The papers that have been grouped under the sub-theme of Global Health reflect well the DRS Global Health SIG aims of further developing the research area of design for health at a global scale and fostering more research collaborations in design for health between researchers in the Global North and Global South.

A first group of papers highlights the need and value of interdisciplinarity for addressing global health and care challenges. Emphasis is placed on collaboration with disciplines outside design and humanities, involvement of wider stakeholder groups in research and design with as opposed to designing for people.

The first paper by Tsekleves et al. (paper 145) takes a global perspective to present the challenges and opportunities for design researchers who wish to conduct and apply design research methods within a Global South context. They present several challenges grouped under 13 themes, which would help in the development of mitigation strategies that will enable more design researchers to engage further in international research in the Global South. The second paper (paper 118) by Vaughan et al. reflect on the dimensions of an interdisciplinary design evaluation of a psychiatric care facility from across different disciplinary perspectives. They posit that a new paradigm with more interdisciplinary contributions are required for design applications in care to flourish. Lastly, in the third paper (paper 127), Landa-Avila et al. present a holistic outcome-based approach to healthcare systems co-creation. They call for a more holistic approach for strengthening systems thinking methods for healthcare design.

A second set of papers focuses on design interventions for older people with cognitive-related health conditions, in the USA, Indonesia and Australia. The papers emphasise the importance of co-designing appropriate interventions with users and the last two papers present co-created digital health applications. The need for co-creation and adaptation of design interventions, methods and interactions forms a common thread between all three papers. More precisely, the first paper (paper 142) by Aflatoony et al. introduces a photo
narrative co-design method that engages older people with Mild Cognitive Impairment and their caregivers in designing therapeutic intervention. They present the lessons learnt from applying the method in the field and how it can be adapted and scaled up to address other chronic diseases such as dementia. The second paper by Wianto et al. (paper 292) presents a study from Indonesia care homes that evaluates assistive technology-based design for physical exercise. Their findings from 37 participants provide useful insights for the design of future guidelines for the design of interactive muscle-strengthening devices for older people. Lastly, in the third paper (paper 370), Murphy et al. present the design and evaluation of a collection of touch screen tablet mini-games developed for people living with dementia and their visitors in Australia, aimed at creating enjoyable shared experiences that spark social interaction between them. They conclude that a careful balance between stimulation and familiarity needs to be maintained to create successful and supportive technologies for dementia in social settings.

About the Author:

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For more information on the Global Health SIG, please visit the SIG’s webpage at https://www.designresearchsociety.org/cpages/sig-global-health. To find out whether the SIG is organising a satellite event to the DRS2020 conference, or just to get in touch with members and see news on the SIG, please visit the SIG webpage.