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IIID Award 2017: tanti i progetti italiani premiati

IIID è stato fondato nel 1986 da Peter Simlinger come organizzazione non-profit. Negli anni l'IIID ha contribuito significativamente allo sviluppo dell'information design quale pratica professionale indipendente e interdisciplinare. Nel 2011 l'**International Institute of Information Design** ha celebrato il suo 25° anniversario e per l'occasione ha deciso di istituire gli **IIID Awards**, un premio che riconosce le eccellenze nell'ambito dell'information design a livello mondiale. La competizione si tiene ogni tre anni e quella del 2017 è la terza edizione. Un'edizione che ha visto molti riconoscimenti per i progetti provenienti dall'Italia.

Il progetto **L'inferno interattivo di Dante**, realizzato da **Alpaca Società Cooperativa** e patrocinato dalla Società Dante Alighieri, è stato premiato con la **medaglia d'oro** come **Progetto per la Didattica** e con il **Gran Prix** come miglior progetto del IIID Award 2017.



Alpaca è stata fondata nel 2016, è costituita da diplomati e docenti ISIA Urbino (Giulia Bonora, Giampiero Dalai, Daniele De Rosa, Adelaide Imperato, Luciano Perondi) ed una cooperativa che lavora per la pubblica utilità nell'ambito della divulgazione scientifica e sociale e per promuovere l'accessibilità delle informazioni attraverso la progettazione di strumenti visivi.

Il progetto **Penta - Interactive neuromotor rehabilitation** di Leonardo Babolin, Luca Chiarellei, Marco Franceschini, Lorenzo Monari & Marcello Raffo realizzato da **Università IUAV di Venezia** (Laboratorio di design e Comunicazione - Dipartimento DPPAC - IUAV di Venezia. Tema d'anno: Design for everyday psychophysical well-being - Docenti: Carla Langella per l'area prodotto, Daniela Piscitelli per l'area comunicazione. Assistenti di laboratorio: Federica Lasi, Madalena Mometti) è stato premiato con la **medaglia d'argento** nella categoria **Student Work**.

Penta è un kit per la riabilitazione neurocognitiva composto da penna interattiva ergonomica, supporto cartaceo e applicazione. Permette ai pazienti, tramite lo svolgimento di appositi



links:

- > IIID Award
- > L'inferno interattivo di Dante - ENG
- > L'inferno interattivo di Dante - ITA



L'inferno interattivo di Dante



Penta - Interactive neuromotor rehabilitation



Eclipse - Realize, Realign



5+1 Les Docks Marseille

esercizi, di monitorare i propri progressi attraverso dei grafici e di condividerli con il proprio specialista in tempo reale.

Anche il progetto **Eclipse - Realize, Realign**, di Giada Michiante, Stefano Paglia, Francesca Rosafio e Gianluca Sfratato dello **IUAV di Venezia** (Laboratorio di design e Comunicazione - Dipartimento DPPAC - IUAV di venezia. Tema d'anno: *Design for everyday psychophysical well-being* - Docenti: Carla Langella per l'area prodotto, Daniela Piscitelli per l'area comunicazione. Assistenti di laboratorio: Federica Lasi, Madalena Mometti), viene premiato con la **medaglia d'argento** nella categoria **Student Work**.

Eclipse monitora le risposte fisiologiche delle azioni umane per correggere l'equilibrio tra giorno e notte, per ottimizzare l'esperienza del sonno indirizzando verso un comportamento migliorativo per il benessere.

Eclipse è un sistema composto da tre dispositivi, una clip indossabile per il giorno, una base luminosa e una fascia per il monitoraggio notturno.

Lo studio **Tapiro**, per il progetto **5+1 Les Docks Marseille**, con la "facciata letteraria" dell'edificio dei Docks di Marsiglia progettato dallo studio di architettura **5+1 AA**, è stato menzionato nella categoria **Universal Design** e, con il relativo volume pubblicato da Marsilio, ha ottenuto una menzione anche nella categoria **Editorial**.

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15 aprile 2017

Cerca:



Category: Healthcare, Student Work

Project: Penta - Interactive neuromotor rehabilitation



What was the challenge?

Patients suffering from neuromotor diseases need a specific treatment path with exercises and tools useful to have, in the long run, an improvement of the capacity of movement.

The tools available to doctors and patients, to date, have deficiencies such as: do not give an objective feedback about the patient's progress; they do not give the possibility to be used outside of a medical clinic; the few existing interactive tools are

very expensive.

In general, then, there is a difficult communication between specialist and patient, thus bringing to lengthen therapy, with a consequent loss of time.

Eventually, the current rehabilitation and most commonly adopted method, does not stimulate the patient to a positive and challenging approach and therefore is performed in a mostly automatic way, which leads to a less rapid recovery.

What was the solution?

During the rehabilitation, the hard part is to recover the upper limb use.

We therefore concentrated on developing an all-in-one solution that patients can do complementarily alongside the therapy that they already face.

The idea is that the most common action people make with the arm is writing.

Focusing on neurocognitive theories, people with neurological diseases should reactivate the "mental paths" they have lost, in order to perform a certain action again.

