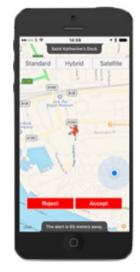


Joining the dots on design for health - from homes to hospitals, bodies to minds, things to data

**Geoff Mulgan** 

## Digital health combining data, Al and people power









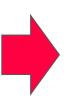






# Social health – mobilising peer to peer and mutual support























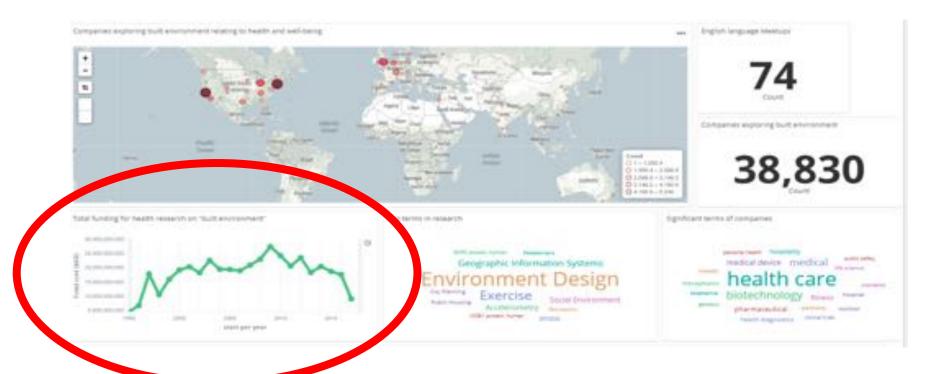


Innovation methods to help systems think and act as systems

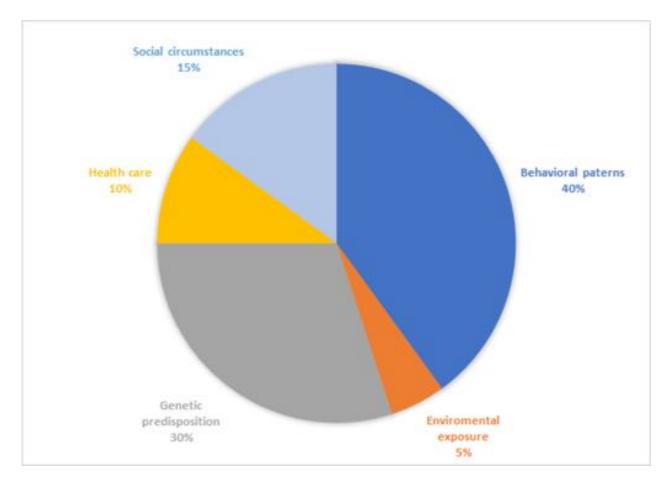




Our Health Innovation Scanner will provide an overview of global research and innovation - eg on the boundary of health and architecture.



# 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 Clean air, safe water, sewers, good housing, safe roads, low crime ...

## 150 years of urban design for health:

Philanthropic settlements – Bournville, Peabody etc.

Garden cities – early C20<sup>th</sup>

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

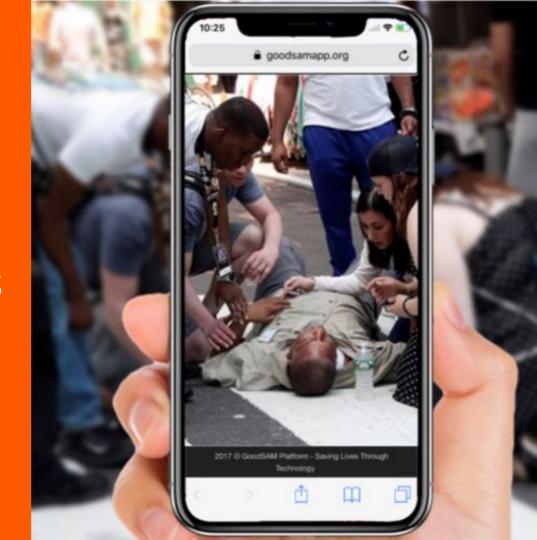
## Technology and place







Smart phone activated community medics





# Health design and value



## Value: broadening the focus

Not only...

