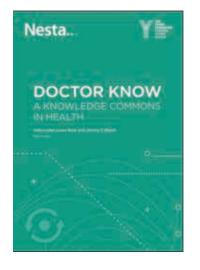


Joining the dots on design for health - from homes to hospitals, bodies to minds, things to data

Geoff Mulgan

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Digital health combining data, AI and people power















Social health – mobilising peer to peer and mutual support























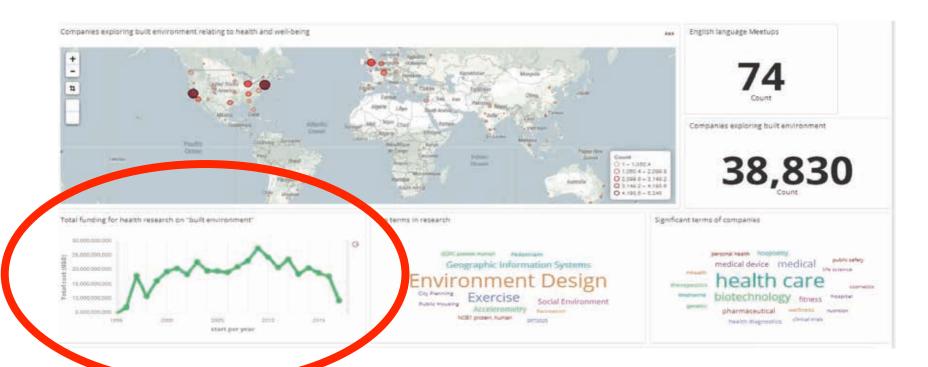


Innovation methods to help systems think and act as systems



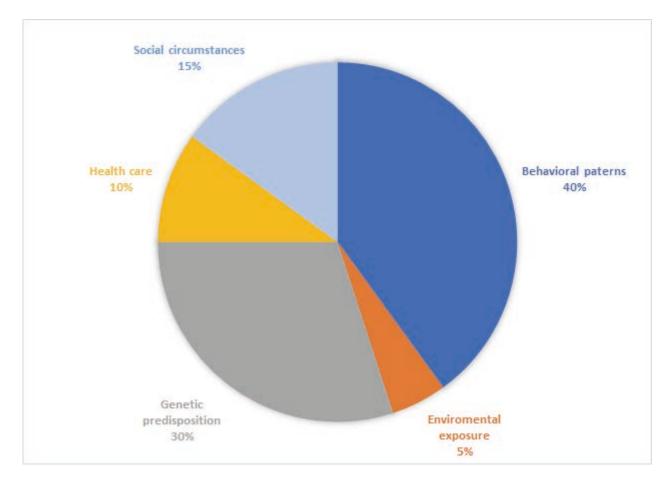


Our Health Innovation Scanner will provide an overview of global research and innovation - eg on the boundary of health and architecture.





Proportional Contribution to Premature Death



Source: Robert Wood Johnson Foundation

Health spend

Health research

£8bn prevention

£97bn treatment of disease 5.4% prevention

90+% biomedical & health services research



150 years of urban design for health:

Philanthropic settlements – Bournville, Peabody etc.

Garden cities – early C20th

New Towns Act - 1946

Healthy New Towns 2010s



George Cadbury's model village of Bournville



Welwyn Garden City, Hertfordshire





Health and Mind Enhancing Environments (HEEs and MEEs)

Nature, light, control, sociability, art ..

Enhancing pro-health choices: walk, cycle, eat ...

Reducing anti-health influences

Blue and green Friction and resistance

Technology and place





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Smart phone activated community medics





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Health design and value



Value: broadening the focus

Not only...

Specific clinical outcomes

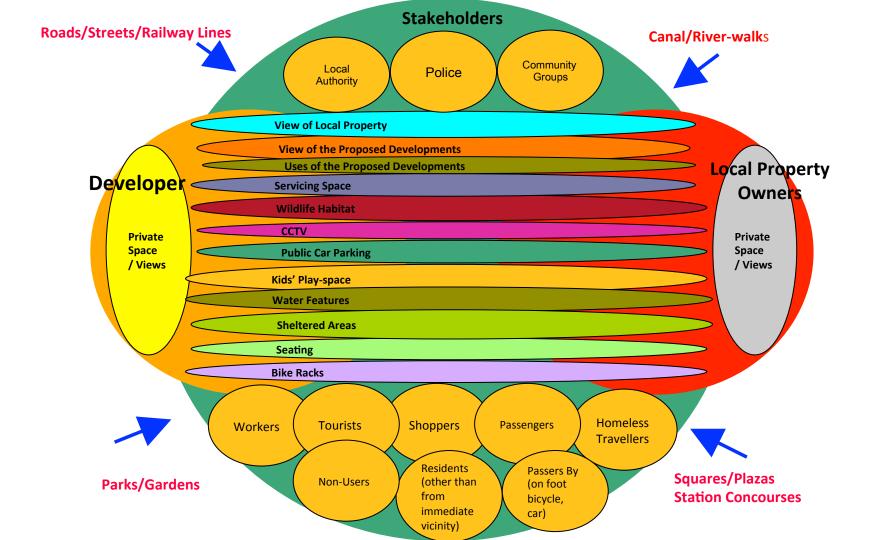
What the system values, e.g. cost and value for money indicators	What people and their communities value, i.e. the outcomes most important to them
Patient experience, i.e. what direct contact with services feels like	Wellbeing, e.g. quality of life; people feeling supported, in control, socially connected and independent
Immediate outcomes of a single service, e.g. success of a treatment	Outcomes over time of all the services and support a person or community may draw upon
Individual outcomes for the person	Equity in health and wellbeing, with greatest value

But also...

