

openecare

Deliverable 3.2: Full documentation of prototypes

<i>Project Acronym</i>	OPENECARE	
<i>Title</i>	Open Participatory Engagement in Collective Awareness for REdesign of Care services	
<i>Project Number</i>	688670	
<i>Work package</i>	WP3 – Prototype community-driven care services	
<i>Lead Beneficiary</i>	WeMake srl	
<i>Editor(s)</i>	Costantino Bongiorno Chiara Ferrero	WeMake srl WeMake srl
<i>Reviewer(s)</i>	Laura Romano Matteo Matteini	WeMake srl City of Milan
<i>Dissemination Level</i>	Public	
<i>Contractual Delivery Date</i>	31/08/2017	
<i>Actual Delivery Date</i>	28/12/2017	
<i>Version</i>	1.0	
<i>Status</i>	Final	

Table of contents

Introduction	3
How we documented the prototypes	6
CONTENT ARCHITECTURE	7
HOMEPAGE.....	8
PAGES.....	12
ABOUT.....	14
BLOG.....	16
Special prototypes.....	18
INPE	19
OPEN RAMPETTE	22
Community prototype.....	25
ALLERGOKI	26
BREATHING GAMES	29
REHUB	32
VOICE INSTRUMENTS	35

Introduction

This document is to be intended as a description of the Deliverable 3.2: Full documentation of all prototypes.

One of the key aims of the Opencare project is to collaboratively develop a how-to guide to document activities in the field or in the lab/makerspace in such a way that documentation can be fed back to the online conversation.

The full documentation of the prototypes developed is publicly released on Github as repositories of the “organization” opencarecc (<https://github.com/opencarecc>).

The deliverable 3.2 is composed of source files, auxiliary design files, bill of materials and list of suppliers, software and firmware, multimedia (photos and videos), instructions and explanations.

Information and updates are related to the actual prototypes developed (stage of implementation, debugging and evaluations, usability testing, executive design review and redesign, engagement of the diverse communities involved).

All the content above is publicly available as “source code” and contained in the following **repositories**:

1. **INPE**
 - <https://github.com/opencarecc/inpe>
2. **OPEN RAMPETTE**
 - <https://github.com/opencarecc/rampette>
3. **ALLERGOKI**
 - <https://github.com/opencarecc/allergoki>
4. **BREATHING GAMES**
 - <https://github.com/opencarecc/breathinggames>
5. **REHUB**
 - <https://github.com/opencarecc/rehub>
6. **VOICE INSTRUMENTS**
 - <https://github.com/opencarecc/voiceinstruments>

Prototypes documentation is publicly displayed as collection of **websites** linked from the PROJECTS menu of the opencare landing page (<http://opencare.cc/>):

1. **INPE**
 - <http://inpe.opencare.cc/>
2. **OPEN RAMPETTE**
 - <http://rampette.opencare.cc/>
3. **ALLERGOKI**
 - <http://allergoki.opencare.cc/>
4. **BREATHING GAMES**
 - <http://breathinggames.opencare.cc/>
5. **REHUB**
 - <http://rehub.opencare.cc/>
6. **VOICE INSTRUMENTS**
 - <http://voiceinstruments.opencare.cc/>

An additional repository to mention is **MicroWebsiteTemplate**:

<https://github.com/opencarecc/MicroWebsiteTemplate>

A user can find all the code to create a website for documenting an open source project.

WeMake designed the website in order to contain most common documentation elements useful to engage related communities.

All the prototype websites were “forked” from the starting base template.

<https://opencarecc.github.io/MicroWebsiteTemplate>

The opencare (<http://opencare.cc/>) website is using the same technical structure and layout of the prototypes website with a small modification to improve the home page.

The section [Special Prototype](#) hosts some screenshots taken from the documentation websites of two "special" prototypes: INPE and OPEN RAMPETTE.

These two projects have this "special" status since WeMake community and staff were directly involved in managing the local co-design and development processes. Both prototypes, INPE and OPENRAMPETTE, are part of a wider activity carried out in collaboration with City of Milan. They included an assessment of the community's needs and the redesigning of the city accessibility policy, rewired in a co-design process after the underperformance of City of Milan's top down attempt taking place in the previous two years. (see Technical Review for details)

[INPE](#) was mainly developed during year 2016, as a result of a cycle of co-design sessions that took place at WeMake, where citizens were invited to describe anonymously - and therefore find a solution - to the obstacles they had to face on a daily basis and preventing their well-being.

[OPEN RAMPETTE](#) was developed during year 2017, addressing the problem of accessibility to Milan commercial activities (stores, restaurants, cafès, exc.). It was carried out as a cycle of co-design sessions, together with citizens and shop owners, with a specific focus on two main aspects: the complex regularization procedure for shops' accessibility and the inefficient temporary ramp call system.

The section [Community Prototype](#) shows some screenshots displaying the documentation websites of 4 projects that took part in the opencare Maker in Residence (MIR), a special residency programme organized by WeMake and using WeMake fablab as main location.

Preceded by a Call for Makers, the MIR took place between April and September 2017 and involved 6 different groups of makers (national and international), WeMake staff, WeMake offline community and opencare online community.

During their stay (two weeks long on average) the teams had the opportunity to take part in an intense collaborative environment, exchanging knowledge and expertises in order to improve and accelerate their project.

Among the variety of activities organized during the Maker in Residence, it is possible to list:

- using digital fabrication tools and methodologies
- practising agile planning methods
- receiving feedbacks from opencare network of experts
- connecting with local and online creative communities
- participating and organizing dissemination events
- exploring new business models
- testing and displaying the prototypes to a proactive audience.

How we documented the prototypes

The documentation is following the best practices of good documentation in the “maker communities” (see also the section: Sharing documentation how to facilitate replicability of processes and results of the [opencare Maker Playbook](#).)

The documentation is released using a lot of the features available on Github where many of the open source projects are made public and open to collaboration.

All **websites** are based on Jekyll (a simple, blog-aware, static site generator for personal, project, or organization sites distributed under an open source license) and GitHub Pages (a static site hosting service by Github).

