

Deadline for Submission: 16 August 2018

Group ID: \_\_\_\_\_

**Future Trends Report  
Based on Analysis of the Future Scene in Mid-Term and Final Evaluation**

**STEP 1. Identify Challenges**

Read the Future Scene carefully and generate ideas for challenges, concerns, and possible related problems. Choose the 5 most important challenges and write them in the space provided. Include applicable research with appropriate in-text citations.

**Challenge #1:**

The future scene states that Mdm Lee injured herself with just a fall, showing us that elderly are more prone to injuries and the injuries could lead them to lose their jobs. This could be problematic in 2030 if this trend continues as our elderly population will be around 25% in 2030 compared to 12.5% in 2015 as this could lead to elderly being very lonely since they could not have any job, leading to large numbers of elderly having mental illnesses like depression and dementia.

**Challenge #2:**

The future scene states that there is no need for face-to-face communication and elderly are typically part of only a few online chat groups. This shows the prevalent antisocial behaviour among the elderly. This could be problematic in 2030 as elderly getting cooped up in a house can affect both their physical and mental health. This could lead to greater consequences as Without any interactions with other people, they will be more emotional, negatively affecting their mental health. The elderly might also get too used to being alone at home and even get irritated when their children come to visit them.

**Challenge #3:**

The future scene states that elderly are not very understanding and aware of their surroundings and technology. This could be problematic in 2030 as elderly would not have technology to assist them in their daily activities and they would not be able to complete daily activities.. This could have larger consequences as this could affect elderly's mental health, being more easily angered and depressed.

**Challenge #4:**

The future scene states that the government focus more on youths than on the elderly. This could be problematic in 2030 as 25% of the population would be elderly in 2030, and more resources need to be poured into healthcare for elderly as there are higher number of elderly. This could lead to more elderly neglected and higher cost of healthcare, causing many families to be burdened by the high cost of healthcrae.

**Challenge #5:**

The scene states that there is not enough facilities in hospitals for elderly. This could be problematic in 2030 as the elderly population would increase drastically and if this trend continues, we could have a healthcare crisis by then. This would be problematic since there could be many old people that could not be treated in time, therefore increasing the rate of people dying from diseases

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### STEP 2. Select a Fundamental Problem

Using the challenges listed in Step 1, identify a problem of major importance to the Future Scene situation. Write your Underlying Problem making sure your question clearly explains the action that will be taken and the desired results/goal of that action.

Incorporating Challenge(s) # \_\_1,2,\_\_\_\_\_

**Underlying Problem:**

**Given the inference that the elderly are not willing to socialise, leading to an elderly generation with depression and anxiety, how may we decrease loneliness and improve mental health of elderly to , so that they would not be able to succumb to these mental illnesses in 2030 and beyond?**

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**STEP 3. Produce Solution Ideas**

Generate solution ideas to the Underlying Problem in Step 2. Choose the 5 most effective solutions and write the elaborated ideas in the space provided. . Include applicable research with appropriate in-text citations.

**Solution #1:**

**We, The Elderly Helping Industry(EHI), will work with the ministry of youth and culture to arrange special dates for the elderly to communicate and have fun with each other via games . This will ensure that the elderly would be able to interact and have fun with one another,and they would have a healthy social life. The activities will be promoted islandwide by 2030.**

**Solution #2:**

**We, The Elderly Helping Society, will work with the House Development Board to create more elderly-friendly exercising facilities to ensure the elderly socialise while exercising.This will ensure that while the elderly is being healthy, they can make friends which also improve their mental health. These facilities will be implemented island-wide by 2050.**

**Solution #3:**

We, the Elderly Helping Society, will work with Google to create Artificial Intelligent (AI) robots to socialise with the elderly to chat with their heart's content. This will ensure that the elderly do not feel lonely at home as they have a companion to talk to, therefore decreasing the risk of mental diseases. These robots will be put on the market in 2030.

**Solution #4:**

We, The Elderly Helping Society, will work with SPCA to help Elderly adopt pets. This will help them maintain a purpose in their life as they care for and socialise with the animals and they can maintain a positive outlook to life. This will improve their mental health so that they can live healthily. As the elderly take the pets for walks, they will be able to exercise at the same time. With the friendship and companionship of these animals, we strongly believe that this is an efficient solution. This project will be implemented in 2030 island wide.

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**Solution #5:**

We, the Elderly Caring Society, will work with the ministry of education(MOE) to create classes for the elderly. This will enable them to meet up with one another through these classes. This classes can include art and craft, different languages. This will not only let them talk and engage with one another, they will also have to think, increasing their brain activities, thus reducing the chance of them getting dementia and other related mental illness. These classes will be started islandwide in schools by 2030.