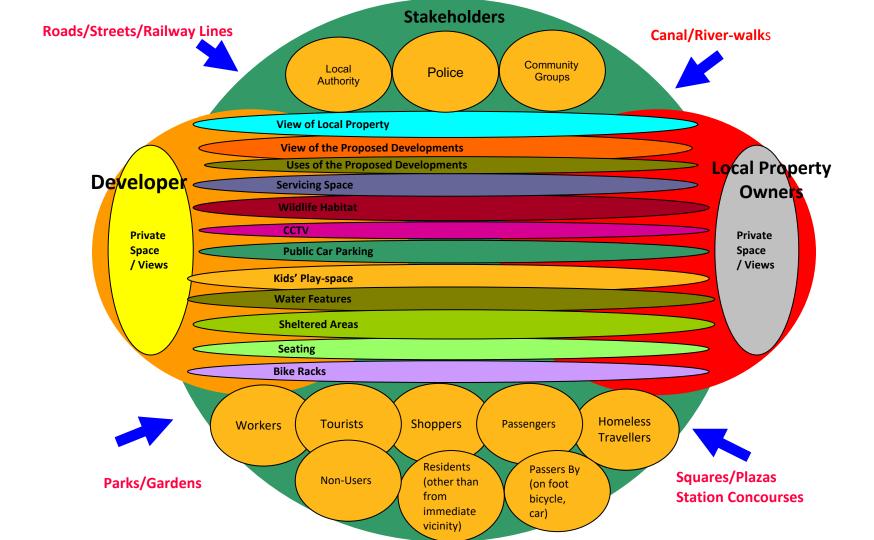
Specific clinical outcomes

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 achieved by targeting people and groups with

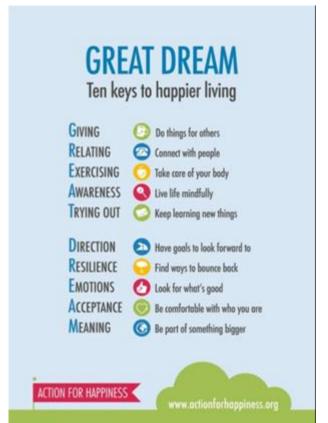
But also...

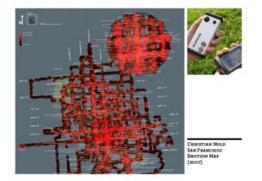
Wider health and wellbeing impacts

greater need, lower health literacy, least access etc

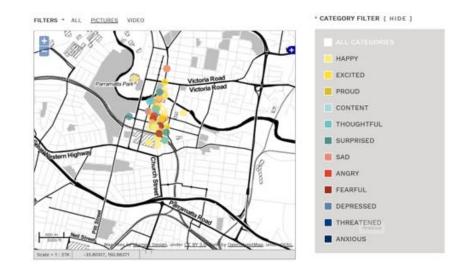


# Health design and happiness

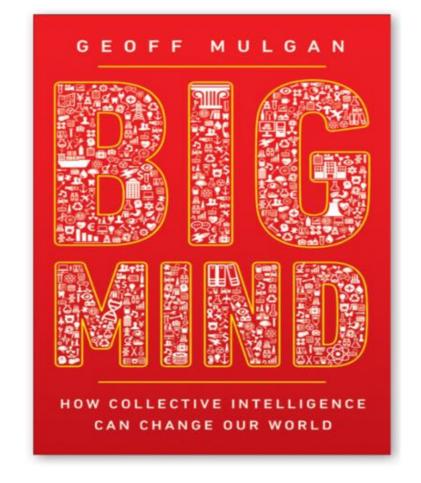








## Health design and collective intelligence

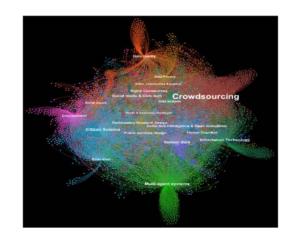


Observation and data Live models of the world **Analysis and prediction** Memory **Motor coordination** Creativity **Judgement** Wisdom

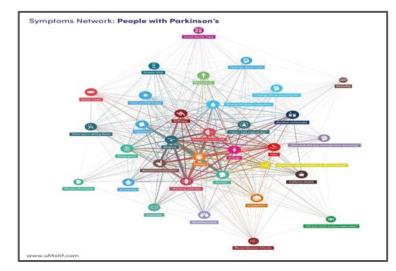




Collective intelligence today







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







Combines the best of Evidence-Based Health Care, information technologies and a network of experts to provide a unique tool for people making decisions concerning clinical or health-policy questions.

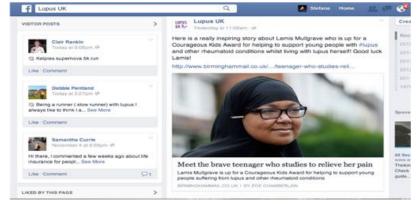




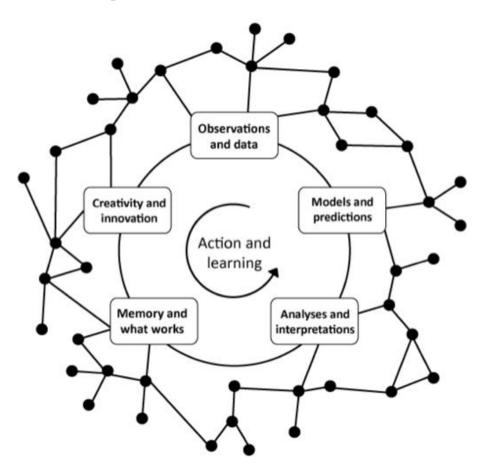
"Excling doctor interaction, very height with difficult causes, we presenting social spicies and discussions... It is a form of collective intelligence that allows individuals to achieve more than they could on their even."

