

The Deepwater Horizon Story

well-being

Lovelace believes that although we can use technology to compensate for some aspects of a polluted environment, there is more to life than technology, which can distance people from the environment.

“I’m a big user of technology, but I think if we’re not concerned with environmental quality, then we’re really giving up something important in our lives, and if we don’t find a way to measure what is important, it won’t be taken into account when decisions are made.”

She likes working in the collaborative environment of HML because her work touches so many different environmental areas, and she knows where to go to be on top of the issues. “It’s nice to be able to go down the hall to talk to somebody instead of trying to figure out where to go.”



Maria Dillard, Ph.D. candidate and Susan Lovelace, Ph.D.

How can it impact interventions? She lists the following highlights:

- Better assessment of the social impacts of environmental disasters and changing conditions, from oil spills and hurricanes to decreasing water quality and changing shorelines.
- A roadmap for targeted action by public health and county officials, as well as government agencies and social service organizations, that uses well-being dimensions to identify communities in need.
- Improved monitoring of the well-being of the counties affected by *DWH*, and improved understanding of the impacts of such hazards on the basic needs, health, economies and social structure of coastal communities,
- A new tool for local managers and government officials to use to update emergency plans and take a critical look at government structure, housing, labor source, public health practices and other factors to determine how to lessen the impacts of environmental disasters.
- Information to assist state and federal agencies with understanding the links between environmental conditions and well-being in order to assess the trade-offs of decisions that impact societal benefits and the condition of the environment.

