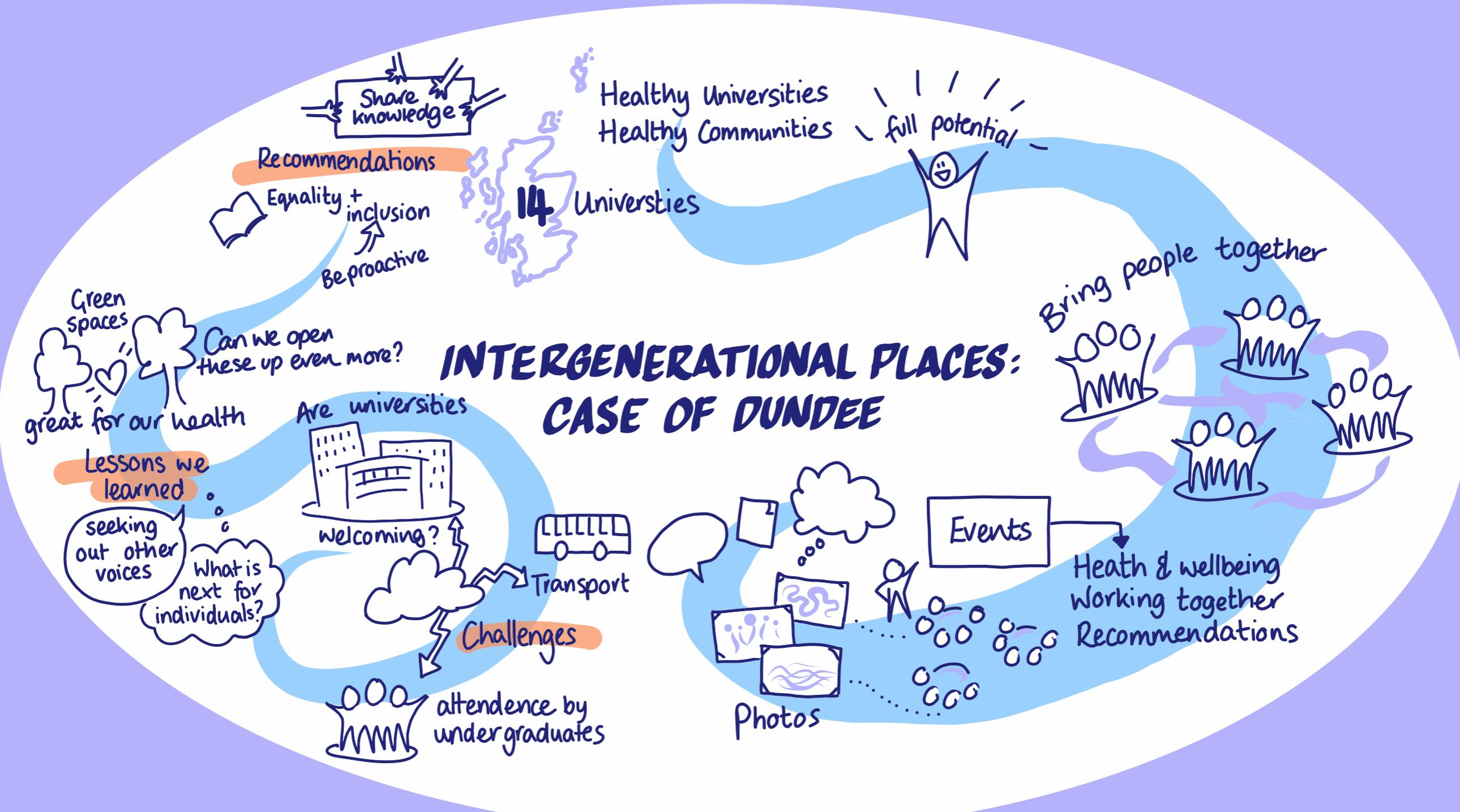
INTRODUCTION TO PROJECT





AFLE

AGE FRIENDLY LIVING ECOSYSTEM





AFLE

AGE FRIENDLY LIVING ECOSYSTEM

VISUAL MAPPING OF IDEAS AGE FRIENDLY PLACES & SPACES



Sense of



Quick Fun!



