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An Umio Infographic

THE EVOLUTION OF HEALTH SYSTEMS TOWARDS EXPERIENCE ECOSYSTEMS OF INTERACTIONAL CREATION

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THE EVOLUTION OF HEALTH SYSTEMS TOWARDS EXPERIENCE ECOSYSTEMS OF INTERACTIONAL CREATION



How to read the chart

The thick green line indicates the evolution of health systems over time through a hierarchy of phenomena on the left- and right-hand scales. The shaded areas indicate the depth and reach of a real experience ecosystem perspective when enacting the value-via-interactional capabilities inside the shaded areas. The Umio model of creation-differentiation of real experience in the centre defines a dynamic embodied, experienced view of health –disease produced from interactions in flows of natural, material, social, cultural, semiotic and other entities bearing pre-experienced affects, capacities, and tendencies in society, environments, spaces and places.

Value-Via-Interactional Creation
The collective capacity and power of ecosystem actors to co-create positive health in life for all on a sustained, viable basis

1.0
PREVENTION AND CURE OF ACUTE AND INFECTIOUS DISEASE
1850-

Reduce mortality

Communicable disease epidemiology, prevention and cure
Disease phenotypes
Short, episodic time frames
Efficiency and volume
Fee for service model
Industrial production model

Exchange value

2.0
CHRONIC DISEASE AND CONDITION CARE
1960-

Reduce disease burden-disability

Bio-psycho-social model
Systems biology advances (omics)
Longer time frames
Secondary prevention
Co-ordination and Integration
Outcomes/value-based pricing
Corporate production model

Use over exchange value

2.5
PERSONALISED HEALTH AND WELLBEING
2000-Onwards

Adapt therapy / care to patient

Patient empowerment / choice
Lifestyle and wellbeing orientation
Self-understanding-management
Personal health data
Personal capabilities and capacity
Quality of Life effectiveness
Service experience model

Value-in-experience context

3.0
COMMUNITY-POPULATION HEALTH-EQUITY DEVELOPMENT
2010-Onwards

Produce optimal community health

Life Course Health Development
Early years interventions
Risk and protective factors
Social determinants of health
Community capacity and resilience
Collaborative action funding
Network collaboration model

Value-in-community-context

4.0
REAL EXPERIENCE ECOSYSTEMS OF INTERACTIONAL CREATION
2023-Onwards

Interactional creation of health

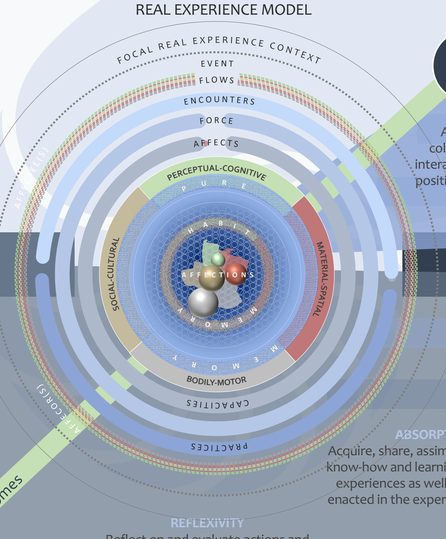
Agencial assemblages of affect, capacity, tendency of interacting entities
Relations of affects forming experience
More-than-human
More-than-representational health
Distributed de-centralised model for creating impacts from interactions

Value-via-Interactional Creation

Health as cure and absence of disease | Health as stable functioning and quality of life within disease | Health as subjective wellbeing

BIOMEDICINE AND THERAPEUTIC FOCUS | TECHNOLOGY INNOVATION | INDIVIDUAL (RATIONAL) HUMAN AGENCY | BEING HEALTHY IS MORAL NORM | STANDARDS | SCIENTIFIC METHOD EMPIRICISM | SOCIAL DETERMINANTS

UMIO DYNAMIC CREATION OF REAL EXPERIENCE MODEL



COMMUNITY POPULATION HEALTH-EQUITY DEVELOPMENT
2000-

3.0

Community-Social Outcomes

INTERACTION
Access, enter into, engage in, collaborate, dialogue and sustain interactions to generate and actualize positive affects forming a potential of social desire

VALUATION
interactively identify, assess, value, reflect, store and recall valued, neutral and unvalued affects and to offer feedback and measures of potential social desire changes

ACCESS
Enable access to all types of affectees to participate in interactional creation of social desire in a focal experience ecosystem environment

TRUST
Create and engender trust and fairness in novel social and disciplinary bonds in interactions through transparency of motive, pooling of resources and open sharing of ideas, data, knowledge and valuations.

