

Active Aging 2.0

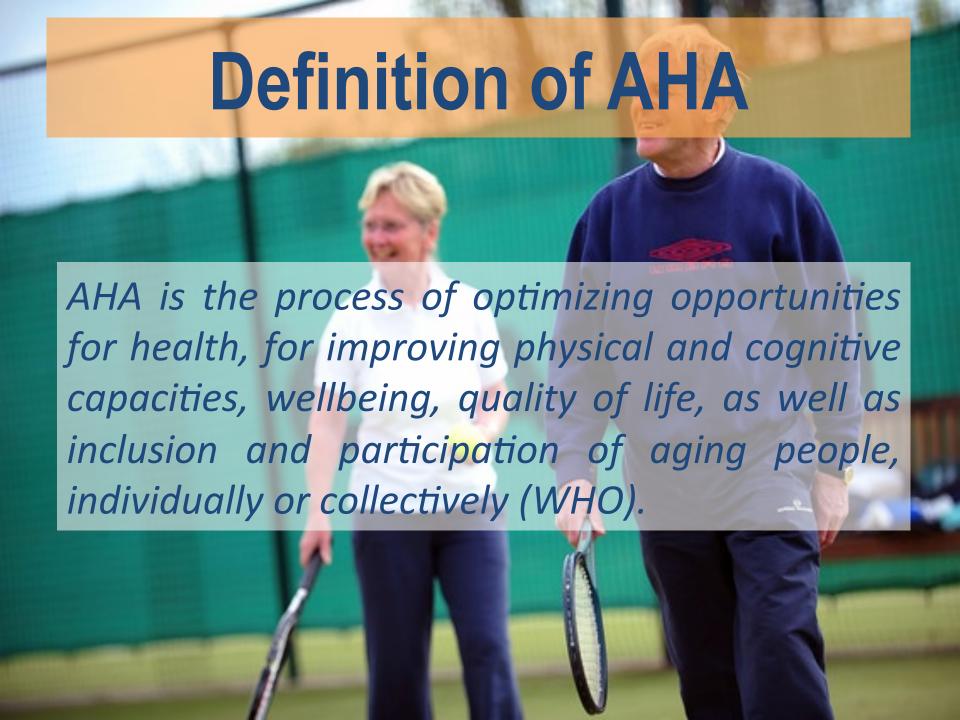
- The concept of AHA
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The concept of AHA

Aging is at origin of a general decline of intrinsic capacities, loss of adaptability (from *Robustness* to *Frailty*) and increased risks of many diseases.

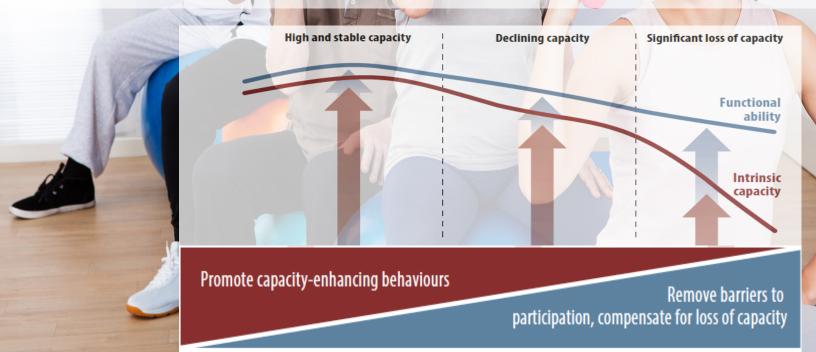
It is also associated with changes in social position, roles, goals and activities, which may lead to sedentary and social isolation.

For public health and socio-economic reasons, such a scourge must be turned into a challenge that is, promoting *Active Healthy Aging*.



Focusing on functional ability

- Increasing intrinsic capacities through training or learning.
- Adapting environment, objects and services to intrinsic capacities of older adults.



General objectives of Active Aging 2.0

- Better understanding intrinsic aging and how it can be assessed (transition from robustness to frailty)
- Investigating functional ability: how intrinsic aging can be counteracted through the use of technologies or age-friendly environment.
- Building a specific community to stimulate innovation for AHA.

Value proposition

Active Aging 2.0 aims to gather local, regional and international stakeholders of the AHA ecosystem to promote research and innovation for AHA.

Specificity of Active Aging 2.0: preventing and reversing decline of neural, cognitive and physical capacities of older adults living independently to improve social participation and inclusion.

Organization and Partnerships

- Created by ISM and FSS in partnership with associated founders:
 AMU, AGE-WELL, FSS Nice, FastSpor'In, Faculty of Medicine, AP-HM, SATT, Protisvalor.
- Supported by FastSpor'In, ISM, FSS, TechnoSport and LAHMES.
- Headquarter in Luminy (TechnoSport), branching in Nice and Vancouver.
- Administered by a Chairman, a board and a team of project managers.
- Including members (academics, users, companies, sports clubs, geriatric structures...).
- AA 2.0 is member of FastSpor'In, DHUNE and EuroBiomed.

Domains of activity

- Multi-disciplinary research on transition from robustness to frailty and on augmented performance (Master Athletes)
- Innovation for physical, sensorimotor, cognitive and psychological assessment and training (exergames, serious games, smarphone applications, headsets...).
- Smart-cities, smart-home, neuro-architecture.
- Assistive technologies to functional deficits (exoskeleton, gait assistive devices, brain-computer interfaces, biofeedback devices...).
- Mobility and driving

Services

- Networking, team building for collaborative projects and application to call for projects, providing resources for clinical research.
- Gather researchers, entrepreneurs and users in order to stimulate research for innovation from scratch.

- Providing resources and facilities to entrepreneurs to help them to develop their products and services.
- Benchmarking, consulting, courses, pitches and seminars. Helping students to bridge academic and business worlds.



Business model

- To date, AA2.0 looks like a "market place" of members. Financial expenditures for establishing the network and current functioning are supported by FastSpor'In and the founding partners.
- Research and innovation projects are supported by the success to calls, by companies and by the structures classically accompanying innovation.
- In the short term, AA 2.0 should be able to generate its own specific resources, which will be used to develop a specific policy to encourage innovation for AHA (call for projects...).

For more information



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