Design spaces
inside & out



Online or real life



Shared living



Play



Outdoors

beach

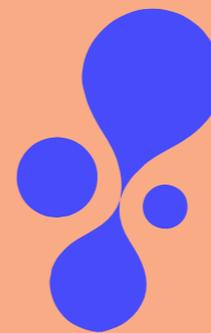


Open spaces
are key

Wheelchair
car



INPUT, FEEDBACK & IDEAS FROM CHILDREN



AFLE

AGE FRIENDLY LIVING ECOSYSTEM

Made old people's
& young people's toy

A hand-drawn illustration of a toy store. It features shelves with various toys, a dog sitting on the floor, and a person standing near a counter.

Children & old
people's centre

POKEMON

Accessible
Swing

A hand-drawn illustration of a children and old people's centre. It includes a person playing Pokemon, two people talking, and a swing with a person sitting on it.

HALL

Activities to bond
over

A hand-drawn illustration of a hall. It features a trophy, a magnifying glass, a book, and several coins.

Be kind
Be tolerant

A hand-drawn illustration of a pizza and a marker.





INTERGENERATIONAL PLACES: Case of DUMFRIES



Nursery
College
Church
Businesses
Swimming pool
Golf club
Universities
Parkland Homes

23 people per square kilometre

RURAL

Places to meet

We ♥
1st floors
transitions
Outside is IMPORTANT

The estate is **VERY** busy

↓ LOW working age population

↑ HIGH over 65 population



CARE CAMPUS

21st Century Village

What MATTERS to you?

Know young people

Flexible moving walls
hidden equipment

Consider grounds



Community Hub & Intergenerational working space



No ghettos



Of every baby born, half will live until age of 100

PEOPLE AND PLACE

1 What are we trying to achieve?

Share experiences
Break down barriers
Language
"The"
Good stories in media
Inclusion
Activities
Join up
Doorstep access
Existing assets
Skill Share



2 What should we prioritise?

Introduce supporting environments
Flexibility of rooms
Finding & developing champions
Commitment to intergenerational spaces
Shared understanding
Physical barriers
overcome



3 What questions should we ask?

Where is the good news?
What are the shared activities?
Where do we locate/co-locate?
How do we combat suburban loneliness?
How do we create a safe environment?
How can people get to places?
What have we learned from COVID19?
- And - what can we do differently?
How do we make intergenerational design & work the norm?
... How do we give it longevity?
Who are the key people we need to speak to?



BREAKOUT SESSIONS

1 What are we trying to achieve?

Respect



family roles

China

Māori

Intergenerational working in natural environment

Ongoing learning & exchange



learning & sharing

COVID 19 opportunities

control

Empowerment

choice

Shared VALUES

What about children without grandparents & vice versa?



Can we explore what happens in other countries?



3 What questions should we ask?

MATT

Lots of different areas



ENVIRONMENT

talk to each other

I'M NOT OLD

common themes

Exercise



Understanding



COVID 19 CHANGES



communication

Telephone tree



FREDA



Letters of friendship

Intergenerational cafe



Soup & cake run

106

1 day

OLIVE

handy crafts



family stories



computer skills

FEEDBACK AND IDEAS from OLDER PEOPLE

CO-CREATING TRANSNATIONAL OPPORTUNITIES FOR INTERGENERATIONAL PLACE-MAKING:



Towards developing an age-friendly and intergenerational living ecosystem

What does a living eco-system look like?
over time

Aim: The aim is to improve the integration of older and younger people together in semi-public and public spaces towards through the conceptualisation of a living eco-system that is intergenerational, age-friendly, and supportive of opportunities for people as they age. The sub-aim is to enable older people to become more valued, connected and feel a sense of belonging in their community.



Objectives:

1. To explore in Scotland, and learn from other countries, opportunities for intergenerational and age-friendly places and place-making: how they work, for whom and in what context, and what they fail to deliver.
2. To conceptualise and create a vision for an intergenerational and age-friendly living ecosystem with multi-generational stakeholders from across different global contexts, a range of disciplines and diverse sectors.
3. To examine multi-level constraints and facilitators of both internal and external environmental factors in terms of the individual, physical, social, service and digital landscape that shape age-friendliness and opportunities for intergenerational integration.
4. To develop an international, translatable community of practice to sustain the living eco-system concept beyond the remit of the research project, and, co-produce an intergenerational model-of-practice with and for older people.

