



## WHOM IS IT FOR?

Fight against social silos : COVID 19 confinement showed the reality of loneliness in society : for elders, handicaped and persons living alone of all ages , confinement and « social distancing » is rather the norm than the exception .  
« collective confined spaces »

**Please add a short description of the idea, its goal, what problem it solves, whom it is for,**

### The Big picture : long term trends

- avoid social isolation and negative psychological feelings in confinement
- (mental health and design)
- accelerate the understanding of the future hybrid world through experience
- creation of rituals .importance of building resilience and helping the persons to rebuild her « sense of self « and develop their capabilities .
- Use the potential of creativity and creative mindsets and experimentation for solving these social and mental problems
- Test the assumption of the pertinence of the support of creative people through a creative activity to tackle these social and health problems
- Develop some « bridging objects » that create the link between a world without digital and ecology towards a new more sustainable world
- Show how artefacts exist both virtually and physically
- Educate on what is design and designer
- Create a community between designers and non designers
- develop a creative space around the materiality of objects: exhibitions
- develop curiosity and creativity of the persons so that they will fear less the future (resiliencecapability)

## WHAT IS NEEDED TO IMPLEMENT THE IDEA?

technology create a platform UXdesign for meeting demand and supply

### TEST: A weekly routine to receive as surprise

One drawing by an artist or a designer sent by Internet and printed locally  
The drawing of himself or herself as a gift or any creative work  
A gift from artists and designers « economie de l'entraide « sharing economy ...  
The image / art will be shared on paper first individually ?collectively ? through a wall exhibition  
Then shared on Internet : so when the person receives the image she can go on Internet and meet the author virtually and communicate.

### EXPERIMENTATION: APRIL 25 / MAY 22

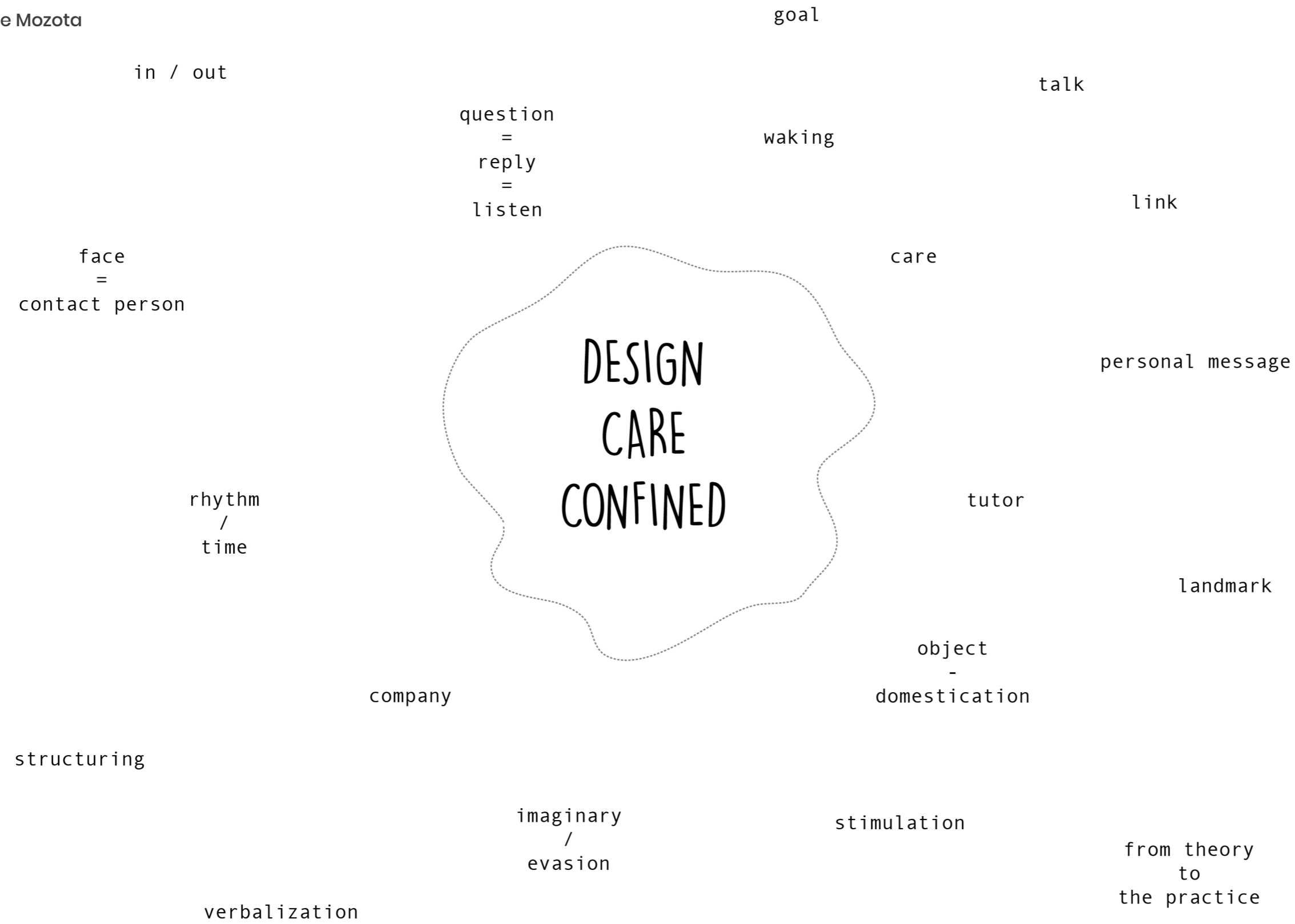
Duration : 4 weeks  
Facebook event page : Wilson 2 challenge April 25 : May 22 The drawing will be shared and tested in 1/ 2 confined spaces Each space will give us the number of residents

### Design management :

A retirement home / an artists or designers /Association working in retirement home / virtual platform to create market Supply and Demand /between artists and confined spaces by country /

## WHO CAN CONTRIBUTE?

Any artist or designer , IT and developer , NGO .. anyone



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