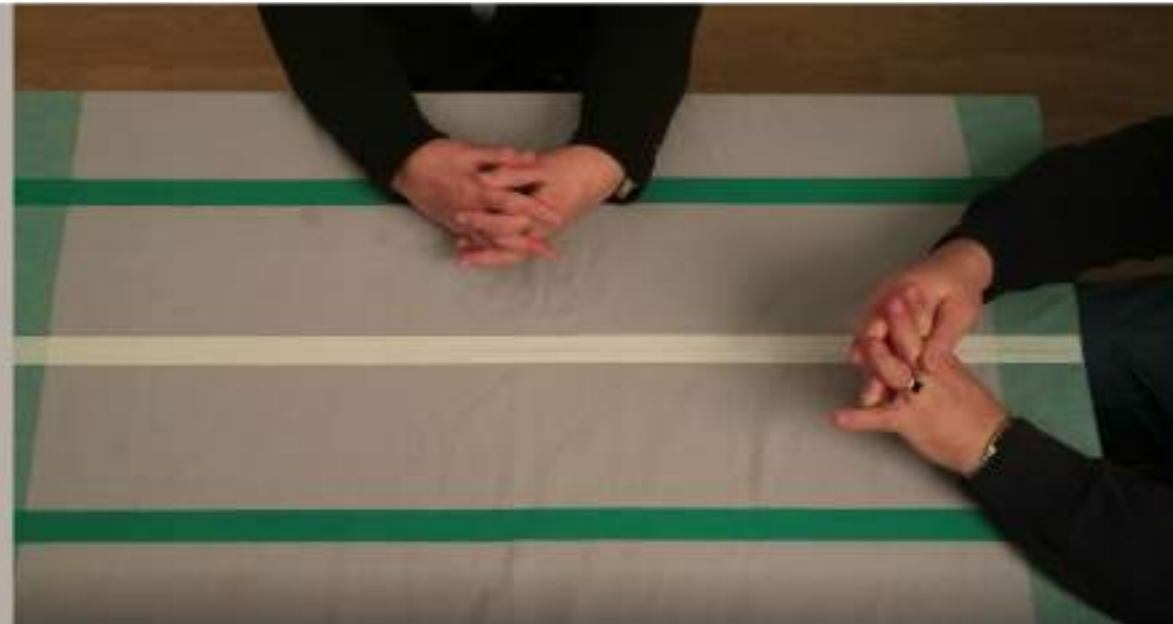


Exciting the senses of demented elderly

My design goal is to stimulate the senses of demented elderly in the time between tea and dinner in order to reduce their emotional distress and boredom in this current low-stimulus situation.

The interaction with my concept should be like... sitting in the sand, looking at the bonfire and adding wood to keep the fire alive.

Current situation...



- conversation suddenly falls silent after tea time
- caregiver is busy with householding
- residents show apathetic and nervous behaviour

Main insights design & research explorations

<p>adding different stimuli</p> <ul style="list-style-type: none"> - avoid associations with childish activities - fascinated by the coloured light - Demented people need dynamic stimuli 	<p>explore</p> <ul style="list-style-type: none"> - realistic photo's and questions cause communication - make things big - The residents like householding, nature and music - Light can improve your mood 	<p>puzzle own photo</p> <ul style="list-style-type: none"> - they like to sort things - they can all read - surprising effects trigger interaction 	<p>smell & guess</p> <p>make own lava lamp</p> <ul style="list-style-type: none"> - fascinated by motion and colour change - Their fine motor skills are decreasing
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Final concept

GLOWB
Light up your memory

The diagram illustrates the GLOWB concept. It shows a burlap bag with a photo of a polar bear and a card with a polar bear and the word 'Ijsbeer'. Another bag has a photo of a family and a card with the question 'Wat is jouw lievelingseten?'. The cards are semi-transparent and glow with light. The background is a dark grey with a glowing effect.

Multisensory memory

- Find the matching card to your bag by looking and touching
- colour changing light of the box creates special effect for semi-transparent cards and a cozy atmosphere
- the images and questions provoke communication and interaction

An illustration of three elderly people sitting at a table, engaged in a matching game. They are looking at cards on the table, which are part of the GLOWB concept.