↑ & younger & everyone in between!

Questions:

1. What are the apparent and missed opportunities for integrating older and younger people in semi-public and public spaces at the individual, physical, social level and amidst changing digital landscapes?
2. What are the multi-level constraints for integrating older and younger people in semi-public and public spaces across cultures and contexts?
3. How can we harness international expertise and experience across disciplines and sectors, and existing community assets to co-create an age-friendly and intergenerational living ecosystem?



LANGUAGE
Cross-generational?
* Multi-generational?
Inter-generational?
* Address inequalities?

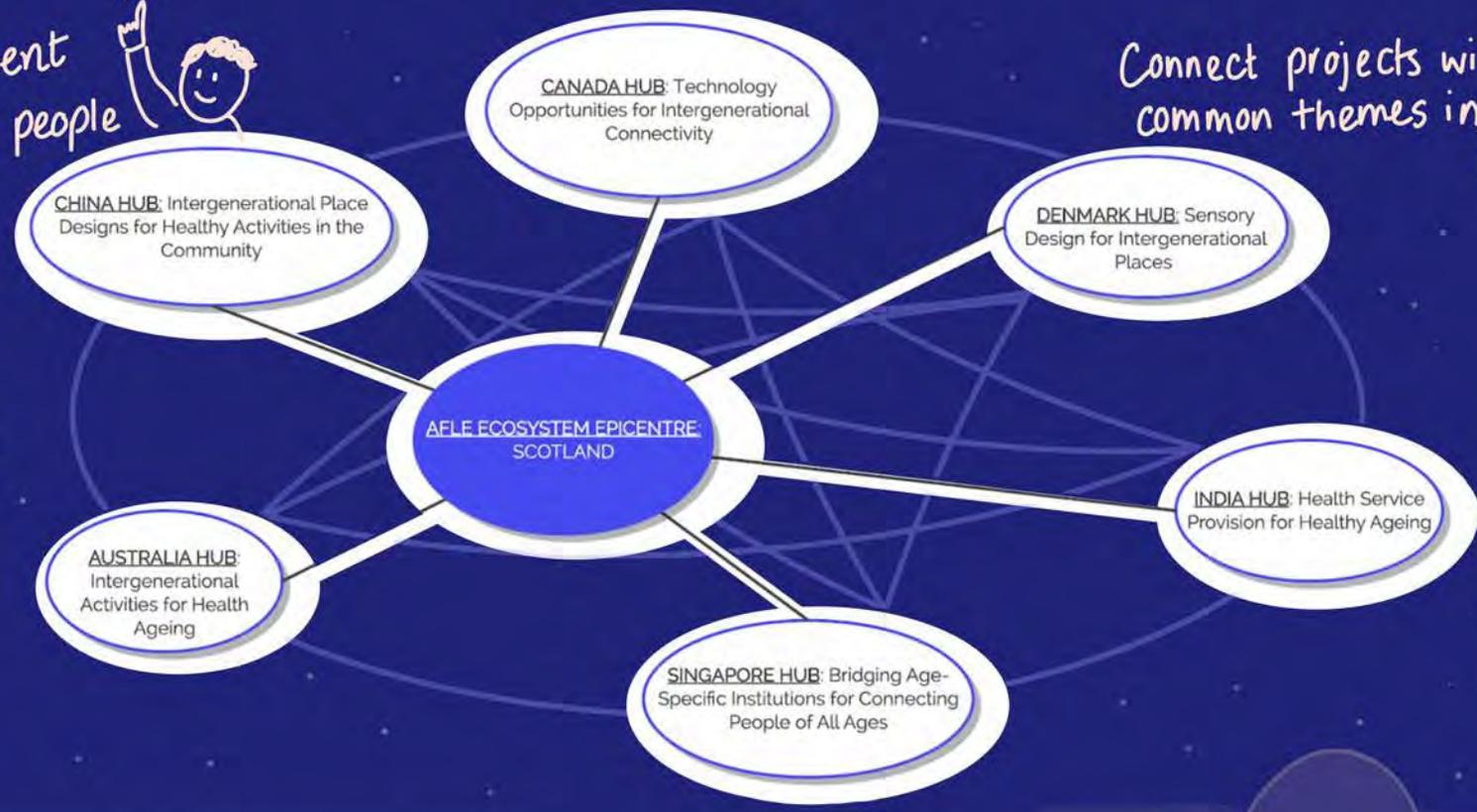
Dementia friendly design

*Stirling can help engagement
↳ what makes people want to be involved*

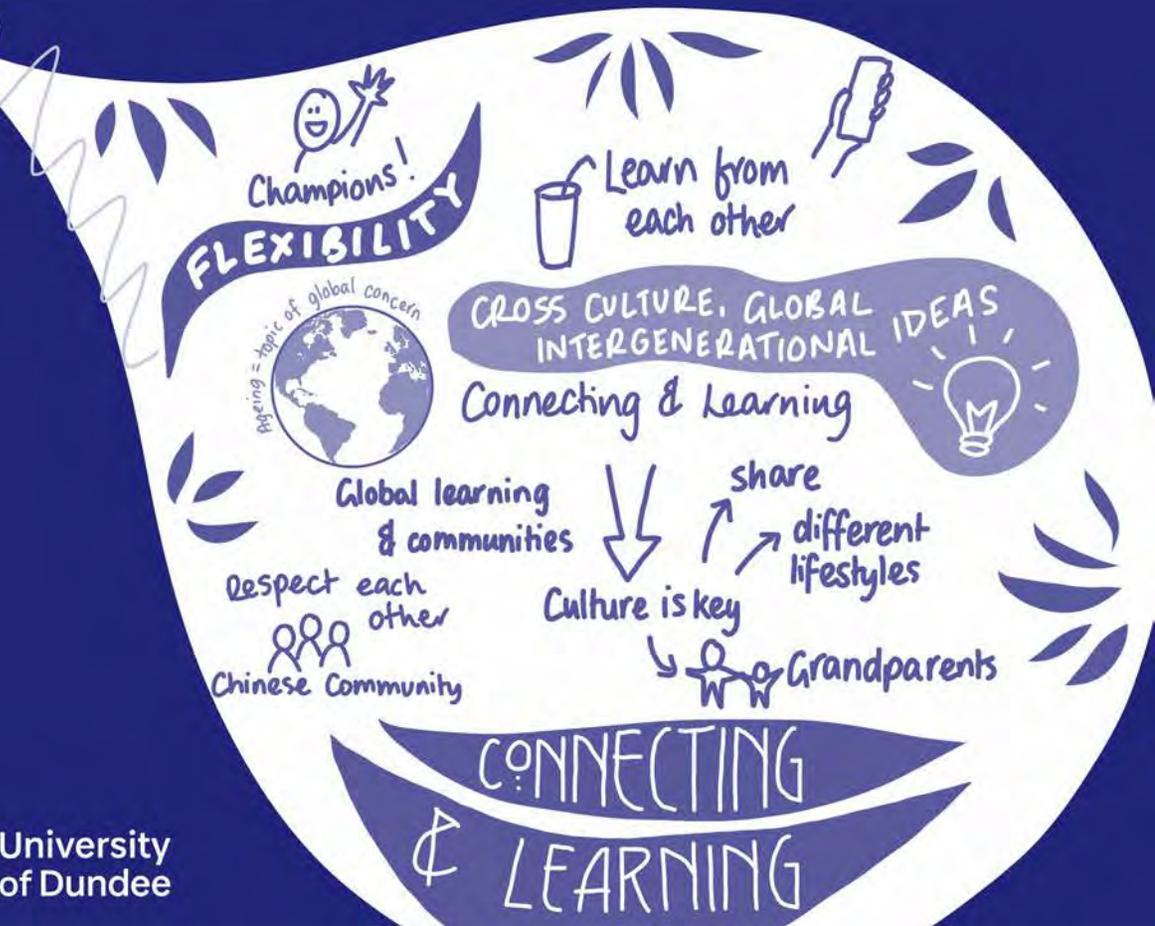
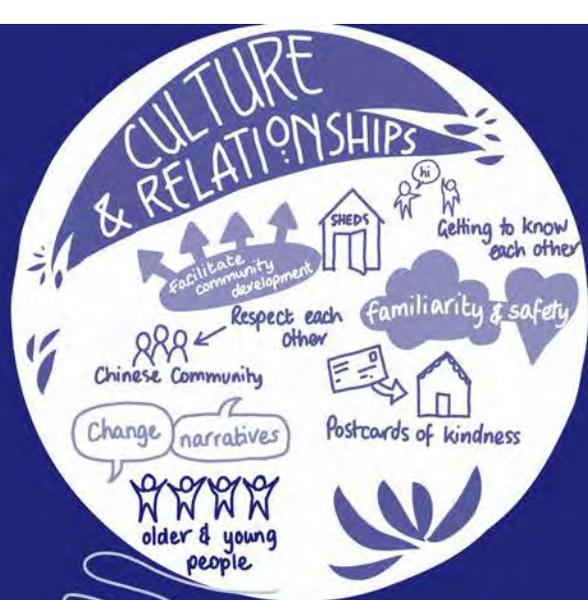