ENABLE

EXPERIENCE ECOSYSTEMS OF INTERACTIONAL CREATION
The Near Future

4.0

Value-Via-Interactional Creation

Health defined as whole affective capacity or power for creating desired valued and meaningful lived experiences expressed as "social desire" defined by a full expected life duration, bodily vitality and integrity, creativity, belonging and attachment, social purpose, human connection, connection with nature, play and participatory freedom.

FOCAL EXPERIENCE ECOSYSTEMS | ASSEMBLAGES ECOSYSTEMS THINKING | HEALTH IN LIFE VIEW

AFFECTOR-AFFECTEE SEDIMENTATION
AFFECTOR GOVERNANCE
AFFECTOR FIELDS
AFFECTOR ORGANISATION
AFFECTOR TEAM
INDIVIDUAL AFFECTOR
GROUP OF AFFECTEES
RELATIONS OF AFFECTEES
INDIVIDUAL PERSON AFFECTEE
AFFECTEE SUB-PERSONAL

PREVENTION AND CURE OF ACUTE AND INFECTIOUS DISEASE
1850-

1.0

PATIENT
BODY
ORGAN
TISSUE
CELLULAR
GENETIC
MOLECULAR

PROBLEMS
Find, see, state the terms of and invent "true problems" that are conducive to seeing difference and its emergence

FRAMES
Enlarge perception to the level of focal experience ecosystems and to frame for a transition purpose aligned to a focal context of a whole lived experience with health

AFFECTS
Sense, discern, gather data on and relate affects within a whole interactional frame of lived experience formed of four affective domains of nine interactional flows

ASSEMBLAGES
See differences in affectee affective capacity from closer intimacy and sympathy and to identify sources and enablers of surplus and potential capacity

SEE

Cure Capability

FLOWS
Discriminate entities and relations of entities in virtual flows of interaction and their varying presence, intensity and sedimentation in places and other contexts of a focal experience ecosystem

FORCES
Discern ontological, epistemological, innovation, biopolitical, capital with labour and regulatory tendencies and presuppositions, their forces and influences in flows of lived experience

ORIGINS
Explore and understand the origination of different lived experiences for a focal context within the framed experience ecosystem

IMPACTS
See present impacts and especially different impacts in types of affectees across the focal lived experience context

Value-Based Pricing

2.0
CHRONIC DISEASE AND CONDITION CARE
1960-

Disease Outcomes

2.5
PERSONALISED HEALTH AND WELLBEING

Personal Outcomes

CREATION
Imagine, discover, ideate, invent, design, experiment and generate novel affects in interactional flows with the potential to realise elements of social desire

REFLEXIVITY
Reflect on and evaluate actions and impacts to shape ongoing creation, adaptation and emergence of interactions

INCLUSIVITY
Widen access and inclusion to disadvantaged affectees of all capacities and qualities of lived experience in the focal lived experience with health context

EXTENSIBILITY
Stretch focal experience ecosystem environments by incorporating new affective domains and lived experience contexts composed of different relations, possibilities and potentials of affective capacity

DIVERSITY
Support a diversity of styles of creational interaction practices. Styles diversify according to the roles, purpose, activities and modes of interaction of affectee and affector participants in interactional flows of creation.

ABSORPTION
Acquire, share, assimilate and absorb know-how and learning of events and experiences as well as the impacts enacted in the experience ecosystem

BALANCE
Create and sustain ecological balance and ideally ecological benefits in its impacts

DIALOGUE
Create shared meaning and understanding from open richer dialogue in interactions.

