

**This Presentation will be on the  
Health and Everything**

**Website tomorrow**

**<http://www.healthandeverything.org>**



## **5 Scenarios About Growing Old**

**Markhaven Home for Seniors  
Annual General Meeting**

**May 12, 2008**



# Some Visions of the Future

- **Markets Rule**
- **Scientific Breakthroughs**
- **Green Society**
- **Harder Times**
- **Complexity Emerges**



# Examples of Variables

- Global Politics
- Demographics
- Economic Conditions
- Social Change
- Technological Innovation
- Lifestyles
- Human Biology
- Health Care Systems
- Health Status



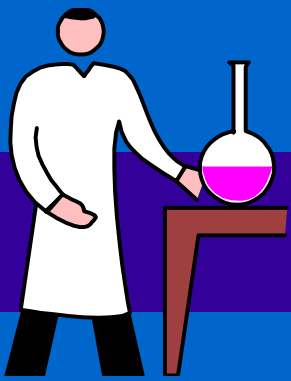
# Preference and Prediction

- In scenario building it is important to distinguish between preference and prediction
  - Preference: Which scenario do you prefer?
    - Good sets of scenarios lead to no preference except for the desire to avoid harder times.
  - Prediction: Which scenario do you think is most likely?
    - Good sets of scenarios are equally likely



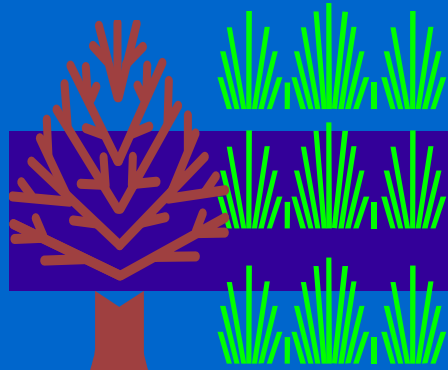
# Markets Rule

Global Politics	Corporate Commercialization
Demographics	3 <sup>rd</sup> World Service Workers
Economic Conditions	Boom Bust Cycle
Social Change	Retire at 75
Technology	Consumer Products
Lifestyles	Drug Use and Implements
Human Biology	Self Diagnostic appliances
Health Services	Merck @Home & Away
Health Status	Longevity 94 Morbidity 10 yrs
Burial	McFuneral



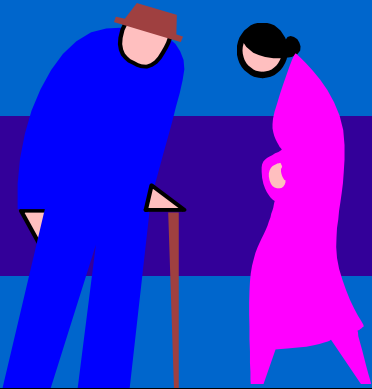
# Scientific Breakthroughs

Global Politics	International studies of aging
Demographics	Robots in nursing homes
Economic Conditions	Slow growth
Social Change	Increase in Euthanasia
Technology	Highest use of IT for control
Lifestyles	Evidence based drug support highest
Human Biology	Genomic breakthroughs for anti-aging drugs
Health Services	Planned Institutional Care
Health Status	Longevity 95 Morbidity 6 yrs
Burial	Dissolution (emerging tech)



# Green Society

<b>Global Politics</b>	<b>From NAEPA to WEPA</b>
<b>Demographics</b>	<b>It takes a village to care for Dad</b>
<b>Economic Conditions</b>	<b>Slower growth</b>
<b>Social Change</b>	<b>Extended Family</b>
<b>Technology</b>	<b>High Touch High Tech</b>
<b>Lifestyles</b>	<b>Communal Eco Fascism</b>
<b>Human Biology</b>	<b>Link physical &amp; social</b>
<b>Health Services</b>	<b>Alternate</b>
<b>Health Status</b>	<b>Longevity 93 Morbidity 4 yrs</b>
<b>Burial</b>	<b>Parks and Open Space</b>