Connect projects with common themes in different countries

*Societal
Community
Physical
Social
Individual*
Operates on different levels



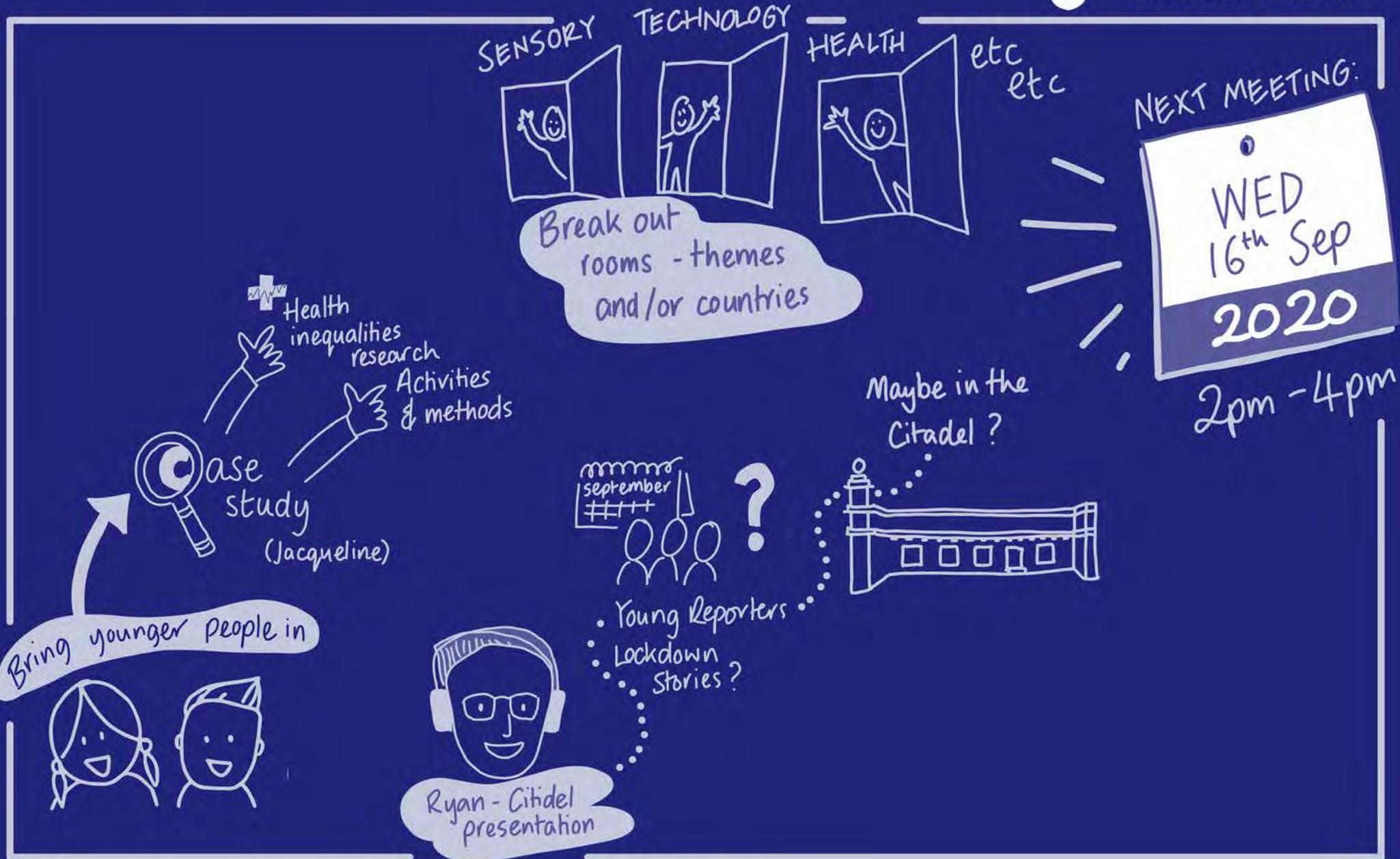
PROJECT APPROACH IDEAS & DISCUSSION



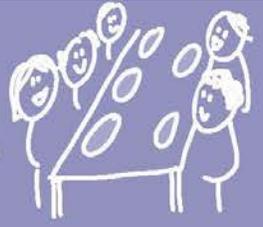
PRESENTATION OF KEY FINDINGS

WHAT HAVE FOLKS TOLD US?

NEXT STEPS & ACTIVITIES FOR VCC4



eat together
3 Older Adult mentors
18 Interdisciplinary students



Summer Institute

1 week: problem, solution, model & pitch



I need to be more CONFIDENT



Older Adults & Caregivers Committee

THEME: SOCIAL ISOLATION AND LONELINESS
Different theme each year

Hi Gran how are you?



Appreciate my experiences

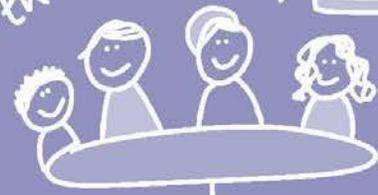
AGEISM & STEREOTYPES impact expectations & beliefs

I was Surprised!

AGE WELL



Use tech to support older people to live well, have meaningful life & feel safe - Canada



Intergenerational opportunities BREAK THIS down



BUILDING INTERGENERATIONAL PLACES AND SPACES IN CANADA



ACTIVITIES TO DEVELOP A COMMUNITY OF PRACTICE





Who have we not engaged with?



Narrow this project down to **2-3** points to target groups/people

OUTREACH



Drop into community groups



What worked?
What did not work?
What needs to happen?



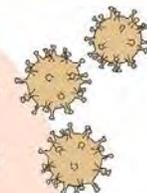
Summer Institute



3 days

Agewell Personas

- Covid experiences
- intergenerational experiences



ACTIVITIES TO CAPTURE DIFFERENT VOICES





ACTIVITIES TO SHARE WHAT WE HAVE LEARNED



Could Age-Well be a way we go forward?

Digital exclusion we need to reach wide



Include everyone



Dementia friendly



Primary school age

SUMMER Camp!

'Well' senior who is invisible



Many older adults are THRIVING!

