puzzling people

solving coffee time passiveness



content

- The cause: passiveness
- DG & IV
- Two concepts
- Iterations on the puzzle
- Evaluation of the puzzle
- Final product
- Recommendations

Note: 'clients' means 'patients'

the cause: passiveness (1/2)

Coffee time at pg facility Akkerleven



the cause: passiveness (2/2)

- Last stages of dementia
- Only intuition
- Need and desire to be invited
- Activation can slow down deterioration

design goal

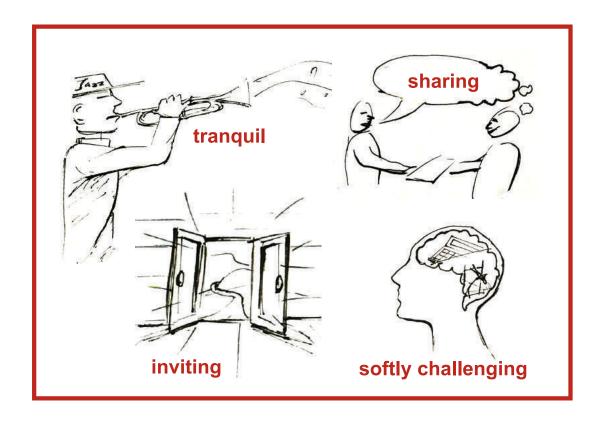
Making the **morning** of clients in closed elderly care facilities more **enjoyable** by transforming their coffee time passiveness into **mental and physical activity** involving **awareness of their environment**

design goal

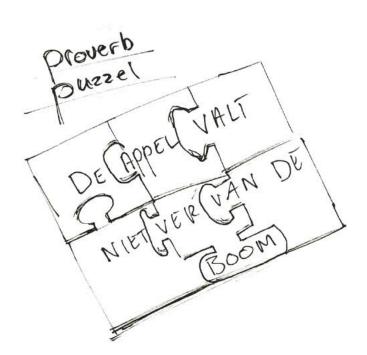
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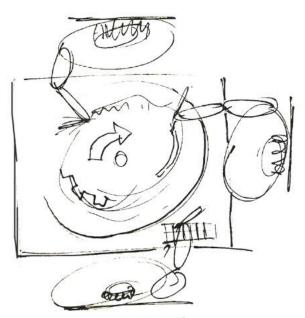
minimally demanding for caregiver

interaction vision



two concepts

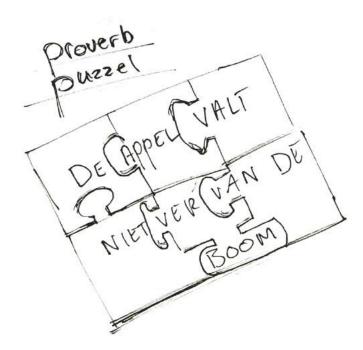




PHINTING CANVAS IS TURNING, CONSERNTLY OR PERIODICALLY

two concepts





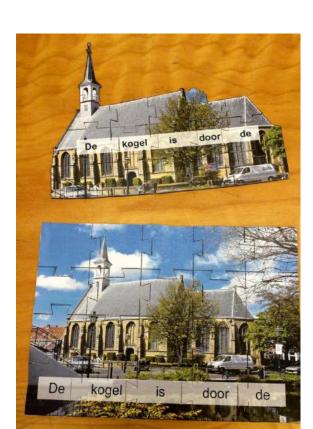














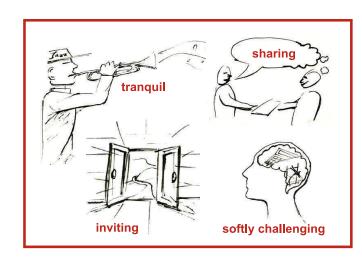


evaluation of the puzzle



evaluation of the puzzle

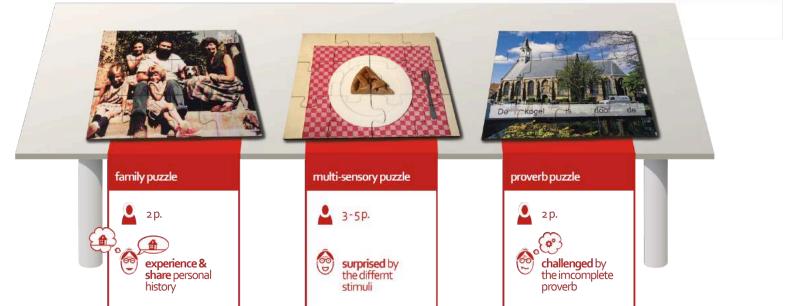
- + Puzzle pieces and content invite
- + The atmosphere stays tranquil
- + Pattern searching and precise motorics
- + Collaboration and other interaction
- + Clients showed satisfaction
- Success partially depends on caregiver
- 3D puzzle causes no associations



Making the **morning** of clients in closed elderly care facilities more **enjoyable** by transforming their coffee time passiveness into **mental and physical activity** involving **awareness of their environment**

puzzling people





recommendations

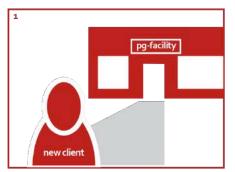
- Motivation to join individual parts
- Lower need for assistance
- Integration of puzzle types





puzzling questions?

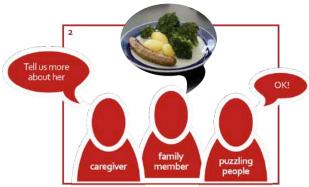
ideas for distribution



A newcomer



Production



The intake with family



Result