



TOVERTAFEL

compass





Disclaimer: this booklet is a side product of the “For whom is the new Tovertafel” consultancy project, which was performed by students of Tesla Minor 2017 (University of Amsterdam). All views expressed herein belong solely to the authors and Active Cues is not to be held accountable for them in any way.

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“Solving alcohol
addiction by creating
happy moments”

activecues





A new direction for alcohol addiction

The Tovertafel Compass is a health care innovation which invites people with alcohol addiction for social interaction. The games are specifically designed for people with substance use disorder to assist current group therapy in a fun way. Scientific research suggests a psychological mechanism of addiction with two causes, namely strong unconscious impulses to drug-related cues and difficulties with conscious decision making.

Current addiction care focuses on strengthening conscious decision making in risky situations, but largely ignores the unconscious processes. Currently, 60% of treated patients relapses within one year. The addition of Tovertafel Compass in the current impulse therapy aims to decrease this relapse rate by targeting impulses to the substance.

To make sure the games fit the needs of the audience, they are tested by the target audience in a clinical environment.







“Making current alcohol
impulse therapy more fun
and engaging, that is the
future!”

Marijse Boffo Postdoc Researcher, Psychopathology of
Addiction in University of Amsterdam





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How does the Tovertafel work?

Are you looking for a fun activity and therapy in one for people with addiction?

The Tovertafel Compass is a projector box, which hangs from the ceiling, for example in a group therapy room.

The box contains an infra-red sensor, a high quality beamer, a processor and a speaker. The Tovertafel projects the games on a table. The movements of the player on the table are detected by the sensor, and therefore you can play with light.

New games and service updates can be easily downloaded to the Tovertafel, when the box is connected to the internet.







“I see a lot of potential in Whack-a-drink (Tovertafel Compass game) for people with substance use problems.”