Doesn't need to focus on tech

It's about relationships

Long term

How can we take learning & use in shorter term relationships

People furniture Space

Physical condition

Problems Spend a day together

looks nice

Nothing about us without us

MAKE come & try

WHY NOT?



women - 50s, 60s, 70s, 80s back to school

Platform to support

Backgrounds harder to reach?

young & old

CBC documentary

NEWS ads

Bus ads

local facebook groups



I should be confident!



Internal ageism

? How do we get these people to a summer camp

FULL GROUP DISCUSSION

OVERVIEW OF KEY FINDINGS

AND THOUGHTS AROUND POLICY



design

FLEXIBLE space

changing needs How feel in space

All ages

SPACE AND PLACE

PLAY - value -

together

CULTURE & RELATIONSHIPS

Culture Global Learning

CONNECTION & LEARNING

support ALL AGES

policy

ALL POLICY AREAS

Intergenerational approach to addressing issues

How-descriptive SHARE basic needs



MODEL:

- look for commonalities
- Older people should NOT be singled out



CASE STUDY: PLANNING AID SCOTLAND



AGE FRIENDLY LIVING ECOSYSTEM



1 Include all voices in community consultation when planning



2 Support and training for all people when consulting to build confidence for creating inter generational places. Including key stakeholders & researchers.

3 Incentive from governments for creating intergenerational places and spaces such as community centres for social and economic (longevity Economy) and enhanced wellbeing for communities.

4 Building generation proofing into all aspects of the planning and design process.



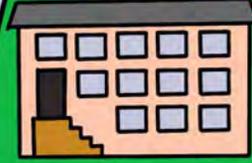
8 Balancing design and accessibility when creating intergenerational places and spaces.