This combination of a publishing system and hosting makes it easy to:

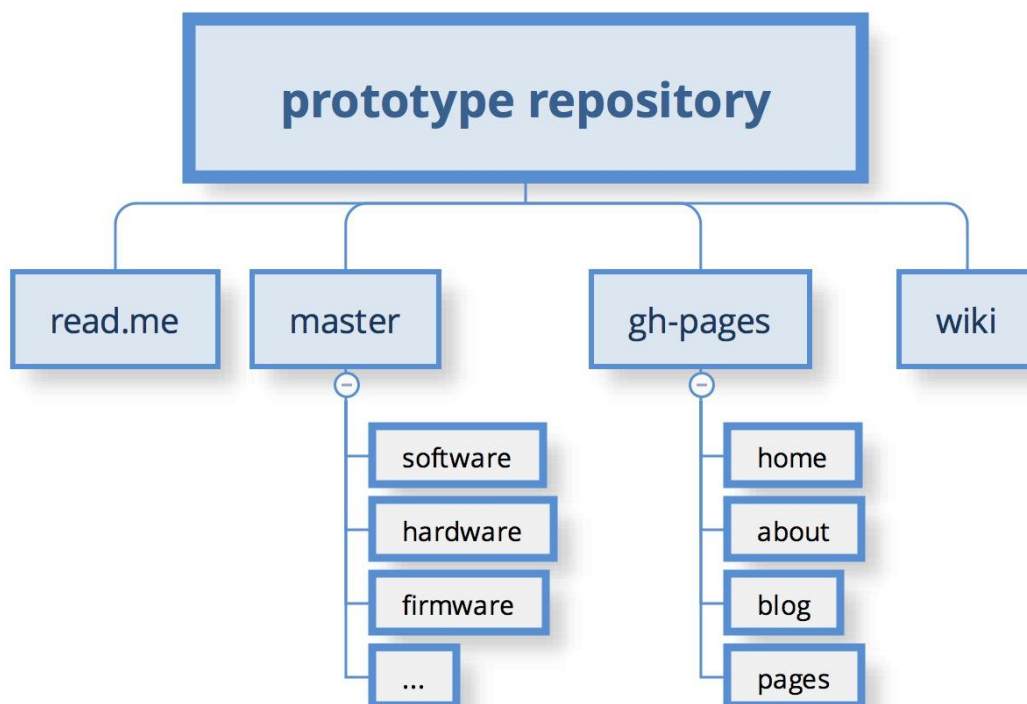
- keep project's documentation and actual project files in the same place, the repository, thanks to GitHub Pages
- create and publish a variety of content in an easy-to-use language (markdown) and arrange the site layout to match the project's needs, thanks to Jekyll (see also: <https://github.com/opencarecc/MicroWebsiteTemplate/wiki/>)
- foster contributions by a wider audience

CONTENT ARCHITECTURE

Each prototype repository contains:

1. a **read.me** file
 - contains all the essential information about the project
2. **master** branch
 - contains all source files, auxiliary design files, bills of materials and suppliers, software and firmware
3. **gh-pages** branch
 - contains all the **website** source code and html rendered file
4. **wiki**
 - when instruction or tutorial are useful is possible to activate the wiki section. The wiki is easily readable in a browser and can be also easily edited by collaborators of the project.

Github has also the possibility to integrate other useful sections as Projects (to manage task and manage the collaborative work) and Issue tracker (to solve bugs or to develop new features)



In the following pages some screenshot and information about the sections (home, about, blog/news) and the content about the prototype.



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



HOMEPAGE

Homepage - Micro Website Template

Header

Navbar

Project themes

Photogallery Release

Blog

Tutorials

Disqus

License Credits

Footer

An home page or a start page is the initial or main web page of a website or a browser. The initial page of a website is sometimes called main page as well. A home page is

generally the main page a visitor navigating to a website from a web search engine will see, and it may also serve as a landing page to attract visitors. The home page is used to facilitate navigation to other pages on the site by providing links to prioritized and recent articles and pages, and possibly a search box. For example, a news website may present headlines and first paragraphs of top stories, with links to full articles, in a dynamic web page that reflects the popularity and recentness of stories.

References: https://en.wikipedia.org/wiki/Home_page

HEADER

The header of a webpage typically includes the company or organization's logo, as well as the main navigation bar. This section, which resides at the top of each webpage, is often part of a template and therefore is the same across all pages within a website or section of a website.

It is structured to provide a brief and specific introduction to the project:

- Project Name
- Short description of the project, in a tweet (max 150 characters)
- Three buttons / links to GitHub Repository
- Representative Background Image

References: <https://techterms.com/definition/header>

NAVBAR

A navigation bar (or navigation system) is a section of a graphical user interface intended to aid visitors in accessing information and displaying the name of the project.

References: https://en.wikipedia.org/wiki/Navigation_bar

PHOTOGALLERY

Often used as a picture carousel, it shows some pictures about the project, the team or other relevant events.

RELEASE

When referred to a software, the release life cycle is the sum of the stages of development and maturity for a piece of computer software: ranging from its initial development to its eventual release, and including updated versions of the released version to help improve software or fix software bugs still present in the software.



Here it refers to the state of the art of the project.

References: https://en.wikipedia.org/wiki/Software_release_life_cycle

PROJECT THEMES

It provides a direct link to possible sub-themes regarding the project, with title and brief description.

TUTORIALS

A tutorial is a method of transferring knowledge and may be used as a part of a learning process. More interactive and specific than a book or a lecture, a tutorial seeks to teach by example and supply the information to complete a certain task.

Here it provides a direct link to tutorials, with title and brief description, in order to support other people building or developing the project.

References: <https://en.wikipedia.org/wiki/Tutorial>

BLOG

A blog (a truncation of the expression "weblog") is a discussion or informational website published on the World Wide Web consisting of discrete, often informal diary-style text entries ("posts"). Posts are typically displayed in reverse chronological order, so that the most recent post appears first, at the top of the web page.

In this section it shows the overview of three latest posts, with title and brief description.

References: <https://en.wikipedia.org/wiki/Blog>

LICENSE

It refers to the permission to use a software on non-exclusive basis, and subject to the listed conditions. A software license does not automatically transfer the ownership of the software to the buyer and its purchase price, in effect, is a one time rental fee.

In this section it displays specifications about the license of the Project.

References: <http://www.businessdictionary.com/definition/software-license.html>

CREDITS

Section with information about who is maintaining and/or funding the project.

DISQUS

Disqus (pronounced discuss) is a worldwide blog comment hosting service for web sites and online communities that use a networked platform. The company's platform includes various features, such as social integration, social networking, user profiles, spam and moderation tools, analytics, email notifications, and mobile commenting.

Section where visitors can leave a comment about the project or start / join a conversation.

FOOTER

The bottom section of a webpage is also known as a footer. This area typically contains the name of the company or organization that publishes the website, along with relevant copyright information. Some websites may also include basic navigation links, such as "About Us," "Contact," and "Help." Corporate website footers often include additional links to "Terms of Use," "Privacy Guidelines," and "Advertising" pages as well.

Here it shows the name of the company or organization that publishes the website, along with relevant copyright information.