Rajiv Krijnen, Product Owner in Active Cues







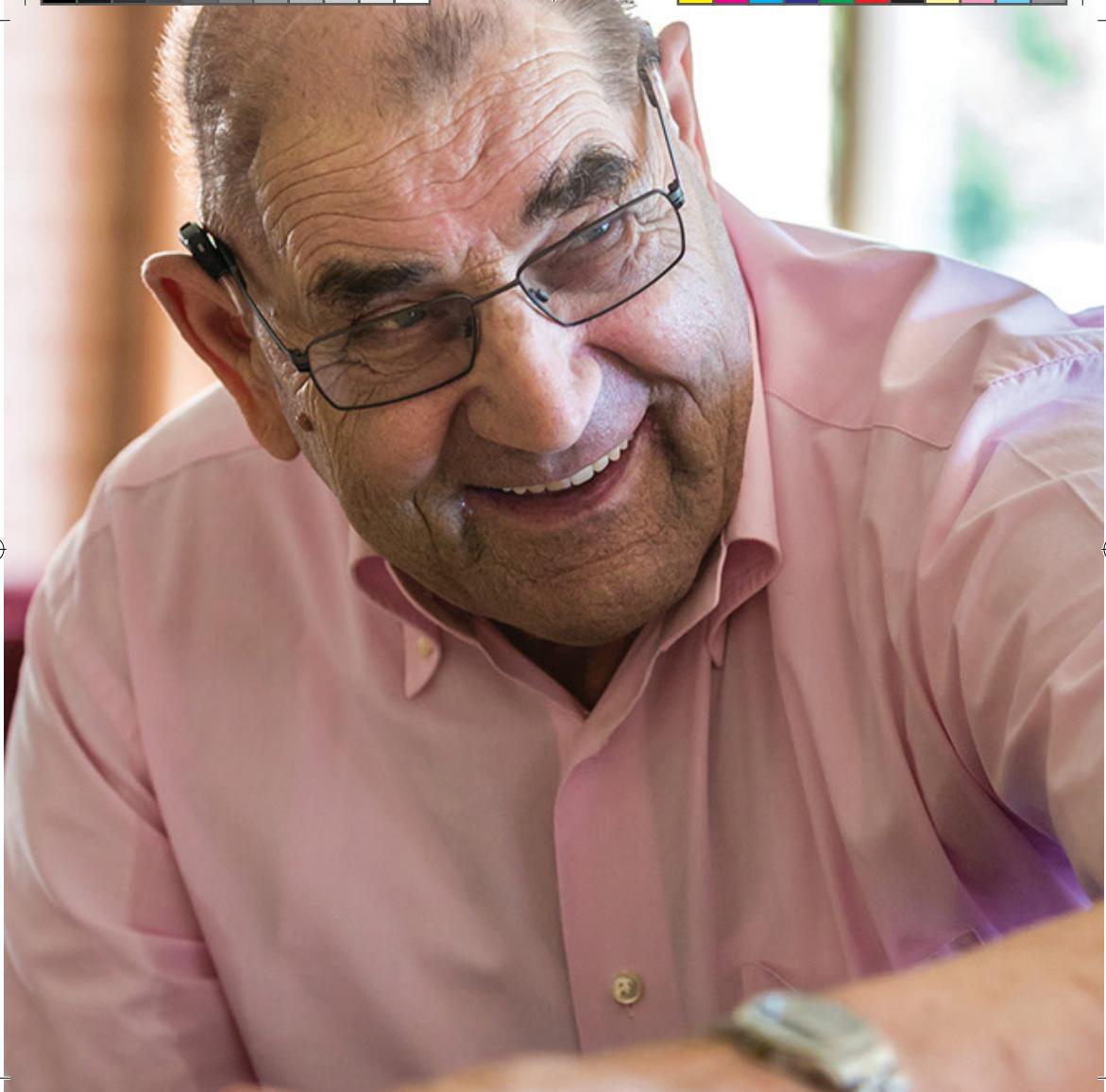




“Not every patient with abuse problems can benefit from the current cognitive therapy, thus I find the integration of impulse therapy through Tovertafel’s non-verbal games very promising.”

Petra van Duijvendijk, Psychologist in Trubendorffer







Research & Co-design

The Tovertafel is developed with a co-design method: Active Cues's developers and designers work together with patients and caretakers in their everyday environment. This improves the quality and accessibility of the games.

By involving the patients and the caretakers in the design process, we make sure we make games that are adjusted to their needs and wishes!







“It’s very rare that there is such a good overlap between research and the game.”

Ben Schouten, Professor of Design for Games and Play at Hogeschool van Amsterdam







Game Characteristics

The following game characteristics are derived from in-depth literature research and co-design, involving patients, researchers and clinicians.

They are the backbone of the games of the Tovertafel Compass and give us inspiration for new games. We keep developing game characteristics and elements and keep improving ourselves!

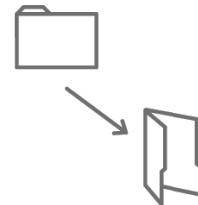




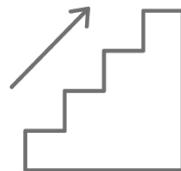
The game includes
impulse elements.



The game is for all
cognitive and
physical levels.



The game has
realistic imagery.



The game consists
of multiple levels.



The game encourages
co-operative play.



The game focuses
on rewards.





Active Cues

Active Cues creates moments of happiness in health care. Because therapy can be fun and engaging! Playing games can positively contribute to health and quality of life. Unfortunately, this is not usual for a lot of people in our society. With the Tovertafel, we want to make playing games more accessible and stimulate people for social interaction. Our goal? Create a daily 10 million happy moments in health care!

Active Cues developed a Tovertafel for the following audiences:

- [Tovertafel Original](#), for people with dementia
- [Tovertafel Up](#), for people with cognitive impairments
- [Tovertafel Unique](#), for children with autism
- [Tovertafel Compass](#), for people with substance use disorder





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