# Harder Times

<b>Global Politics</b>	<b>Local unrest</b>
<b>Demographics</b>	<b>Unsustainable elderly</b>
<b>Economic Conditions</b>	<b>Bust</b>
<b>Social Change</b>	<b>Poverty and Community</b>
<b>Technology</b>	<b>Grey Market Knock offs</b>
<b>Lifestyles</b>	<b>Urban concentration</b>
<b>Human Biology</b>	<b>Patent medicine use highest</b>
<b>Health Services</b>	<b>Safety net ER Grows</b>
<b>Health Status</b>	<b>Longevity 88 Morbidity 7 yrs</b>
<b>Burial</b>	<b>Public Disposal</b>



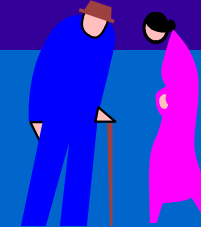
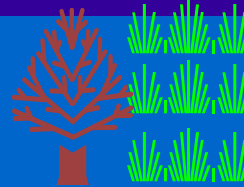


# Complexity Emerges

<b>Global Politics</b>	<b>Live with Uncertainty</b>
<b>Demographics</b>	<b>Multi-age communities</b>
<b>Economic Conditions</b>	<b>Sustainability</b>
<b>Social Change</b>	<b>20 hour work week</b>
<b>Technology</b>	<b>Intense Communications</b>
<b>Lifestyles</b>	<b>Interest Links</b>
<b>Human Biology</b>	<b>Graceful Aging</b>
<b>Health Services</b>	<b>Support for All</b>
<b>Health Status</b>	<b>Longevity 89 Morbidity 2 yrs</b>
<b>Burial</b>	<b>Celebration</b>



# Summary



	Markets	Science	Green	Hard Times	Complex World
Global Politics	Corporate	Research	Ecology	Terrorism	Uncertainty
Demographics	3 <sup>rd</sup> World Service	Robotic Care	Village	Unsustainable Elderly	Multi-age Communities
Economic State	Boom Bust Cycles	Slow Growth	Slower Growth	Bust	Sustainability
Social Change	Retire later at 85	Euthenasia	Extended family	Poverty and isolation	20 hour work week
Technology	Consumer products	High use of control IT	High Touch High Tech	Knock offs	Communicate
Lifestyles	Drug Use Implements	Evidence based	Communal	Urban	Interest Links
Human Biology	Self Diagnostic	Results of genome	Physical and social linked	Patent medicine	Aging gracefully
Health Services	McCare	Planned	Alternate	Safety Net	Support
Health Status	93 9yrs	95 8yrs	94 5yrs	88 7yrs	89 3 yrs
Funeral	Merck Inc.	Donation	Plant in Park	Disposal	Celebrate



## 3 Steps in Planning from Scenarios

- Fill out existing scenarios or build others
- Construct a most preferred scenario
- Identify planning actions that get you there



# Fill Out Existing or New Scenarios

- Look at many different areas that impact health of the elderly
- Consider many more trends that might gain momentum in time
- Estimate how these will affect the pace of change in each scenario
- Consolidate the data into coherent packages



# Construct a Preferred Scenario

- Identify what you value most
  - as individuals
  - as a group
- Use desirable elements from all scenarios
- Consider possible elements specific to your preferred scenario
- Your planning direction is to this scenario sometimes called a vision



# Robust Actions to Get There

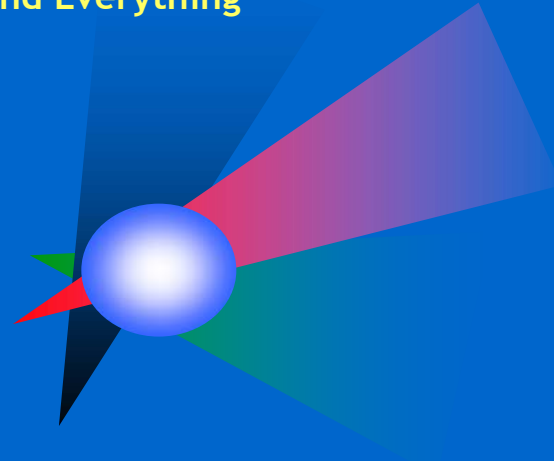
- Which desirable elements occur in almost all scenarios?
  - What are present actions that will encourage their development?
- Which undesirable elements occur in almost all scenarios?
  - What are present actions that will discourage their development?



# Contact

- For more information
- For website address

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