Wider health and wellbeing impacts

achieved by targeting people and groups with

greater need, lower health literacy, least access etc



Health design and happiness

GREAT DREAM

Ten keys to happier living

GIVING

Do things for others

RELATING

Connect with people

EXERCISING

Take care of your body

AWARENESS

Live life mindfully

TRYING OUT

Keep learning new things

DIRECTION

Have goals to look forward to

RESILIENCE

Find ways to bounce back
Look for what's good

EMOTIONS ACCEPTANCE

Be comfortable with who you are

MEANING

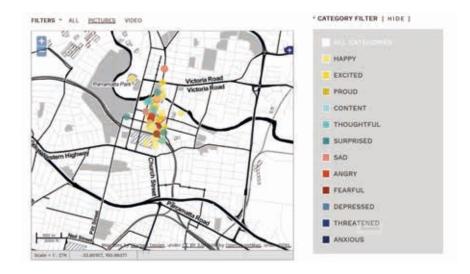
Be part of something bigger

ACTION FOR HAPPINESS

www.netionforhanniness.or

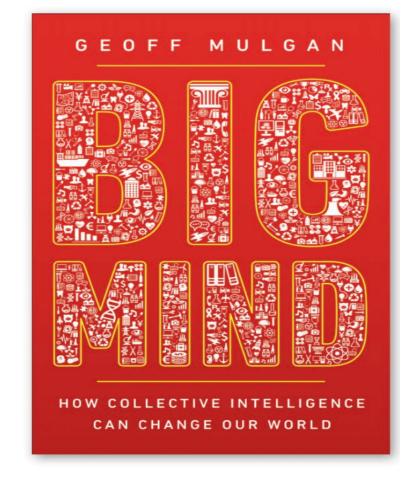






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Health design and collective intelligence

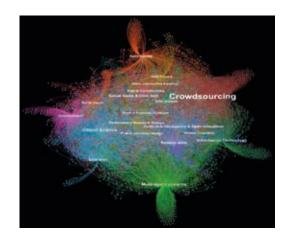


Observation and data Live models of the world **Analysis and prediction** Memory **Motor coordination** Creativity **Judgement** Wisdom

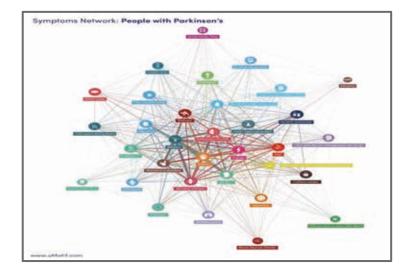




Collective intelligence today







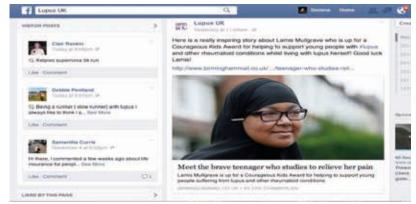
Collective intelligence within the discipline – evidence, analytics, online communities of practitioners



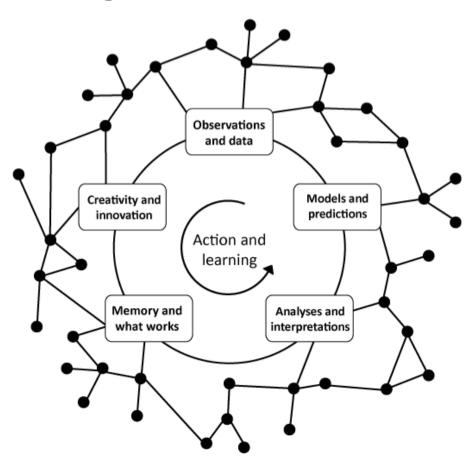


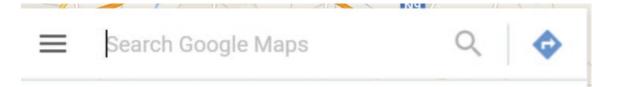
Collective intelligence with patients sharing experiential knowledge and synthetic research

