

Memorable

Personalized entertainment for people with dementia

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Week 2 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:

- Created basic web application feature examples
 - Demo of puzzle game using the snapPuzzle API
 - Demo of music player using the Spotify API with artist search functionality
- Completed 2 more contextual inquiries
(See contextual inquiry summary and contextual inquiry notes for details)
 - CI with granddaughter of people with Alzheimer's
 - CI with caretaker at Briarwood Health Center
- Completed 1 usability test with the paper prototype
(See usability test summary for details)
 - UT with granddaughter of people with Alzheimer's

In the following week we plan to:

- Revise and finalize our design based on our contextual inquiries and usability test
- Volunteer at a care home to gain more insight into the environment in which the application will be used
- Assign development tasks and begin both back-end and front-end development of the application