CONTEXT
Access contextual information, tools, expertise and skills to tailor creation, interactions, value and valuation,

ALLIANCING
Form and mobilise alliances and networks of partner organizations to enable new modes of contextualized interaction in assemblages acting in the focal experience ecosystem

GRANULARITY
Continually emerge, accommodate and address heterogeneity in the qualities and capacities of lived experiences within a universal transition purpose of a focal experience ecosystem

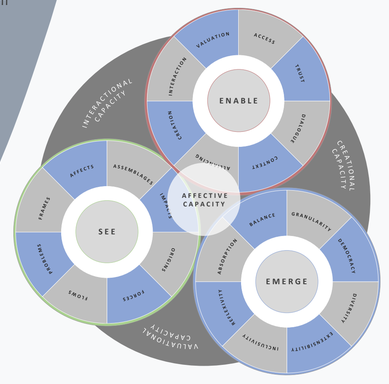
DEMOCRACY
Break down hierarchies of organization and associated power relations within a focal experience ecosystem

EMERGE

SEE dynamic capabilities enact an elevated, extended and transcending empiricism and perception of experience ecosystems, agencial assemblages, actual human lived experiences and the capacities and events that define them.

ENABLE dynamic capabilities unlock, de-sediment and mobilise assemblages of affectors and affectees in focal experience ecosystems.

EMERGE dynamic capabilities support the evolution of emergent properties of assemblages enabling further affective capacity creation within and beyond a focal experience ecosystem environment.



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Explore this Umio resource and its application for your enterprise
Book a one-hour consultation

Book an hour to explore the concepts and thinking behind any Umio resource (paper, infographic or video). Then discuss the implications and possibilities for your enterprise in a chosen real experience with health/disease context.

Share any relevant information before the consultation to focus the conversation.

After the consultation, obtain a one-page written summary of the resource and potential applications for your enterprise.

Total consultation time of 60 – 75 minutes.

Typical content of the consultation

- Introduction to the concepts and content in the Umio resource
- Review of your focal health context and enterprise purpose
- Discussion of implications, applications and opportunities
- Exploration of how to realise your possibilities.

What you get

- Total consultation time of 1 hour / 75-minute limit
- Umio-generated MNDA if necessary
- Two Umio responses to a pre-consultation email briefing
- Umio review of any briefing documents up to maximum of 10 pages (sent minimum three days before consultation)
- Written one-page Umio summary of points discussed
- Fee is fully refunded if you are dissatisfied with the outcome of the consultation.

Start your journey to lived experience impact today.
Scan here to book.

About Umio Health Ecosystem Value Design® 2.0

Health Ecosystem Value Design® (HEVD) is an advanced, comprehensive framework for understanding and creating positive health and care impacts through an ecosystem- and experience-centred approach.

It supports a shift to a more holistic, integrated and processual model of health, care and wellbeing, and its design and co-creation in experience ecosystems. Here are the key features:

Seven Foundations

Built on seven foundations, each helps to deepen our understanding of the complex forces that form diverse lived experiences of health conditions.

Core Real Lived Experience Model

HEVD's foundation experience model identifies four domains —bodily-motor, perceptual-cognitive, social-cultural, and material-spatial - that interact to generate and differentiate actual lived experiences with health, disease and illness.

Systematic Method and End-to-end Process

The framework contains a 12-step method with supporting templates and guidelines for enterprises and practitioners to learn, design and act with wider impact in focal experience ecosystems of their choice.

Design and Co-creation Spaces

HEVD defines evidenced, action spaces for strategic design, partnering and co-creation. Each contains novel opportunities and directions for transitioning real lived experiences with health/disease from prevention to treatment to recovery.

Overall, HEVD provides a breakthrough philosophy and process for health, care and wellbeing learning, design and creation in experience ecosystems. It drives a more real, dynamic and interconnected approach that can better see and address the origins, differences and recurrence of disease, illness and health conditions at multiple levels - individuals, families, communities, places and populations - in any context.

Who HEVD 2.0 has been designed for …

- Care providers, trusts, bodies and institutions
- National, regional, local governments
- Social, patient and community organisations
- Consumer health, pharmaceutical, medical technology companies
- Academic and research institutions
- Investors, insurers, payers, commissioners
- Non-traditional health players, e.g., transport, built environment, communications, etc.

Grab the Complete Set of Health Ecosystem Value Design (2024) Master Templates



Download the complete master set of fifteen HEVD 2.0 templates, forming our advanced, comprehensive process for the discovery of deep lived experience insights, and the breakthrough design and creation of health, care, social and wider wellbeing interventions and impacts. Includes example completed templates from the Umio study of chronic pain lived experience.

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