References: <https://techterms.com/definition/footer>



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



PAGES

Pages - open rampette

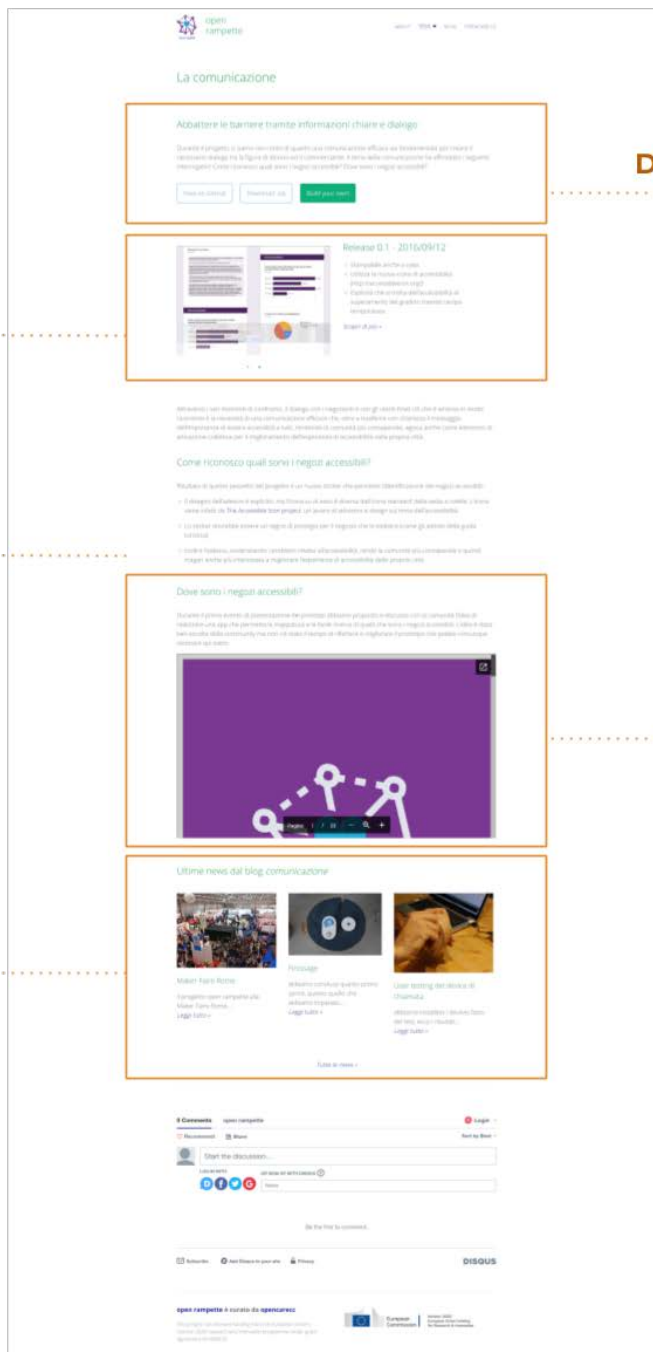
Release

Project themes

Blog

Description Documentation

Slideshow



They can be dedicated to specific topics, such as different areas or characteristics of the same project, or different projects.

References: <https://techterms.com/definition/webpage>



DESCRIPTION and DOCUMENTATION

Description of the sub-topic, where applicable, with direct link / buttons to GitHub or equivalent repository.

RELEASE

State of the art of the project or of the sub-theme.

SLIDESHOW

Embedded presentation about activities' outcomes or prototypes.

BLOG

Latest news about the specific theme of the page; it shows the overview of three posts, with title and brief description.



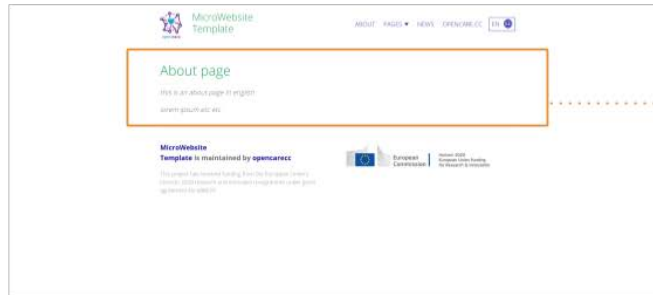
European
Commission

Horizon 2020
European Union funding
for Research & Innovation



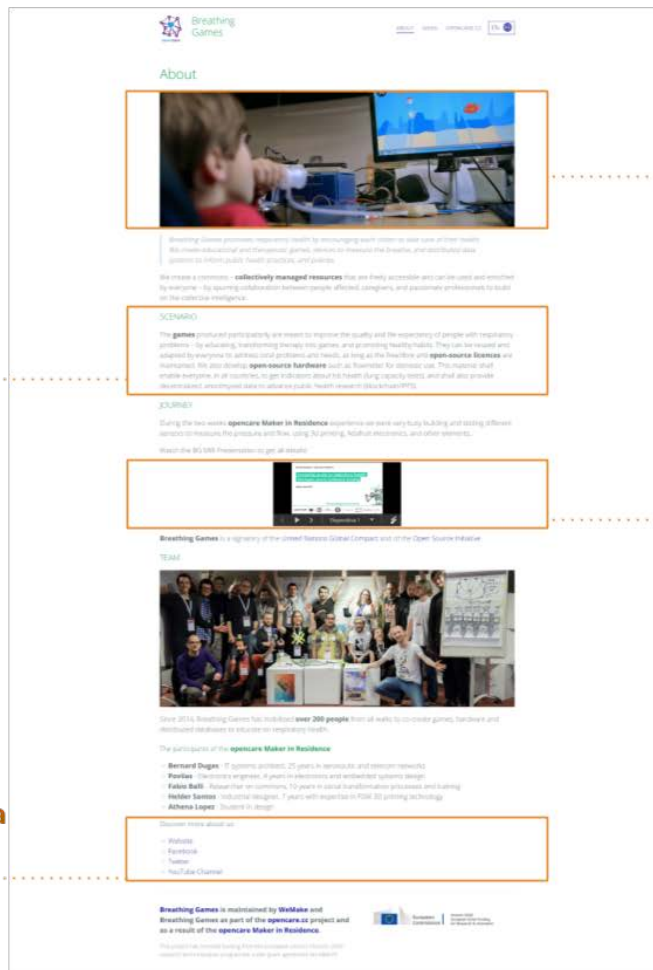
ABOUT

About - Micro Website Template



Description

About - Breathing Games



Picture

Text description

Slides

Social media useful links

This page presents the original information about the Project. It may be composed by a representative image of the Project, a brief description, a description about the project development and an introduction of the team members especially of whom participated in the project.

DESCRIPTION

Description of the project and, potentially, of the team.

The information provided depends on the project itself (see example below). It usually includes:

- Details about project - scenario - journey - team
- Pictures
- Videos
- Slideshows
- ...

PICTURE

One or more images representing the project; design or development phases and/or the team.

TEXT DESCRIPTION

Detailed description that allows visitors to have a complete overview of the project.

SLIDES

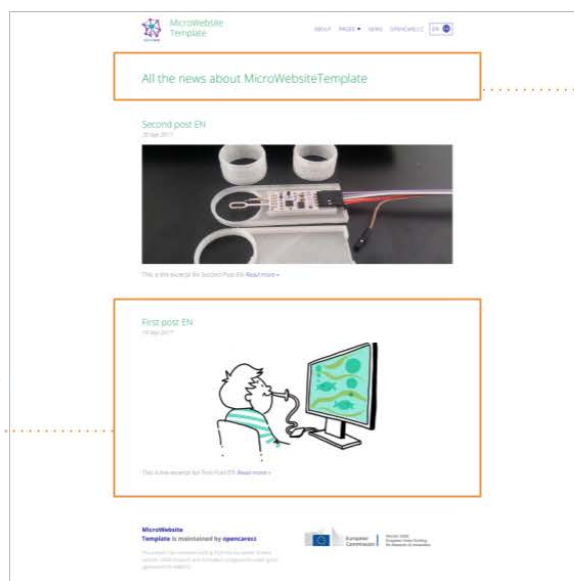
Embedded presentation about activities' outcomes or prototypes.