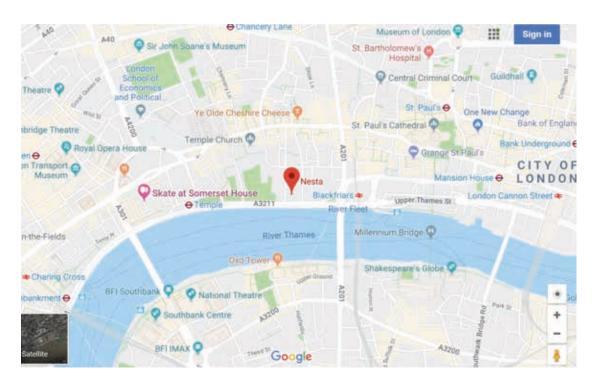




Intelligence Assemblies







Google Maps =

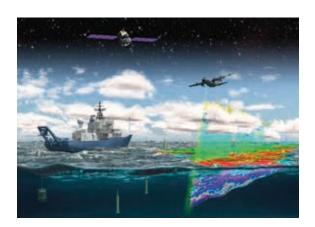
Google

- + Where 2 Technologies
- + Keyhole
- + ZipDash
- + Google Maps API
- + Vutool
- + iPhone loading
- + Google Map Maker....

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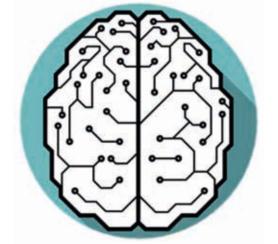




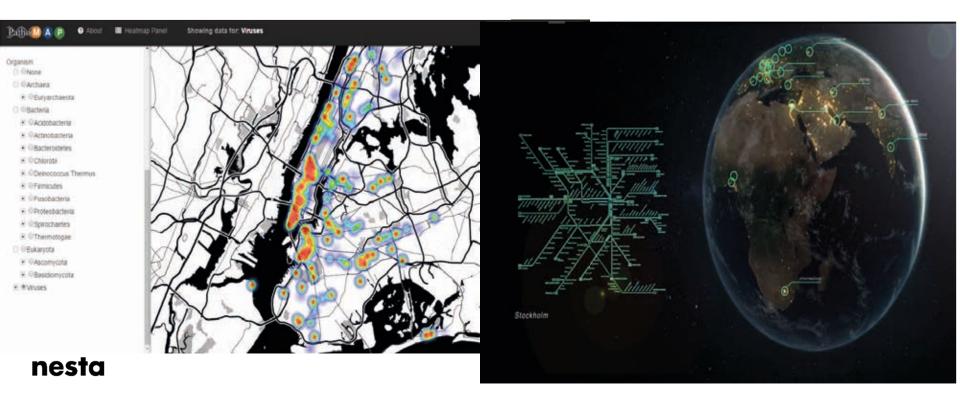


DISEASE OUTBREAK PREDICTION

Machine Learning

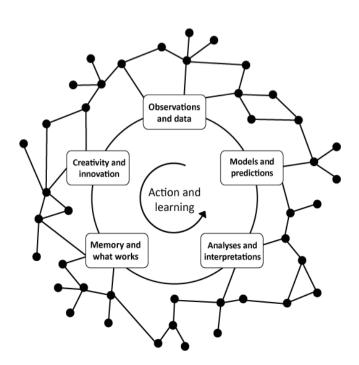








What would a health design intelligence assembly look like?



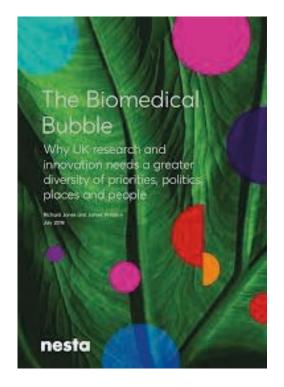
Health design and research

Health research priorities

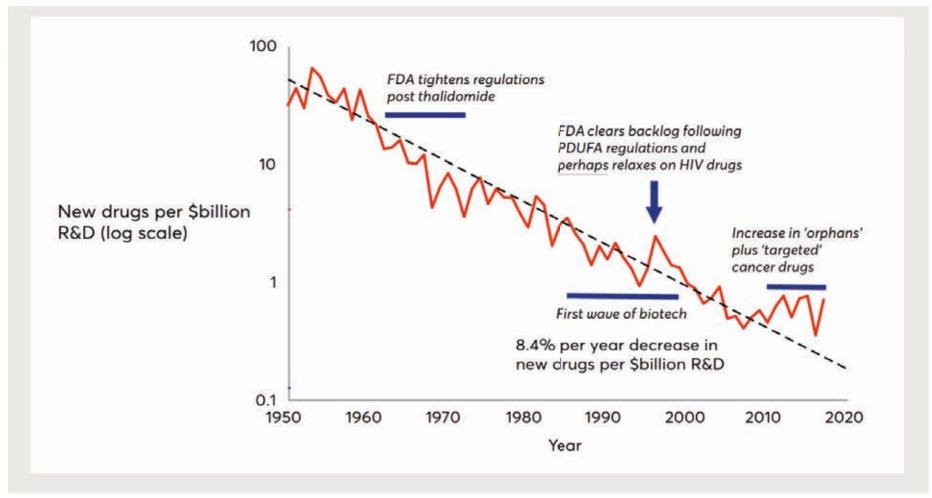
5.4% prevention

90+% biomedical & health services research

What priorities?







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The Nightingale Centre



A new initiative to promote systematic research, experiment and action on the **behavioural**, **social** and **environmental** influences on health.

