

## Memorable

### *Personalized entertainment for people with dementia*

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## Volunteering Notes

### *Briarwood Health Center*

#### Main Take-aways

- Puzzle games should be facilitated by caretaker/volunteer/family members
- Puzzle game features should be payed close attention to
- Residents have many general interests
- Residents need to use a device with a large screen

#### Sunday, May 3rd

*Cindy, Reggie, Saloni, Tiffany*

#### Tasks:

- Played puzzles, blocks and bingo with residents

#### Observations:

- Puzzle orientation is important
- Puzzle games should be facilitated by caretaker/volunteer/family member
- H. needed to see full image to see where pieces belonged
- Residents sometimes sing (L.) and tap beats (H.) on the table
- Patterns (block matching game)
- Repetition (H. did same puzzle several times)
- Resident general interests
  - H. and G. enjoy watching golf
  - H. danced and played the piano
  - Gv. was a painter, enjoys art
  - J. was an engineer
  - L. lived on a farm

#### Concerns/Improvements with current app:

- We may possibly need to assemble puzzle pieces near their correct locations
- Option to repeat puzzle ("Play again?")

### **Saturday, May 16th**

*Cindy, Reggie, Saloni, Tiffany*

#### Tasks:

- Played puzzles and bingo with residents
- Talked to caregiver about current app

#### Observations:

- Some residents would choose to point and tell caregiver/volunteer where to move puzzle pieces rather than moving it themselves
- Residents are very limited to activity choices due to preference and caregiver roles
  - This confirms the limited activities on our device (puzzles and music)
- Caregiver mentioned that using the Nexus 7 might be too restricting - we need a bigger screen

#### Concerns/Improvements with current app:

- Updating device from a Nexus 7 to an Ipad Air
- Caregiver mentioned that technology might be confusing to residents. However we learned that there will always be a caregiver around to facilitate activities, and will therefore be able to help them with playing puzzles on the device

### **Saturday, May 23rd**

*Saloni*

#### Tasks:

- Played puzzles and bingo with residents
- Talked to family member about current app

#### Observations:

- Family members like to engage in activities with residents.
  - V.'s daughter C. participated in Bingo with the residents.
- Family members interact with other residents and not just their own loved one in the care home.
  - C. (V.'s daughter) knew all of the residents by name and was conversing with them and encouraging them to play Bingo and puzzles
- Completed same puzzle activity several times. The residents completed the same puzzle the previous times we volunteered.

Concerns/Improvements with current app:

- Family member liked the idea of completing the puzzle activity with her mother. She mentioned that some residents may not be able to actually navigate the tablet application and that they might just enjoy watching the family member browse pictures and music.
- Family member suggested that text and puzzle pieces be large to account for residents with vision impairment and tremor.