7 Facilitating conversation with people who live in the community on how to create and maintain intergenerational places and spaces.



9 Designing for wellbeing and the senses as a policy driver.



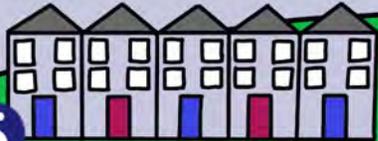
10 Consider organic versus prescribed development of intergenerational places and spaces.



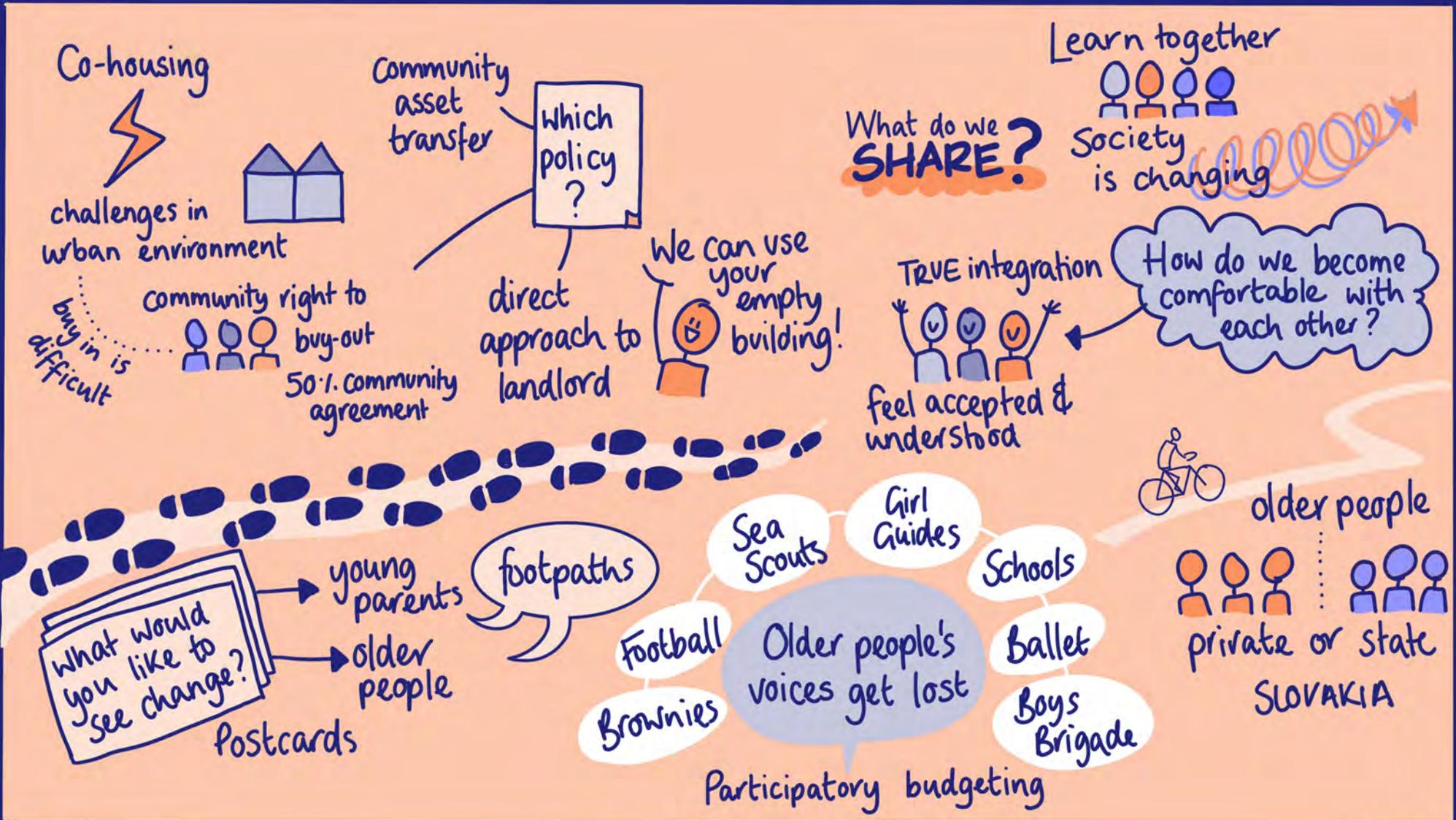
6 Develop a model and guidelines for creating intergenerational places and spaces.



