Team 4/Bad Alibis

Come Sit with Me

MAKING TIME FOR SOMEONE SPECIAL IN YOUR SHARED PLACE

Violeta Tsenova, Newcastle University, Newcastle upon Tyne, UK.

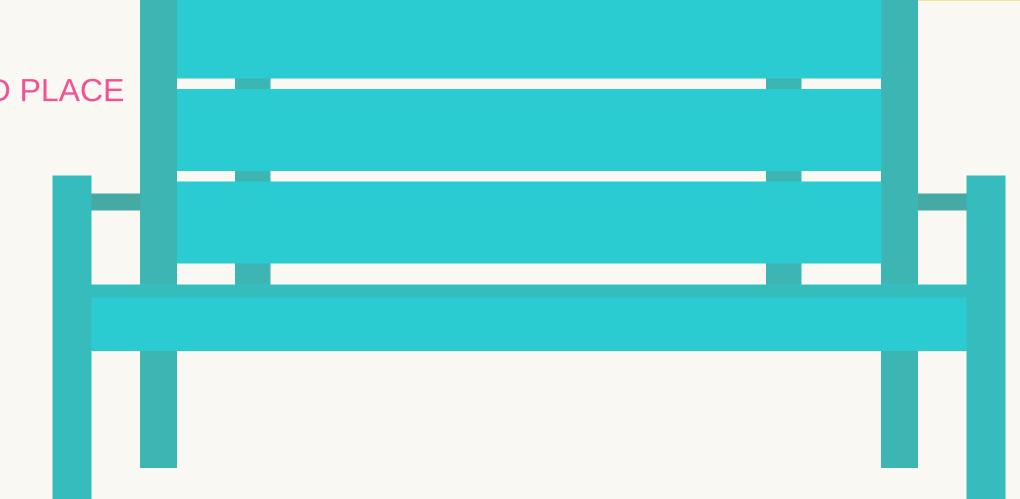
email: V.Tsenova2@newcastle.ac.uk

Gavin Wood, Northumbria University, Newcastle upon Tyne, UK.

email: gavin.wood@northumbria.ac.uk







AUDIENCE

We are creating a shared experience for people living with Alzheimer's, relatives and thinking about the needs of the carer. In our design we bring people together in a special place and reality chosen by them, so they can talk together. We are designing this from the ground up using our own family experience and learning from this event to make our design as appropriate and inclusive as possible.



PROBLEM



MEANINGFUL SHARED
EXPERIENCES BETWEEN PEOPLE
LIVING WITH DEMENTIA AND
THEIR RELATIVES ARE
DECREASING IN FREQUENCY

MOTIVATION/ INSPIRATION



WAITING FOR GODOT

Samuel Beckett

PERSONAL STORY

Cath and Francis



Jayne Wallace – Tales of I

SHARED EXPERIENCES

We want to support shared experience

NOT JUST A PIECE OF FURNITURE

Make VR part of the routine

APPROACH



FAMILY CURATED

SCHEDULED

FOR CARER,
PERSON LIVING
WITH DEMENTIA
AND FAMILY

Jayne Wallace, Anja Thieme, Gavin Wood, Guy Schofield, and Patrick Olivier. 2012. Enabling self, intimacy and a sense of home in dementia: an enquiry into design in a hospital setting. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12). ACM, New York, NY, USA, 2629-2638. DOI: https://doi.org/10.1145/2207676.2208654

USER EXPERIENCE

Videos have interesting detail – so fit in background but can be foregrounded in the conversation

UI does not have buttons – carer has simple menu. VR is an ambient experience. NO UI.

Video last for the duration of the scheduled time. The length is carefully chosen.