We want to use writing as a way to reactivate the mental paths relative to the entire upper limb.

We then designed a kit composed of three main elements: an interactive pen, a binder for collecting the exercises and an app.

The pen is a smartpen that, through a camera, detects the mark written in the book and, through a Bluetooth connection, sends the data to the app. The technology is already widely used, but never exploited in the field of well-being.

The pen has interchangeable ergonomic supports: so that the patient, who initially experience difficulties even to hold the pen, will gradually reduce the size of the support for the hand with the progress of his recovery.

The notebook may contain bundles of preprinted exercises sheets.

The bundles shall be distinguished according to the patient's pathology, the degree of progress, and they are designed to gradually reactivate all the arm's muscles, starting from the shoulder up to the fingers of the hand.

The app is responsible for receiving the data from your smartpen and process them in real time. The mark left by the patient is compared to the assigned exercise to assess the precision of the execution. All data are processed to create a statistical

graph of progress over time. All exercises performed are stored in the app in the form of a diary, and can be sent and shared with the patient's doctor via an integrated chat.

What was the effect?

The advantages produced by this kit are numerous.

The graph drawn by the app allows the patient to view the progress in the rehabilitation path, providing objective data for self-improvement and helping the patient to positively deal with the treatment path and push it to improve more and more. Numerous scientific publications demonstrate in this way the importance of a positive therapeutic approach in a long-term path.

The data collected from the pen are processed by an algorithm and they form a basis to give an objective assessment. The doctor can provide a more specific and targeted therapy.

In this way we solved the problem of the rehabilitation nowadays: the subjectivity of the assessments given by the patients to the doctors about the progress.

The integrated chat in the app allows the doctor to follow more patients at a time and closer without leaving the clinic, suggesting in real time targeted exercises. The patient instead can practice in the comfort of his own home.

The ultimate goal of our project is make

who has suffered of neuromotor diseases writing again, as well as to recover the arm to the maximum of the capacity.

1

Kit. The kit that is given to the patients: smartpen, binder and app.

2

App mockup. Some of the sections of the app, from left to right: splashscreen with logo, diary, statistics, homepage, complimentary exercises and chat with the therapist.

3

Storyboard. The medic gives to the patient the kit and the exercise bundle. The patient does the exercises and the smartpen sends the data collected to the app that elaborates in graphic statistics.

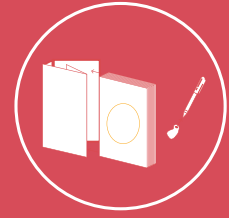
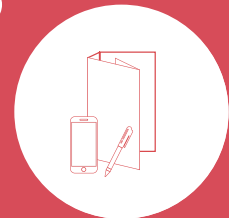
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2



3



Category: Student Work

Project: Eclipse

What was the challenge?

Several scientific studies have shown that some behaviours and bad habits of the waking period can influence the quality night's sleep. A lot of products on sale allow to control the human quality night's sleep detecting some vital functions during the night, but they don't monitor the people during the day. So it's not easy for the people to understand the reason of their difficulties.

What was the solution?

Eclipse keeps tracking people's sleep-awake cycles and their daily activities, highlighting those factors impacting on the quality of nocturne rest. The project tends to balance the sleep-wake cycle of the person, following her along all the 24h. This permit to the people to identify the existence of some bad influence or sleep disorders, which don't permit a right execution of night's sleep.

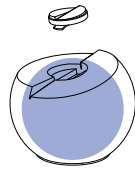
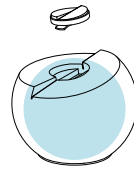
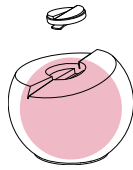
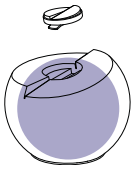
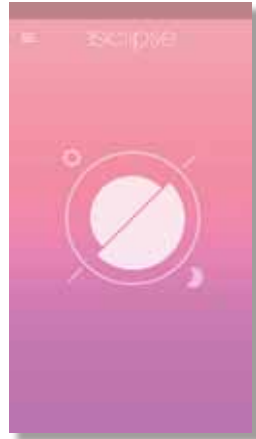
What was the effect?

It consists of three devices: a clip, wearable during the day (awake phase), which can distinguish artificial light from natural light and tracking the person's movement quantity; a band, to be placed under the bed sheet, monitoring heart rate and nocturnal movements; finally, a base receiver spreads out a luminous feedback which chromaticism is based upon the user's sleep-awake cycle quality and refers to the parameters previously detected. The color scale considers a range from violet (negative feedback) to blue (positive feedback) going through middle stages, pink and light blue. This kind of feedback

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allows to people to understand the situation of their well-being level through an emotional engagement.

Finally, the application resumes as a characteristic trait the color feedback that overlaps the information and statistics with different shades of white. The Home page reports a little infographic that shows the distinction between data collected during the period of sleep and waking. A total coverage of the circle matches an optimal state of the parameters, while an empty circle indicates a bad condition or an imbalance of values. Statistics are available for inspection by all parameters measured during sleep and awake. This section also offers the chance to see the different data cataloged by day, week and month, providing a wider framework.

