

Design playful interactions to stimulate physical and social interaction of older persons with Alzheimer's disease in small-scale care facilities.

design goal

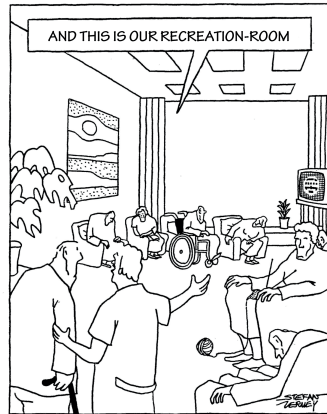
project & partners

Within the g•motiv project of CRISP, PhD Candidate Hester Anderiesen collaborates with game design company Monobanda, consultants of Novay, care provider Careyn and the universities TUDelft and VU Amsterdam to design and study the use of play experiences to change the users' behaviour.

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Nearly half of the nursing home residents suffer from dementia-related diseases, for example, Alzheimer's. And this group appears to be the least active: 90% of all nursing home residents with dementia suffer from passive behaviour

today



design vision

Older persons with dementia tend to forget the activity they are busy with, and stop. Also due to their disease they don't have the ability to initiate the activity again by themselves. We want to design a product that initiates physical and social activities and help them continue the activity by actively cueing with playful triggers.



Active Cues

DESIGN FOR DEMENTIA

information sheet

19.09.2013

description

The Active Cues is an interactive installation that has the initiative to invite nursing home residents to react to it in a physical or social way. 6 different "light cues" allow the older persons to playfully interact with the product and with each other. All of the light cues are based on real-life products or natural phenomenon.



The Active Cues prototype consists of two kinect's, one projector, and a laptop. The kinects detect the residents' hand-movements and the "light-cues" are presented on the table by the projector. The laptop runs the software and measures the level of physical activity to study its effects.

installation

the 6 light cues



attract butterflies



touch flowers



throw that ball



guess sayings



sweep leaves



play with little fishes