

# Glowb

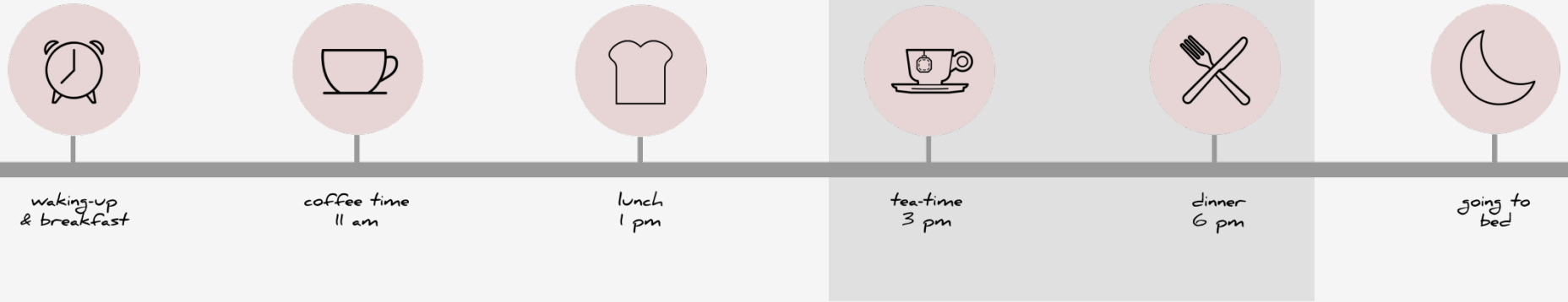
Light up your memory

# Target group

**Demented elderly**



# Current situation

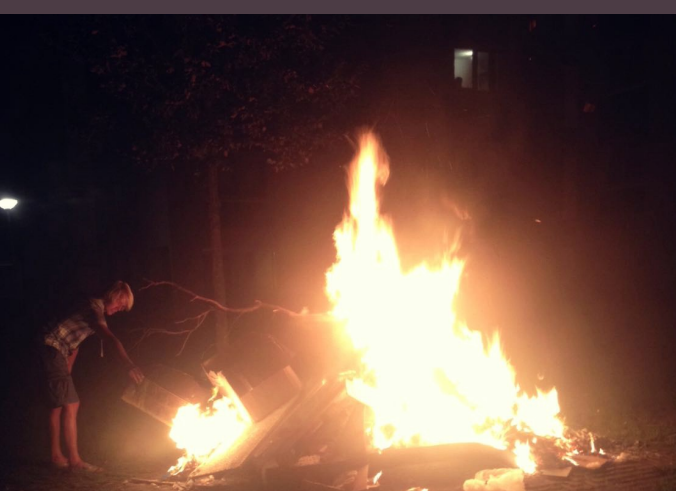


## My design goal...

... 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.

# Interaction vision

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



# Main insights

## Cycle one

- Demented people need dynamic stimuli
- Surprising effects trigger interaction
- They are fascinated by coloured light
- People in later stages of dementia show positive changes in mood and behaviour through multisensory stimulation

# Main insights

## Cycle two

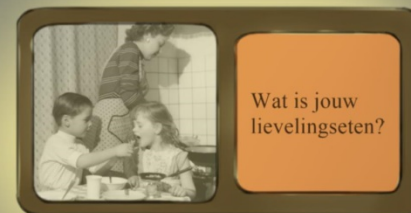
- Images and written questions provoke communication
- The residents like to sort things
- Light can improve your mood
- Fine motor skills are decreasing
- They like house holding, nature and music

# GLOWB

Light up  
your memory



Wat is jouw  
lievelingseten?

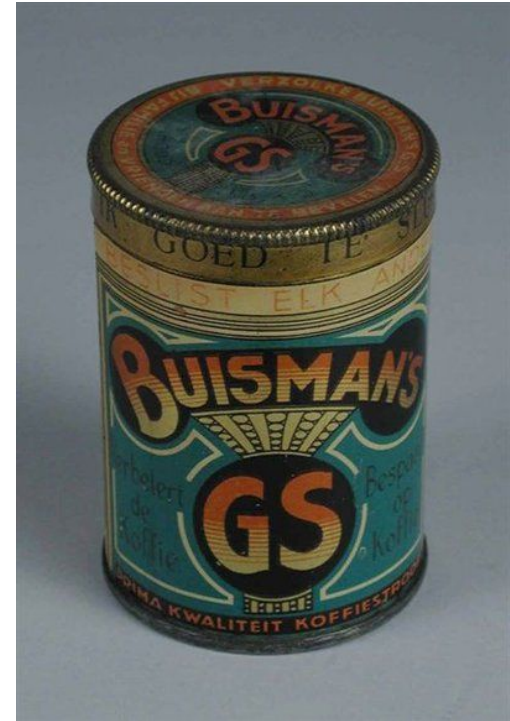




# Detailing



“What is your favourite food?”



“What is this product used for?”

# Test & Evaluation

- They used their senses to explore
- Images worked better than fur
- Images should be printed on transparent paper & could be a bit bigger
- Interaction (passing things around & discussing)



# Test & Evaluation

- Seemed to understand the concept
- Enthusiastic when they recognized an image
- Changing colours surprised and fascinated them