SOCIAL MEDIA AND LINKS

Any useful link that could provide further information.

BLOG

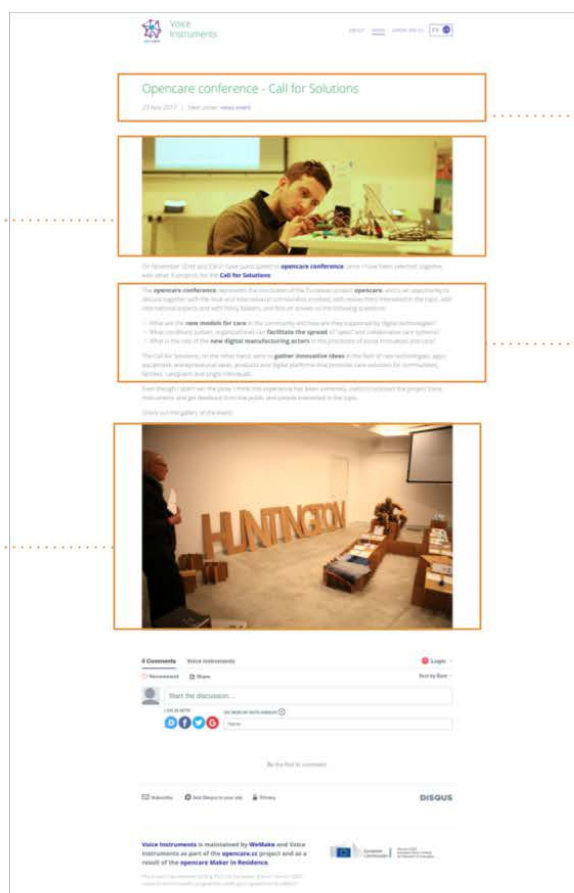
Blog - Micro Website Template



Headline

Single news
preview

Single news - Voice Instruments



Title and info

Picture

Content

Gallery

A blog (a truncation of the expression "weblog") is a discussion or informational website published on the World Wide Web consisting of discrete, often informal

diary-style text entries ("posts"). Posts are typically displayed in reverse chronological order, so that the most recent post appears first, at the top of the web page.

HEADLINE

Description of the section, with latest News referred to the project.

SINGLE NEWS PREVIEW

Title, date, picture, short excerpt and link.

TITLE and INFO

News title, publication date and related tags.

PICTURE

Image related to the content of the news.

CONTENT

Information concerning the news, that could have different characteristics: storytelling, save the date, update, exc.

GALLERY

Embedded photogallery (example: Flickr).



Special prototypes

The section [Special Prototype](#) hosts some screenshots taken from the documentation websites of two “special” prototypes: INPE and OPEN RAMPETTE.


These two projects are “special” meaning that WeMake community and staff were directly involved in managing the local co-design and development processes. Both prototypes, INPE and OPENRAMPETTE, are part of a wider activity carried out in collaboration with City of Milan. It included an assessment of the community’s needs and the redesigning of accessibility’s public policy, rewired in a co-design process after the underperformance of City of Milan’s top down attempt taking place in the previous two years. (see Technical Review for details)

[INPE](#) was mainly developed during year 2016, as a result of a cycle of co-design sessions that took place at WeMake, where citizens were invited to describe anonymously - and therefore find a solution - to the obstacles they had to face on a daily basis and preventing their well-being.


[OPEN RAMPETTE](#) was developed during year 2017, addressing the problem of accessibility to Milanese commercial activities (stores, restaurants, cafès, etc.). It was carried out as a cycle of co-design sessions, together with citizens and shop owners, with a specific focus on two main aspects: the complex regularization procedure for shops’ accessibility and the inefficient temporary ramp call system.

INPE

HOME

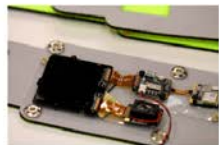

InPe

[ABOUT](#)
[NEWS](#)
[OPENCARE CC](#)



InPe
an open source wearable device that can detect fall and call for emergency

[View on Github](#)
[Download zip](#)
[WIKI + How to](#)




Release 0.1 - 2016/09/12

- Live fall detection
- Send SMS to a pre-configured phone number when fall detected
- Show Date and Time
- Show battery status
- Check system health
- Test mode for user testing


[More details >](#)

Latest news from the blog




Work in progress video of InPe

[Read more >](#)



Explore InPe prototype documentation on Github

[Read more >](#)



Meet Domus' students and their prototypes

[Read more >](#)

[Read all the news >](#)

How to contribute

- Bug reporting and contributions are managed via Github issues. Please find more details [here](#)
- Software - GNU General Public License
- Hardware - CERN OHL v1.2

[Read more >](#)

Credits


This website is managed by **WebMake** as part of the **opencare** project.

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.

Got questions? Leave a comment below or get in touch [here](#)

0 Comments **InPe** [Login](#)

[Recommend](#) [Share](#) [Sort by Best](#)


 Start the discussion...

[LOG IN WITH](#)
[OR SIGN UP WITH DISQUS](#)

[D](#)
[f](#)
[t](#)
[G](#)
[Name](#)


[Be the first to comment](#)


[Subscribe](#)
[Add Disqus to your site](#)
[Privacy](#)

DISQUS

InPe is maintained by opencarecc

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670


European Commission


Horizon 2020
European Union funding
for Research & Innovation



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



ABOUT



InPe

ABOUT NEWS OPENWARE (C)

About InPe

InPe is a simple device that helps taking care of someone in case they fall down. The device is designed as a wearable that calls the caregiver and sends sms with coordinates, in order for them to come and help the person who fell down. Inspired by true stories, InPe, serves different needs such as elderly parents living by themselves, or helping a caregiver in a community center.

Story telling was an important factor in understanding and elaborating on problems. One of the project participants in the co-design sessions described a personal story where she lost her mother because she fell down while she was alone, and couldn't ask for immediate help. The mother indeed had a solution of a necklace which can send an alarm to police/friends, but the alarm wasn't, because the device wasn't user friendly. Ideas were published on Edgeryders, and given certain criteria, it was selected.

InPe Development

WeMake team is developing InPe as an open source hardware wearable device that could be replicated by others who might need it. As of summer 2016 a first prototyping phase has started, please keep an eye on [blog](#) for further developments.

The Process

Below you can find different links that will help you tracking the process InPe has originated from:

- MAACOH - APRIL 2016, Together with Municipality of Milan, WeMake met different communities of milanese citizens, to talk about opencare:
 - Elderly people (ITA - ENG)
 - Foreigners (ITA - ENG)
 - Disabled people and caregivers (ITA - ENG)
 - Makers (ITA - ENG)
 - Art & Design (ITA)
- MAACOH - APRIL 2016, Simultaneously we also organized some workshops to introduce digital technologies applied to care topics:
 - Fa' la cosa giusta (ITA - ENG)
 - Forum delle politiche sociali (ITA - ENG)
- MAY 2016, During this month WeMake and the Municipality of Milan organized three co-design sessions - First session (ENG):
 - Second session (ENG)
 - Third session (ITA - ENG) Give a look to the projects designed by milanese citizens. In Pe! Fatti più in là. Send up
- JUNE 2016 - ONWARDS, After selecting InPe for the prototyping phase we started developing it:
 - Preliminary development plan (ENG)
 - Hardware update (ITA)
 - Testing update (ITA)
 - Website update (ITA - ENG)

How to contribute

Bug reporting and contributions are managed via Github issues. Please find more details [here](#). Do you want to contribute to opencare? Fill in the form!