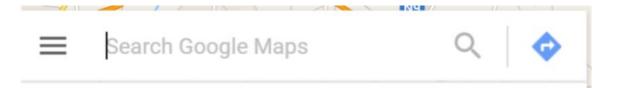
Collective intelligence with patients sharing experiential knowledge and synthetic research

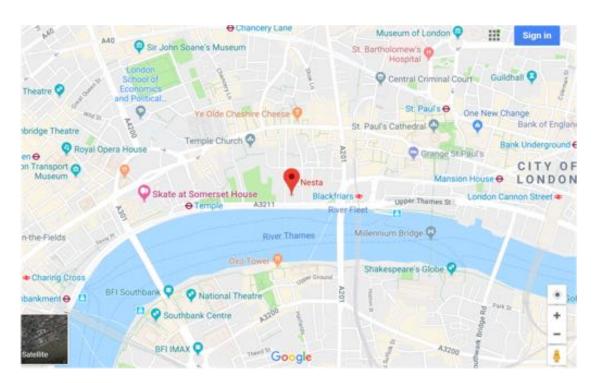




## Intelligence Assemblies







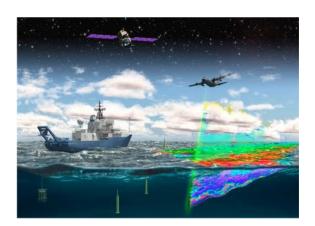
#### Google Maps =

#### Google

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















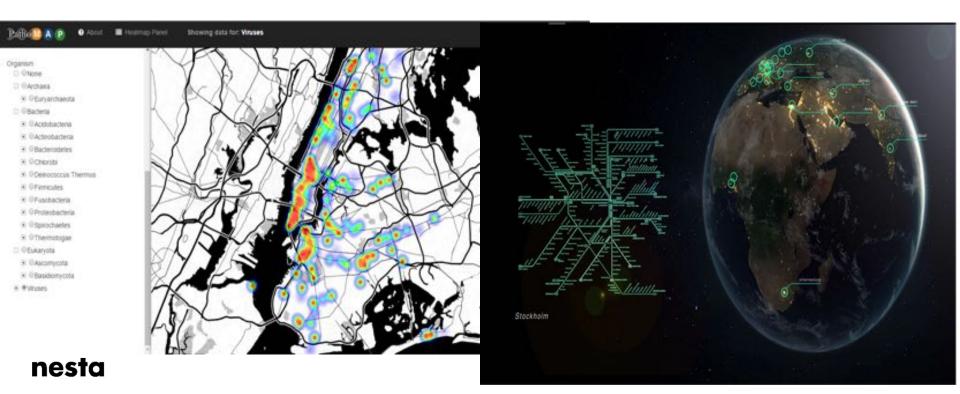


DISEASE OUTBREAK PREDICTION

## **Machine Learning**

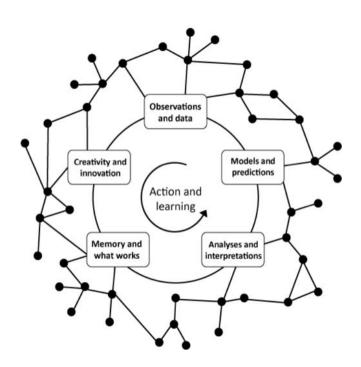








## What would a health design intelligence assembly look like?



# Health design and research

## Health research priorities

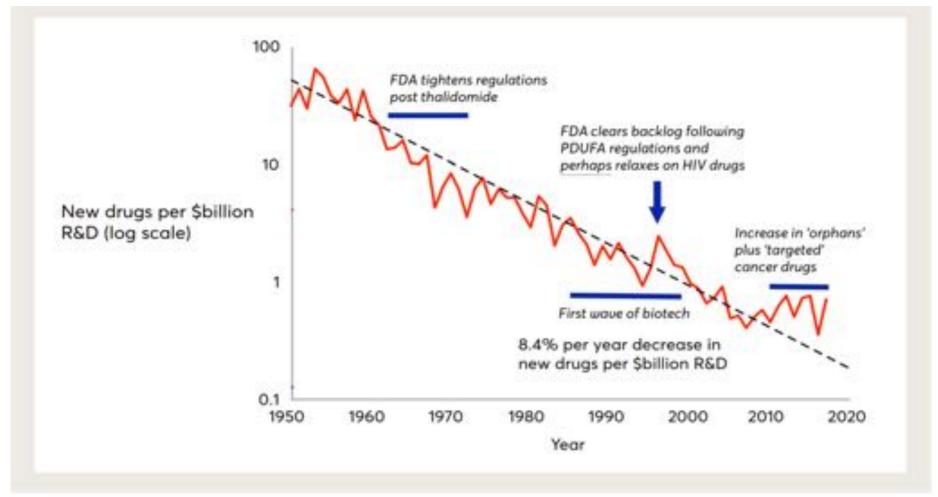
5.4% prevention

90+% biomedical & health services research

## What priorities?







## The Nightingale Centre



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

