

Memorable

Personalized entertainment for people with dementia

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Week 1 Report

Current Milestone 1 Goals:

Research data exchange and patient profile content

- a) Contact & meet with caregivers/professionals
- b) Develop more understanding around the topic of technology in care home environments and technology for people with dementia
- c) Set up web application
 - Find and learn to use API's for puzzle game and music player
- d) Paper prototype

This week, we completed the following:

- Found and solidified API's for our web application
 - Our puzzle game will be using the snapPuzzle API (<http://goodies.pixabay.com/jquery/snap-puzzle/demo.html>)
 - Our music player will be using the Spotify API
- Completed 2.5 contextual inquiries
 - CI with PhD candidate in Biomedical and Health Informatics

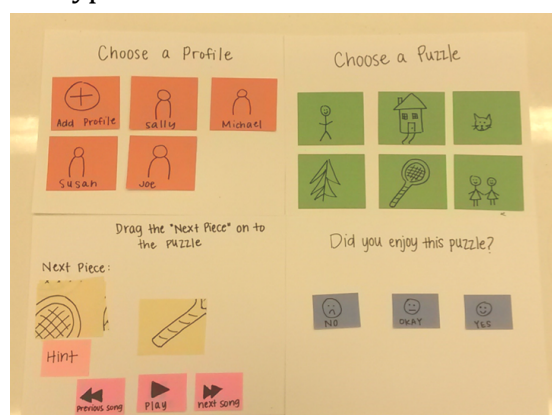
We read a handful of publications written by A, and interviewed her in the Suzzallo Cafe. A has a lot of experience with activity engagement for people with dementia. Our takeaways include:

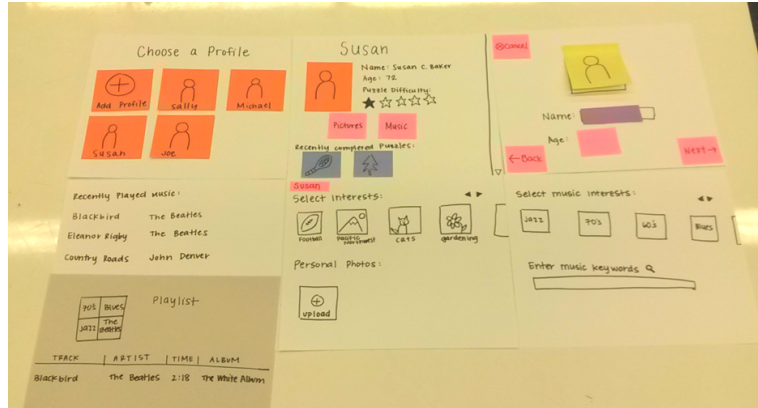
 - Use cautious language in our following CI's (particularly with respect to the word "patient")
 - It's easy for caretakers to feel burdened by the learning curves of applications since they have limited time. We need to make our app as simple to use from end to end as possible. From this, we decided that we would make the caretakers' responsibilities with Memorable as minimal as possible and allow family members more access.
 - Family members are usually more motivated to provide data such as personal photos and music
 - Avoid long texts and requiring typing

- Personalizing can include adding photos of residents' interests, not just photos of family members
- Family members' levels of interest in residents vary. Some might want to know how residents are doing physically and emotionally, what activities they did and enjoyed, others might not. It is still vague whether they want to know this info daily, weekly or monthly.
- CI with grandson of person with Alzheimer's

The grandson, B, lives in Seattle while his grandmother and mother (the caregiver) lives in Hawaii. He mentioned that he talks to his grandma 1-2 times a month, and is generally more interested in her general well being rather than how much her short term memory is degrading. His grandma has learned to use an iPad over the past year and learned to video call family members when she recognizes their names. B suggests giving people with dementia things they are very familiar with. He also thought that it would be nice to know when grandma is looking through photos of family.
- Partial CI with nurse

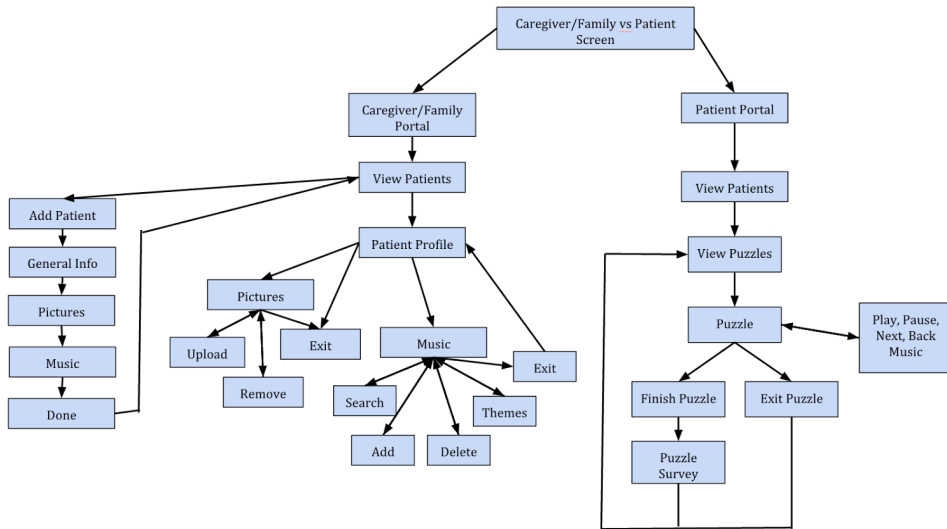
This particular nurse works at a care home with a range of patients. At this nurse's work environment, there was one caretaker to 6 patients, though this varies. This solidified how busy caretakers can be and how little app responsibility we should give to caretakers. We also learned the differences between personal and group activities. Routine is good for residents, but activities are chosen based on residents' moods, behavior and engagement of the residents.
- Paper prototype





- System map of application

Memorable - System Map



- Connected web application to Heroku

In the following week we plan to:

- Conduct more CI's to answer to gain more information about what is exchanged between families and caretakers
- Continue setting up the web application and start implementation
- Iterate on the paper prototype