5 Having fun and making it fun when creating intergenerational places and spaces.



GROUP DISCUSSION



KNOWLEDGE TRANSLATION AND IMPACT

BREAKOUT GROUPS

Not just about books!

Libraries = place of trust

always accessible

Repair hub

Public space NOT a club!

Talk to people

worker

use skills in communities

Opening hours are key

community

Theatre

Clubs

Cinema

CAFE

We all benefit!

Influence Policy Makers



link to local & government targets

link national objectives to communities



Toolkit



HARD evidence

start conversation



Case studies

Funding & Ownership



It takes time

Volunteers build slowly

I'm not old enough!

I've not lived here long enough!

schools

parents

Working from home accessible meetings



community & academic research

nursery
parents
teens
older

Stop & Ask

Who else can we ask?

AFTER activities

INFORMAL EVALUATION

Open Approach

Academic research makes a huge difference

Research back to policy



measure impact



FEEDBACK PRESENTATION AND DISCUSSION

HIGHLINE
-NEW YORK-

Seen as positive
BUT

~ is it gentification?
~ is it too touristy?



- involve community
- all generations
- all sectors
- from the beginning



People want to be involved
THEY JUST NEED TO BE INVITED



Share feedback
on outcomes



See it as an
INVESTMENT
NOT a COST

Wellbeing has a huge
IMPACT
on economy



wellbeing
economy



Evidence



FLEXIBILITY OF FUNDING



demonstrated
during COVID



Really
effective



Always allow for
things to go wrong



Strategy / Action Plan
STRONG
as developed by people



CASE STUDY

Seattle Central Library

How can we get such a design implemented?

opened in 2004

free

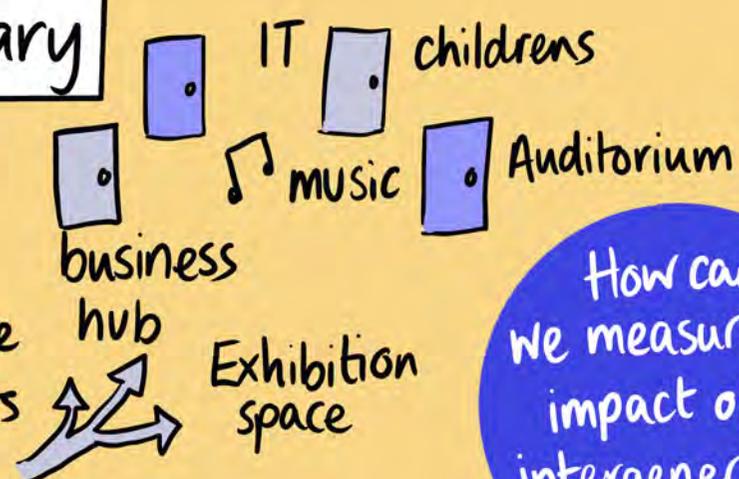


Living Room for the City

learn

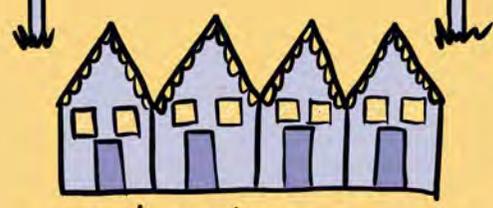
all age events

Lots of spaces



How can we measure the impact of intergenerational design?

Marmalade Lane



co-housing



Who are the benefactors of this intergenerational design?

What strategies can be applied to encourage policy makers, developers & communities to buy in



The HIGHLINE

elevated railway line

City park public space



Natural connections



Volunteers

OLD'S COOL

Leith, Edinburgh

27% in poverty



mixed area - trendy bars & restaurants
pockets of deprivation

Visual story telling



Graphic Facilitation



Super rewarding & fun!!!

Feedback → Old's Cool



Exhibited in the National Galleries

Digital Intergenerational Work



Technology

Old people willing to learn

Social element



SUPPORT



learn & use regularly

Meaningful

activities between online sessions

- 1 Don't over complicate 
- 2 Always have back up 
- 3 Don't forget people's feelings 
- 4 Not all about technology 
- 5 Get passed the screen 