What is opencare?

Opencare is an EU initiative that is meant to explore open hardware solutions that tackle the notion of care. How do we care for others, how do we receive care, how do we care for ourselves, were questions that were researched in order to define a problem and its solution. **opencare** is a collaborative project between University of Bordeaux, Scmpulse, Edgeryders, ETH, Municipality of Milan, and WeMake.

WeMake is a makerspace in Milan, they are the partners in charge of the physical development and implementation of the prototype. All development and documentation are produced and maintained by WeMake team.

Opencare process

The Opencare process has been open and collaborative since day one. The strategy went as follows:

- Targeting potential users (elderly, special needs, etc)
- Organizing meetings in order to introduce the project to potential users
- Organizing co-design sessions with the users, in order to help them articulate problems and brainstorm some ideas for it
- Sharing problems and solutions with a wider audience, then selecting one after feedback and tech evaluation criteria in line with the activities planned in Milan, we had a parallel track of online community communications on the Edgeryders.eu platform. The team has published more detailed info about the process in the [playbook](#) [here](#). A simple guide to replicate the process and learn more about its details.

FAQ

- Who funds **opencare**?

opencare is a 2 years project processed under Horizon 2020 Research and Innovation program. The project has received 1.6 million euro by European Commission in order to work from January 2016 to December 2017, on fundamental aspects such as: connecting citizens care services, open discussions and maker technologies. You can read the details related to the project's funds on European Commission [website](#), and the full description of the partition of funds and activities among Partners on the **opencare** proposal.

- Who is the WeMake **opencare** team?

WeMake is a makerspace based in Milan (Italy) and provides a series of innovative services and training to the creative community of the region in the field of digital and traditional manufacturing, high-value technologies and access to a fully equipped Fab Lab. The aim is to foster the development of a new model of designer-producer (maker) and small scale company by facilitating the engineering phase, the rapid iteration of design solutions, the on-demand production of physical/digital artifacts.

The Staff currently working on **opencare** project is composed by:

Costantino Bongiorno, Alessandro Corini, Silvia D'Ambrasio, Mouchira Elamrawy, Chiara Ferraris, Cristina Martellotti, Elisabetta Mori, Zoe Romagnolo

- Like the project how can I be further involved?

Everyone is more than welcome to contribute to the project. If you want to participate you can fill [this contact form](#), specifying the reasons of your interest or you can directly write an email to [opencare\[at\]wemake.cc](mailto:opencare[at]wemake.cc), in both cases a WeMake Staff member will reply you as soon as possible.

- Can I replicate your prototype?

Please follow full documentation on our [github repo](#)

- How can I learn more about upcoming activities? WeMake coordinates different communication channels related to **opencare** project, you can choose the ones that mostly satisfy your thirst for knowledge:

- NEWSLETTER (ITA) to receive invitations to events, information and weekly updates about the European project and the prototype itself
- WORKSPACE (ENG) in order to communicate directly with opencare partners on Edgeryders' platform
- BLOG (ITA) to have access to opencare's personal journal and report, with in-depth information about past and future events, case studies and more
- LANDING PAGE (ITA - ENG) coming soon! to be informed about what has been done so far and to have a complete overview of WeMake's involvement with the project.

InPe is maintained by opencarecc

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.



Horizon 2020
European Union funding
for Research & Innovation





European
Commission

Horizon 2020
European Union funding
for Research & Innovation



BLOG

All the news about iRFe

Watch a progress video of iRFe



Read more >

Explore iRFe prototype documentation on GitHub



Read more >

Meet iRFe students and their prototypes



Read more >

What happened at MakerFair?



Read more >

Let's make iRFe in an illustrated storybook



Read more >

iRFe gets ready for Maker Faire Rome



Read more >

Testing the iRFe Prototype



Read more >

Co-design documentation and Paybook



Read more >

iRFe is maintained by [open-care](#)





European
Commission

Horizon 2020
European Union funding
for Research & Innovation



OPEN RAMPETTE

HOME



ABOUT TEAM BLOG ORACOLOCC



Cos'è open rampette?

Open rampette è un'initiativa pilota per il miglioramento della mobilità degli utenti commerciali ed è promossa dal Comune di Milano e da Viellepave | tabale e matergaze all'interno del progetto opencare.

[Scopri di più >](#)

I temi trattati



La chiamata

Miglioriamo l'esperienza di utilizzo della rampa mobile a chiamata.

[Scopri di più >](#)



La procedura

Sviluppiamo la procedura di regolamentazione dei commercianti.

[Scopri di più >](#)



La comunicazione

Mettiamo in mostra i negozi accessibili e creiamo un dialogo costruttivo.

[Scopri di più >](#)



Ultime news dal blog



Make it Fair Rome

Il progetto open rampette alla Make it Fair Rome...
[Leggi tutto >](#)



Finissage

Abbiamo concluso questo primo sprint, quanto quello che abbiamo imparato...
[Leggi tutto >](#)



User testing dei device di chiamata

Abbiamo installato i device fatti dai test, ecco i risultati...
[Leggi tutto >](#)

[Tutte le news >](#)

Open Source

Software: GNU General Public License
Hardware: CEIN D41, v.1.2

Credits

Questo sito è curato su Weblate ed è parte del progetto opencare.

Questo progetto ha ricevuto fondi dal programma di ricerca e innovazione Horizon 2020 dell'Unione Europea, accordo numero 688670.

Vuoi contattarci? Lascia un commento qui sotto o scrivici qui.

6 Commenti open rampette

[Login >](#)

[Raccomandi](#) [Share](#)

[Sort by Best >](#)

[Start the discussion...](#)

LOG IN WITH

OR SIGN UP WITH DISQUS



Nome

Be the first to comment

[Subscribe](#)

[Add Disqus to your site](#)

[Privacy](#)

DISQUS

open rampette è curato da opencarecc

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.





European
Commission

Horizon 2020
European Union funding
for Research & Innovation



ABOUT

LA CHIAMATA e la comunicazione
rampette.opencare.cc



BLOG

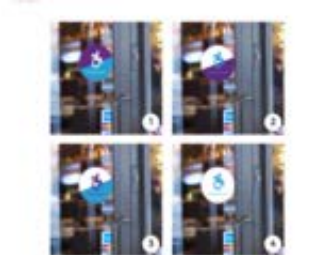
Una nuova procedura, arriva il processo



Una nuova procedura per la raccolta e l'analisi dei dati

[Leggi tutto](#)

Un video di open care



Un video di open care

[Leggi tutto](#)

Prodotto della nostra suite processuale



Prodotto della nostra suite processuale

[Leggi tutto](#)

Intervista del nostro studio



[Leggi tutto](#)

Un video della nostra suite processuale



Un video della nostra suite processuale

[Leggi tutto](#)

Aggiornamenti: l'implementazione di nuove funzionalità

Un video della nostra suite processuale

¹ <http://rampette.opencare.cc/blog/>

Community prototype

In the section [Community Prototype](#) some screenshots displaying the documentation websites of 4 projects that took part in the opencare Maker in Residence (MIR), a special residency programme organized by and at WeMake.