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### STEP 4a. Select Criteria

Generate criteria to determine which solution idea does the best job of solving your Underlying Problem and/or addressing the Future Scene situation. Select the 3 most important criteria for measuring solution ideas and write

**Criterion #1: Which solution will be the fastest to implement so that we, the Elderly Caring Society, can address the problem of elderly's anti-social behaviour so that their mental health can improve?**

**Criterion #2: Which solution will be the cheapest to implement so that we, the Elderly Caring Society, can address the problem of elderly's anti-social behaviour so that their mental health can improve?**

**Criterion #3: Which solution will be the most long-term so that we, the Elderly Caring Society, can address the problem of elderly's anti-social behaviour so that their mental health can improve?**

them in the spaces provided.

### STEP 4b. Apply Criteria

List the solution ideas from Step 3 on the grid. Use each criterion to rank the solutions on a scale from 1 (poorest) to 5 (best). The weighting for one important criterion may be doubled if necessary.

Step 3 Sol'n #	Solution Idea	Criteria			Total
		1	2	3	
#1	special dates for elderly to interact	5	4	1	10
#2	more exercise facilities	1	1	2	4
#3	AI robots to socialise with elderly	2	2	4	8
#4	Animals for elderly to care for	4	3	5	12
#5	Classes for elderly	3	5	4	12

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**STEP 5. Develop an Action Plan and Evaluate its Feasibility**

Develop your top-scoring solution idea into an Action Plan. Thoroughly explain how the Underlying Problem is solved, how the plan will be implemented, and how the Future Scene will be affected. Explain how this Action Plan is feasible with research consulted.

**Writing on the reverse side or in margins will not be scored.**

<p>Action Plan derived from Solution # 4 __:</p> <p>We, The Elderly Helping Society, will work with SPCA to help Elderly adopt pets. This will help them maintain a purpose in their life as they care for and socialise with the animals and they can maintain a positive outlook to life. This will improve their mental health so that they can live healthily. As the elderly take the pets for walks, they will be able to exercise at the same time. With the friendship and companionship of these animals, we strongly believe that this is an efficient solution. We would also attach a device to the pet that has functions to translate their emotions and keep track of their health. This project will be implemented in 2050 island wide.</p> <p>Animals can significantly reduce pain, anxiety, depression and fatigue in people with a range of health problems like people receiving cancer treatment, People with dementia and People with anxiety, which applies to the elderly. Animals are very useful for fulfilling the need to be loved, increased self-esteem, and promote a sense of purpose in people, especially the elderly. Animals can help elderly be more optimistic and more energetic even after a short while of interacting with them. If we were to make the interaction longer, it would be a bigger impact, as they can be very helpful in helping elderly to combat loneliness.</p> <p>The project will be tested out in a few elderly's homes in 2030, and we would compile the results and statistics of it using a survey. We would give the pets out according to their preference and health status through the survey and deliver them by boxes in driverless delivery cars to the elderly's home. We would include a robot to instruct and teach the elderly how to take care of these pets. A language detection core will be installed into these robots to ensure that the robots are able to deliver the message clearly in a language the elderly understand. A few hour later, the pet and devices will come.</p> <p>* If the elderly rejects the pet, the drone will come back and retrieve the box containing the pet and it would be taken care of by the volunteers.</p> <p>There are, however, several limitation and disadvantages. The biggest concern, particularly in hospitals, is safety and sanitation. Most hospitals and other facilities that use pet therapy have stringent rules to ensure that the animals are clean, vaccinated, well-trained and screened for appropriate behavior. However, if they were to be brought back home, there is an issue of cleanliness as there may be harmful bacteria in animals and they can lead to elderly having diseases. Also, there is an issue of allergies as some elderly have allergies and they can be triggered by the animal's fur. This may make some elderly resist these pets and cause elderly to be a resistor to these pets due to them being concerned about their</p>	<p>(Action Plan Continued)</p> <p>Health and will not be cooperative with us. Also, the animals may have some health issues time to time, and they would be hard to treat. Mobility may be also an issue as the elderly are of old age and very feeble.</p> <p>To tackle these obstacles, we decided that we will make the device on the animal to track its health, and if they are seen as unhealthy or infected, they would be treated by the robotic vet. Also, we decided that we would make elderly go for a free checkup before we give them the animals, so that we could know their allergies and therefore, give them a pet that will not interfere with their allergies and therefore, the pets will be safe for them. For the cleanliness issue, we would make sure the robotic cleaner will clean up after the animals. To solve the mobility issue, we would make the wristband turn into a robotic helper for the elderly to replace them in certain aspects of taking care of the pet.</p> <p>The people that could assist us are the SPCA as they would be able to let us adopt animals for the elderly, so that it could be lucrative for both the pets and elderly. Also, tech companies like google or samsung could help us to create the robots needed to help take care of the pets. Last, but definitely not least, elderly could help us as they would be our target audience. Their feedback would make us improve and their enthusiasm would encourage us to give better serviced to them.</p> <p>Our project can affect the future scene tremendously as a pet would allow Mrs Lee to get the companionship she wants and it can lead her to be less lonely, and find a purpose in her life, and she would be more optimistic about her life, thus increasing her mental health. In the end, she would live her life meaningfully and she may even start to socialise with others in real life instead of being cooped up in her house.</p>
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Cite the resources you consulted using the APA format.

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