

The dinner experience of people with dementia and their family



Design Goal

“I want to create a positive and relaxed dinner experience between a person with dementia and his/her children”



Current Situation

Parent



Forgetful
Scared
Suspicious
Uncertain

Child



Sad
Uncomfortable
Uncertain
No understanding



Current Situation

Parent



Forgetful
Scared
Suspicious
Uncertain



Cold
Unilaterally
Uncertain
Boring

Child



Sad
Uncomfortable
Uncertain
No understanding

Desired Situation

Parent



Forgetful
Scared
Suspicious
Uncertain



Child



Sad
Uncomfortable
Uncertain
No understanding

Interaction Vision



“It’s like making music together, on a sunny day”



Qualities

Cosy
Convenient
Familiar
Equal

Important findings

Cause

- Forgotten
- Decreased appetite
- Altered taste
- Reduced odor
- Difficulties with chewing and swallowing
- Sore gums

Possible stimulations

- Recognizable food
- Small portion
- Setting the table differently.
- Have dinner together.
- Dessert
- More spicy.
- Make a dinner time a special time.

Important findings

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Ask about feelings and emotions, not about facts


“What have you eaten?”

“Did the dinner taste well?”



“Do you know how everyone is called on this picture?”

“This picture of John is very funny, do you like his t-shirt?”


Design Direction



Making use of
memories

Design Direction



Before the dinner



Making use of memories



During the dinner

Design Direction



Making use of memories



Before the dinner



During the dinner



Finishing touch

Design Direction



Making use of memories



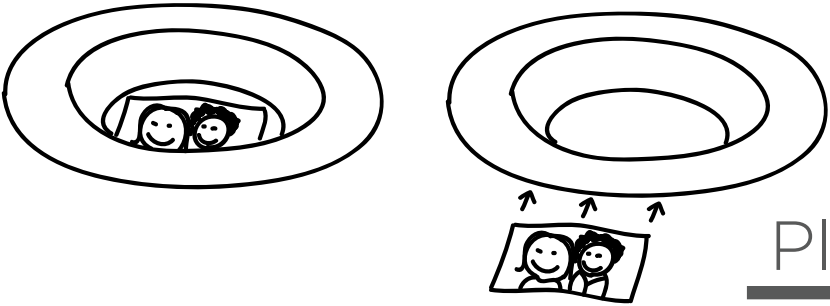
Before the dinner



During the dinner



Finishing touch



Plates with photo's

Design Direction



Making use of memories



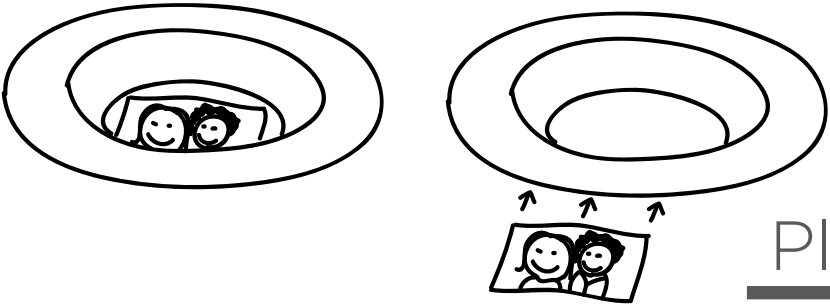
Before the dinner



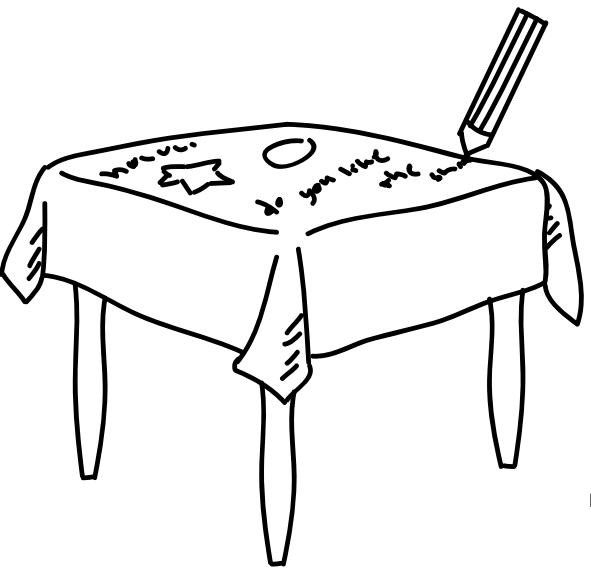
During the dinner



Finishing touch



Plates with photo's



Interactive tablecloth

Plan cycle II