Preceded by a Call for Makers, the MIR took place between April and September 2017 and involved 6 different groups of makers (national and international), WeMake staff, WeMake offline community and opencare online community.

During their stay (two weeks long on average) the teams had the opportunity to take part in an intense collaborative environment, exchanging knowledge and expertises in order to improve their project.


Among the variety of activities organized within the Maker in Residence, it is possible to list: using digital fabrication tools and methodologies, practising agile planning methods, receiving feedbacks from experts, connecting with creative communities, participating and organizing events, experimenting new business models, testing and displaying the prototypes to a proactive audience.

ALLERGOKI

HOME


Allergo Ki

[ABOUT](#)
[NEWS](#)
[OPENCARE.CC](#)
[EN](#)



Allergo Ki

wants to incentivize and make the dinner at the restaurant a pleasant experience for those people who suffer from food allergies.


[View on GitHub](#)
[Download .zip](#)
[Contact us!](#)

Our core values

The loss of information and the amount of oversight during the preparation of the meals may be very **dangerous** for the health of those who suffer from **food allergies or intolerances**.

Allergo Ki aims to make client management efficient, so that they could be served in the best way and without any **allergen contamination**.

Furthermore it allows to the person suffering from allergy / intolerance to **look for a restaurant** where food safety is guaranteed, with proper food and trained personnel to choose the dish from the menu, the arrival time and place the order online.




Acknowledgements

This website illustrates the experience and the progress of **Allergo Ki** within the **opencare Maker in Residence**, which took place in WeMake from 03/07 to 17/07/2017.

Some moments from Allergo Ki's **opencare Maker in Residence**


Latest news from the blog



Opencare conference - Call for Solutions

On November 22nd and 23rd we have participated to opencare conference, since we have been selected together with other 8 projects for the Call for Solutions...


[Read more >](#)



Opencare MIR - Interview

After few days from the beginning of the opencare Maker in Residence, Alessia from the staff at WeMake, interviewed our team...

[Read more >](#)




Opencare MIR - Designing new icons

From 3rd to 17th July 2017 we interviewed 20 people to define how to represent food allergies with icons...

[Read more >](#)

[Read all the news >](#)

Open Source



Allergo Ki is an **Open Source** project.
(The license specifications will follow.)

How to contribute

Do you want to contribute to the **Allergo Ki** project?
Write to allergokit@wemake.cc or leave a comment below!

[Read more >](#)

0 Comments [allergoki](#) [Login](#)

[Recommend](#) [Share](#) [Sort by Best](#)

Start the discussion...

LOG IN WITH [OR SIGN UP WITH DISQUS](#)

[Be the first to comment.](#)

[Subscribe](#) [Add Disqus to your site](#) [Privacy](#) **DISQUS**

Allergo Ki is maintained by **WeMake** and Allergo Ki as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.

ABOUT



ABOUT NEWS OPENCARE E.C. EN

About



Did you know that plenty of people find out during their adulthood that they suffer from food allergy or intolerance?

They are forced to **change their eating habits**, and this may represent a traumatic event.

SCENARIO

Very often, people who suffer from food allergy or intolerance give up eating outside because they are required to **list orally** to the waiter with a series of information related to their health, having to deal with a situation somewhat embarrassing. Subsequently, the waiter must pass this information to the kitchen staff, generating many misunderstandings and/or omissions.

The loss of information and the amount of oversights during the preparation of the meals may be very **dangerous** for the health of those who suffer from **food allergies or intolerances**.

Allergo Ki's aim is to make clients' management efficient, so that they could be served in the best way and without any **allergen contamination**.

Furthermore it allows to the person suffering from allergy / intolerance to **look for a restaurant** where food safety is guaranteed, with proper food and trained personnel; to choose the dish from the menu, the arrival time and place the order online.

JOURNEY

Allergo Ki is a project born from the idea of Monica Zamboni and Nicoletta Faltracco, two professionals in communication, and is growing in collaboration with the staff of **WeMake** within the **opencare MIR** project, funded by the European Commission in the Horizon2020 program. **Allergo Ki** wants to realize and test a kit for restaurants that includes communicative tools and illustrative material to facilitate communication between the person with food allergy and the kitchen staff.

Involving restaurateurs in the design of the Kit is a resource that enables us to know the **dynamics within dining activities** where people with food allergies can go, eat meals and be satisfied and safe.

NEXT STEPS



We are working on:

- A **Kit for Restaurateurs**, consisting of a set of tools to enhance the customer suffering from food allergy's experience inside the restaurant.
- A **free consultation website** with multiple functions, including booking management. Through the web platform a person with allergies and/or food intolerances can search for and choose a restaurant that is right for his or her needs, view the menu in advance and make a reservation of the table indicating the time of arrival; in this way the lounge and kitchen staff are informed in advance of their arrival.
- A **training project** dedicated to family members and friends of people with allergies or intolerance through smart illustrations and tips explaining what precautions to take when sitting at the table in order not to vanish the precautions taken by the restaurant staff.

TEAM




Two professionals in communication, Monica - interaction designer - and Nicoletta - graphic designer - are the creators and developers of Allergo Ki project. The project started with Monica's daily experiences, being intolerant to gluten and lactose, that she often encountered while eating outside, similar to those difficulties encountered by other people with allergies or food intolerances.



Allergo Ki is maintained by WeMake and Allergo Ki as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.


BLOG


Allergo Ki

[about](#)
[news](#)
[contact us](#)




All the news about Allergo Ki

Opencare conference - Call for Solutions
15 Jun 2017




20 November 2016 and 2017 we have participated to **opencare conference**, where we have presented together with other 8 projects for the **Call for Solutions**. [Read more »](#)

Opencare MIR - interview
01 Jul 2017




After five days from the beginning of the **opencare Maker in Residence** - leaving from the last of October interview our team. [Read more »](#)

Opencare MIR - Designing new icons
01 Jul 2017




From the 1st of July 2017 we presented **20 people** to define new icons to represent their allergic conditions. [Read more »](#)

Opencare MIR - Prototype and ethnographic research
04 Jun 2017




We are currently focusing on the **MIR** for ethnographic research. [Read more »](#)

Opencare MIR - Agile Kick-off
04 Jun 2017




Together with Alessandro from the WebFisher, **opencare MIR** team are engaged the next steps of the Agile Planning. [Read more »](#)

Opencare MIR - Pilot
20 May 2017



Right after the application we had the chance to discuss with WebFisher about our project, and we have decided to start our pilot in a more **longlife solution**. [Read more »](#)

Opencare MIR application - Allergo Ki
17 Apr 2017



On 12th of April 2017 we submitted our application to the **CALL FOR MAKERS - opencare Maker in Residence**. [Read more »](#)

Allergo Ki is maintained by **WebFisher** and **Allergo Ki** as part of the **opencare** project and as a result of the **opencare Maker in Residence**.

