

The ElderBots Project: Intergenerational Experiences Facilitated by the EB robot  
 April 2015

Participant Objectives and Expectations include:

OBJECTIVES	EXPECTATIONS
<b>QoLT (Quality of Life Technology) Center</b>	
<ul style="list-style-type: none"> <li>• demonstrate the potential of socially interactive robots for older adults</li> <li>• create a scalable outreach program</li> <li>• engage and collaborate with Member SCO (Senior Care Organization) and S/YO (School/ Youth Organization) facilities</li> </ul>	<ul style="list-style-type: none"> <li>• introduce program to SCO and S/YO leadership</li> <li>• orient SCO and S/YO staff</li> <li>• create documentation on EB mechatronic construction and programming and ElderBots program implementation</li> <li>• support teachers, staff and youth</li> <li>• loan EB kits to participants in the pilot program</li> <li>• establish and maintain the ElderBots Connections Network (EBCN)</li> <li>• document the experiences of participants in the use of socially interactive robots</li> </ul>
<b>SCO Administration</b>	
<ul style="list-style-type: none"> <li>• provide novel entertainment programming to residents/participants</li> <li>• evaluate the potential of robots in long term care</li> </ul>	<ul style="list-style-type: none"> <li>• introduce the ElderBots program to staff, residents, participants, and their families</li> <li>• assist with transportation of youth to/from SCO facility in coordination with S/YO</li> </ul>
<b>SCO Staff</b>	
<ul style="list-style-type: none"> <li>• provide enjoyable experiences to the residents/participants</li> </ul>	<ul style="list-style-type: none"> <li>• design an effective program for the use of socially interactive robots</li> <li>• determine meaningful role for youth</li> <li>• recruit residents/participants</li> <li>• inform residents' families about the program</li> <li>• provide feedback about the socially interactive robots and the program in general</li> <li>• capture feedback of residents/participants and families</li> <li>• provide youth with appropriate introduction to senior services offered</li> </ul>
<b>SCO Residents/Participants</b>	
<ul style="list-style-type: none"> <li>• interact with young people</li> <li>• be entertained</li> </ul>	<ul style="list-style-type: none"> <li>• participate in program activities</li> <li>• provide feedback about the socially interactive robots and the program</li> </ul>

**OVER**

All SCO and S/YO staff and youth involved in ElderBots must learn how to operate and maintain EB. Furthermore, all of the youth must serve their communities by visiting an SCO in order to remain in good standing in the ElderBots program.

However, we understand that not all participants have an interest in the technical aspects of robotics, nor will all S/YOs involved necessarily be capable of teaching the subject. Therefore we expect two “tracks”:

- community service alone
- community service + technical study of EB

In addition, ElderBots will make every effort to accommodate the unique circumstances of each organization involved, particularly with respect to participants, schedules, and responsibilities for handling of and access to EB.

The objectives and expectations below are presented with this philosophy in mind.

OBJECTIVES	EXPECTATIONS
<b>S/YO Administration</b>	
<ul style="list-style-type: none"> <li>• provide appropriate instruction in technology, related extracurricular activities, and/or afterschool/ community programs related to ElderBots</li> <li>• afford youth opportunities for community service</li> </ul>	<ul style="list-style-type: none"> <li>• assist with transportation of youth to/from SCO facility in coordination with SCO staff</li> <li>• fit the ElderBots program into curriculum and learning requirements or program activities</li> <li>• provide certificates of achievement to youth and/or access to ElderBots Connections Network</li> </ul>
<b>S/YO Staff</b>	
<ul style="list-style-type: none"> <li>• introduce concepts of robot mechatronics and programming to youth</li> <li>• introduce concepts of social robotics to youth</li> </ul>	<ul style="list-style-type: none"> <li>• instruct youth in robot construction and programming and proper deportment at SCO facilities</li> <li>• help youth complete ElderBots orientation</li> <li>• capture feedback from youth</li> </ul>
<b>Youth</b>	
<p><b>For all youth:</b></p> <ul style="list-style-type: none"> <li>• learn about the role of technology in eldercare</li> <li>• learn about long term care as a potential career</li> <li>• serve the local community by interacting with older adults</li> </ul> <p>*****</p> <p><b>For clinical students:</b></p> <ul style="list-style-type: none"> <li>• develop an appreciation for technology in a healthcare setting</li> </ul> <p>*****</p> <p><b>For technology students:</b></p> <ul style="list-style-type: none"> <li>• learn principles of socially interactive robots</li> </ul>	<ul style="list-style-type: none"> <li>• learn about services offered by SCOs</li> <li>• provide feedback</li> <li>• participate in the EBCN</li> <li>• visit the SCO on a regular basis and interact with older adults</li> <li>• participate in the Board of Youth Advisors when invited, as available</li> </ul> <p>*****</p> <ul style="list-style-type: none"> <li>• explore career opportunities in a healthcare setting</li> </ul> <p>*****</p> <ul style="list-style-type: none"> <li>• build, program and document an EB robot for the purpose of social interaction with an older adult</li> <li>• try out the interaction with an older adult</li> <li>• modify the robot and/or program to improve the interaction</li> <li>• try out the improvements</li> </ul>