



Furniture and Habitat Workshop Summary

Furniture and habitat industry | Working Group Leader –
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WG1: Objectives

The objectives of this Working Group are:

- Objective 1 – Research on the ‘state of the art’
- Objective 2 – Cooperation between COST researchers
- Objective 3 – Develop, design and test smart support

furniture and environments.

WG1: Actions

WG1 participants will,

- Activity 1 – Bring and share a literature survey and provide a source identification list to develop knowledge exchange to start research alliances
- Activity 2 – All participants will foster international engagement through COST networking to bring together different disciplines to enable breakthrough scientific developments
- Activity 3 – Discuss STSMs to provide opportunities to develop and test smart support furniture and environment. Share existing

research projects conducted by COST researchers and PGF offer opportunities to contribute to this objective.

WG1: Networking tools

WG1 participants will use and discuss these COST Tools:

- Training school – consider the benefits and commitments
- STSM – How can we exploit this opportunity more effectively?
- Discuss - Which other COST Networking tools should WG1 use to achieve its objectives and implement its activities
- Identify and share existing/emerging projects – i.e. Funded PhDs and others

WG1: Outcomes & Outputs

WG1 participants will produce:

- Output 1 – literature survey and information source list
- Output 2 – map of existing projects
- Output 3 – identify proposals for the scientific conference

WG1: Core principles

We will work together meeting the COST guidelines:

Through fostering cooperation and research alliance between COST member States and Near Neighbour Countries as well as International Partners to exploit and share knowledge to support this COST action.

Discuss - How do we ensure we maximise this opportunity for collective collaboration?

WG1 Themes

- Smart tech (Levente)
- Business model - ownership, sustainability (Valerio)
- Therapeutic – functional properties (WG3)
- Psychological – social - personalisation (2 x Architects)
- Ergonomic – environment biomimicry (George/Anna)
- Design for manufacture (CETEM)
- Indoor environment - habitat (SINTEF)

WG1: Conclusions

We aim to construct a literature database of smart furniture and habitat sources by M12

We aim to build a list of new and emerging technologies, processes and embedding techniques by M12

We aim to develop a series of papers for the scientific conference based upon literature review and need identification to inform design and development of future furniture and habitat for the ageing population for dissemination in Q5

WG Discussion – identify best ways to achieve these aims and produce an action sheet to monitor progress.

sheldon 
smart habitat
for the elderly

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