The project is co-funded by the European Union under Horizon 2020 research and innovation programme under grant agreement No 688670.

BREATHING GAMES

HOME



Our core values

We create **educational and therapeutic games**, devices to measure the invisible and **distributed data systems** to inform public health practices and policies. We create a commons - collectively managed resources that are freely available and can be used and enriched by everyone - by spurring **collaboration** between people affected, caregivers and passionate professionals to build on the **collective intelligence**.



Watch the report of our residence at OpenCare - WeMake Milan



Acknowledgements

The authors discuss the experience and the progress of **Breathing Games** within the **opencare Maker in Residence** which took place in Bordeaux from 27/06 to 08/07/2018

Some resources from Breathing Games **opencare Maker in Residence**

Latest news from the blog



Opencare conference - Call for Solutions
For November 22nd and 23rd we have participated to opencare conference, since we have been selected together with other 9 projects for the Call for Solutions...
[Read more »](#)



Opencare MII - Report of the residency
Our first week **opencare residency at WeMake Milano** was a success!
[Read more »](#)



Opencare MII - Meeting new people!
We get in touch with Oliver from the mOpen project...
[Read more »](#)

[Read all the news »](#)

Open Source



Breathing Games is a member of the Open Source Initiative and a signatory of the United Nations Global Compact - a call to align organizations with universal principles on human rights, labour, environment and anti-corruption.

How to contribute

Do you want to contribute to the **Breathing Games** project? Write us at breathinggames@wemake.it or info@breathinggames.it

[Read more »](#)

Comments Breathing Games

0 Comments

Sort by Newest

Sort by Best

Start the discussion...

Log in with:

or leave an open comment

Be the first to comment

DISQUS

Breathing Games is maintained by **WeMake** and **Breathing Games** as part of the **opencare** project and as a result of the **opencare Maker in Residence**



ABOUT



ABOUT NEWS OPENCARE.CC EN

About



Breathing Games promotes respiratory health by encouraging each citizen to take care of their health. We create educational and therapeutic games, devices to measure the breathe, and distributed data systems to inform public health practices and policies.

We create a commons - **collectively managed resources** that are freely accessible and can be used and enriched by everyone - by spurring collaboration between people affected, caregivers, and passionate professionals to build on the collective intelligence.

SCENARIO

The **games** produced participatorily are meant to improve the quality and life expectancy of people with respiratory problems - by educating, transforming therapy into games, and promoting healthy habits. They can be reused and adapted by everyone to address local problems and needs, as long as the free/libre and **open-source licences** are maintained. We also develop **open-source hardware** such as flowmeter for domestic use. This material shall enable everyone, in all countries, to get indicators about his health (lung capacity tests), and shall also provide decentralized, anonymized data to advance public health research (blockchain/VIPES).

JOURNEY

During the two-weeks **opencare Maker in Residence** experience we were very busy building and testing different sensors to measure the pressure and flow, using 3d printing, Arduino electronics, and other elements.

Watch the BG MIR Presentation to get all details!



Breathing Games is a signatory of the United Nations Global Compact and of the Open Source Initiative.

TEAM



Since 2014, Breathing Games has mobilized **over 200 people** from all walks to co-create games, hardware and distributed databases to educate on respiratory health.

The participants of the **opencare Maker in Residence**

- **Bernard Dugas** - IT systems architect, 25 years in aeronautic and telecom networks
- **Povilas** - Electronics engineer, 4 years in electronics and embedded systems design
- **Fabio Balli** - Researcher on commons, 10 years in social transformation processes and training
- **Helder Santos** - Industrial designer, 7 years with expertise in FDM 3D printing technology
- **Athena Lopez** - Student in design

Discover more about us:

- Website
- Facebook
- Twitter
- YouTube Channel

Breathing Games is maintained by **WeMake** and Breathing Games as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.

BLOG

[illegible]



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



REHUB

HOME



Our core values

reHub project is an **online platform** and **open source kit** that allows the monitoring of fingers and hand movement for athletes, rehabilitation patients and music instrument students that needs a certain and digital data to monitor the exercise. Moreover, we are looking for our final users, who will try our product and help us develop different options.

- Sport
- Gaming
- Educational
- Medical

We want to build a **community** and start a business strategy.



Acknowledgments

The website illustrates the experience and the progress of **reHub** within the **opencare Maker in Residence** which has been using space in WeMake since June 2017.

Some moments from reHub's **opencare Maker in Residence**

Latest news from the blog



Opencare - Make to Care and Maker Faire Rome

On November 29th we have participated to the final round of Make to Care contest, and from December 1st to 3rd we have participated to the Maker Faire Rome. Stay and enjoying yourself. [Read more >](#)



Opencare conference - Call for Solutions

On November 22nd and 23rd we have participated to opencare conference, since we have been selected together with other 9 projects for the Call for Solutions, and we will be part of the project. [Read more >](#)



Opencare M88 - Interview

Only a few days after the beginning of the opencare Maker in Residence, we have been the subject of a Videolab interview. [Read more >](#)

[Read all the news >](#)

Open Source



reHub is an **Open Source** project.
(The license specifications will follow.)

How to contribute

- Do you want to contribute to the **reHub** project?
- Write to rehub@uliff@wemake.it or leave a comment below

[Read more >](#)

8 Comments

Recommended

Share

Start the discussion...

Log in with

or leave a comment

Be the first to comment.

Subscribe

Add Disqus to your site

Privacy

DISQUS

reHub is maintained by **WeMake** and **reHub** as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.


This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.



ABOUT



[ABOUT](#)
[NEWS](#)
[CONTACT US](#)


About



It is our first project to explore physiotherapy, rehabilitation.

reHub glove is a tool designed for **proprioceptive rehabilitation**, to recover impaired ability after an injury provided by the physiotherapist. It allows the patient to record and report exercises data such as hand position, finger flexion and fingertips pressure. Recorded data are displayed through a software that reproduces a 3D hand as movements and deforms colors. Through the software a physiotherapist is able to evaluate the therapeutic progress and possibly change it. Thanks to reHub exercises can be done in physiotherapist presence or at a distance.



reHub glove experimenting and developing processes are going hand in hand on different fields:

- Electronics
- Design
- Software development
- Community

reHub glove is a tool used to monitor patient movements. Collected data can be applied to a various range of fields.

ELECTRONICS

Research and development of electronic components engages us every day. Our goal is to optimize the performance of the parts and reduce production costs in order to make reHub technology accessible to as many users as possible.

Our first prototype had an **Arduino microcontroller** connected to five flex sensors to verify both detectable characteristics and sampling rate, processing of the data to the log and render graphics softwares. Sensors evaluation is the main part of the feasibility study for the construction of reHub glove.

reHub main sensors are:

- Flex sensors
- Pressure sensors
- 3DOF position sensors (3DOF Accelerometer and Gyroscope)

DESIGN

Research and experimentation affected the glove's design. The selection of these gloves was not random: we favored light colors, a fitted look with leather, leatherette and stretch fabric parts. As we could experience working in the field of awareness there are many variables to take into account. Future scenarios of our experiments include a journey into the world of games and stories.