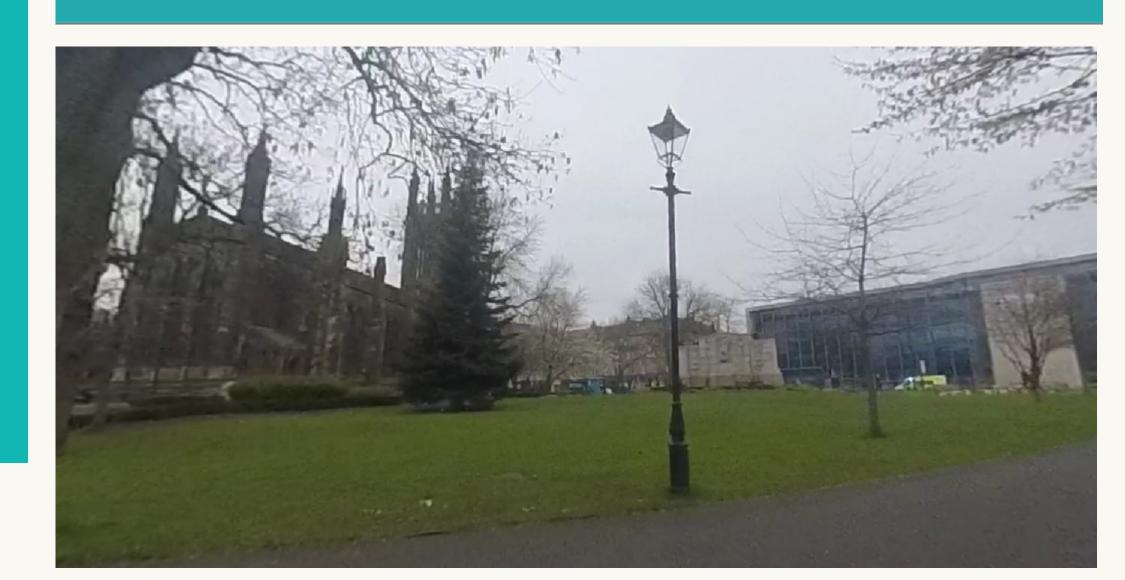
Dem'VR: 1.0

Come Sit with Me

Select your name from the screen and place the headset on.







FUTURE CONSIDERATIONS

SECURITY

How does it work?
Who can access?
How can we restrict access?

We don't want to connect the wrong people.

AVATARS

Rejecting the idea at this stage.

We don't want floating heads and ghostly images.

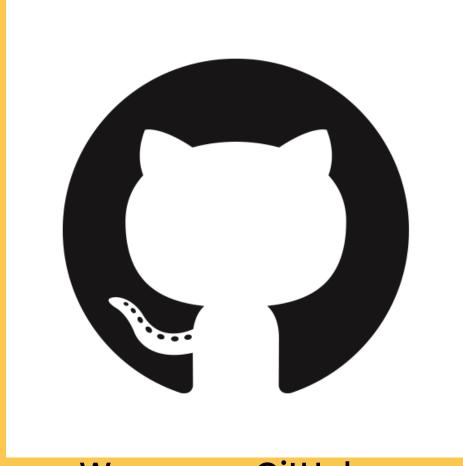
How do you do video conferencing with headsets on?

VIDEOS

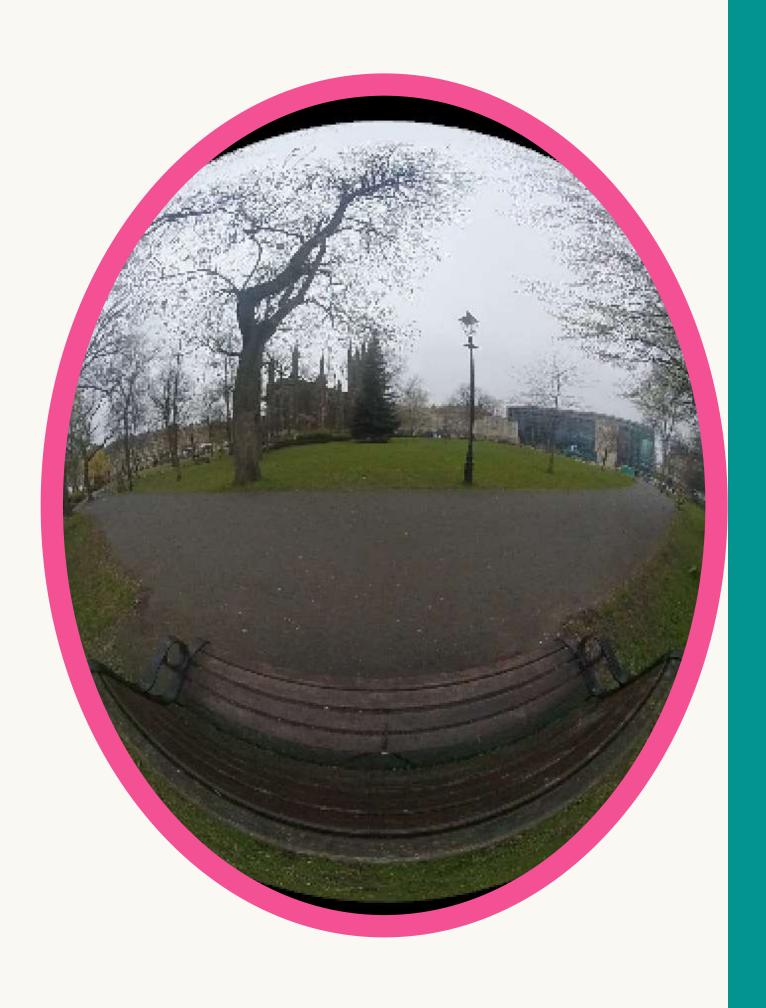
Better choices of videos.

How do we approach consent?

What is appropriate and what is too much?



We are on GitHub - SitWithMe



REFLECTIONS

We need to understand people's days

We are "envious" of your time and understanding with carers - we love it and need more!

Having Howard on Skype was eye-opening (loss of friends)

Need to design from a place of deep understanding – instead of the fanciest VR experience we should be thinking about the simplest

Should we even "have" a UI?