SOFTWARE

reHub's glove **software** development is complementary to electronics components and textiles progress. Our software allows the product to collect, process, report and forward all data coming from the sensors. With collected data physiotherapists are able to evaluate the applied therapy and the patient's progress.

Software's components identified in our early stages development and shown during **2016 European Maker fair** edition are three:

- Firmware
- Middleware
- Rendering

COMMUNITY

We want to **build a community** and start a business strategy. Thus, we are looking for our **final user(s)** who will try our product and help us develop different episodes.

- Sport
- Gaming
- Educational
- Medical

Our team




Mauro Affert - Project Development
Sara Savian - Designer and maker

Discover more about us:

- Website
- Facebook

reHub is maintained by **WebMake** and reHub as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.



Horizon 2020
European Union funding
for Research & Innovation

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.



European
Commission

Horizon 2020
European Union funding
for Research & Innovation



BLOG



VOICE INSTRUMENTS

HOME



Our core values

Voice Instrument is an open source interface designed for speaking numeric values and service messages to meet the needs of **people unable to read** or in contexts where it is uncomfortable to use the display to read values on a monitor.



Some moments from Voice Instruments: **opencare Maker in Residence**

Acknowledgements

This website illustrates the experience and the progress of **Voice Instruments** within the **opencare Maker in Residence**, which took place in WeMake from 01/09 to 09/09/2017.

Latest news from the blog



Opencare - Maker Faire Rome
From December 1st to 3rd I've participated to Maker Faire Rome and I won the prize Maker of Month.
[Read more »](#)



Opencare conference - Call for Solutions
On November 22nd and 23rd I have participated to opencare conference, since I have been selected together with other 9 projects for the Call for Solutions.
[Read more »](#)



Opencare MIB - Interview
During the opencare Maker in Residence I had the chance to talk with Alinaia and describe my project, Voice Instruments.
[Read more »](#)

[Read all the news »](#)

Open Source



Voice Instruments is an **Open Source** project.

[The license specifications will follow.]

How to contribute

Do you want to contribute to the **Voice Instruments** project? Write to voiceinstruments@wemake.cc or leave a comment below!

[Read more »](#)

0 Comments **Voice Instruments** [Login](#)

[Recommend](#) [Share](#) [Sort by Best](#)

 Start the discussion...

OR SIGN UP WITH DISQUS

[DISQUS](#)

Voice Instruments is maintained by **WeMake** and Voice Instruments as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.

ABOUT

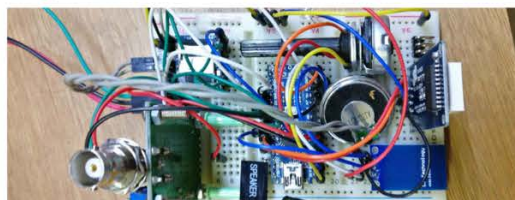


[ABOUT](#) [NEWS](#) [OPENCARE.CC](#) [EN](#)

About page

Voice Instrument is an open source interface designed for speaking numeric values and service messages to meet the needs of people **unable to read** or in contexts where it is **uncomfortable to use the display** to read values on a monitor.

The project was born because working in a chemistry lab I felt the need to build a **talking PH-meter** whose technology could be included in other contexts and allow others to connect devices to the voice interface.



Voice Instruments' first pH-meter prototype

SCENARIO

The majority of electrical equipment currently available on the market consists of a **visual output device**, that communicates and interacts with the user through a visual display.

Some devices, however, are also equipped with a **voice interaction system**, that allows users to utilize this technology without using their sight. Nevertheless, the totality of these electrical devices equipped with an alternative interface is very narrow and confined and is often regarding popular customary appliances, such as smartphones, domestic or medical scales.

In Italy, therefore, finding **"voice instruments"** (as weather stations, domestic thermostats, washing machines or digital multimeters) is quite difficult, if not impossible.

JOURNEY



Giulio Berretta presenting the pH-meter during the Arduino User Group

Initially, while working in a chemistry lab, I thought about building a measuring instrument particularly useful in these contexts: a **speaking pH-meter**.

During the **opencare Maker in Residence** programme I produced, together with WeMake staff and makers, the first prototype of the speaking pH-meter, according to the requirements that we defined at the beginning of this journey. In addition we developed two complete **guideline libraries** to manage the enunciation of the numerical values and service messages, functioning with the most common audio modules, that can be used with the majority of sensors and devices available on the market.

In order to develop the first prototype of the speaking pH meter we analysed the test project and, subsequently, we conducted market researches in order to select the most suitable components to the final aim and finally, according to them, we designed the PCB. After defining the PCB specifications we designed a case that could contain the PCB itself and the components.

The current version of the case was realized in lasercut plywood. This material has been chosen mainly because of its cheap price and its acoustic affinity. The libraries have been conceived in order to **read numeric values and service messages**, and in order to function with two of the most common audio modules. The algorithm that has been used to read the values, however, could function with any other module.

NEXT STEPS

Currently these numeric values are read by this interface in Italian language. Future developments of this project, however, involve using innovative components, adding support for **foreign languages** and, possibly, realizing a **real speech synthesis system**, based on a micro-controller.

TEAM



Giulio Berretta at the Arduino User Group

My name is **Giulio Berretta**. I am 27 years old, graduated as an Industrial Chemical Engineer and with a Master of Science degree in Electronic Engineering at the Politecnico di Milano.

I work as a teacher in a chemistry and physics lab. Since 2008 I am a member of the **Italian Union of Blind and Visually Impaired**, since 2017 I am honorary member of the Academy of Light.

Voice Instruments is maintained by **WeMake** and **Voice Instruments** as part of the **opencare.cc** project and as a result of the **opencare Maker in Residence**.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 688670.

BLOG

[ABOUT](#) [NEWS](#) [OPENMEET](#) [EN](#)

All the news about Voice Instruments

Opencare - Maker Faire Rome



From December 1st to 3rd I've participated to **Maker Faire Rome** and I won the prize **Maker of Merit**. [Read more](#)

Opencare conference - Call for Solutions

23 Nov 2017



On November 22nd and 23rd I have participated in **opencare conference**, since I have been selected together with other 8 projects for the **Call for Solutions**. [Read more »](#)

Opencare MIR - Interview



During the upcoming Maker in Residence I had the chance to talk with Alexia and describe my project. Visit [my instruments](#). [Read more »](#)

Opencare MIR - Agile Kick Off



My name is Giulio Berretta, I'm a blind electronic engineer and, in my spare time, maker. I've recently developed customary electronic devices, using also Arduino board. [Read more »](#)

Opencare MIR application - Voice Instruments

1994, 2002, 2007



On August 8th 2017 I've submitted the application to the CALL FOR MANAGERS - openwork Market in Bratislava. Read more »

Voice Instruments is maintained by WeMake and Voice Instruments as part of the opencare.cc project and as a result of the [opencare Maker in Residence](#).

