

THE 5 A'S AN EXPERIENCE TOWARDS DEMENTIA



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Problem / Question

“Making teenagers understand what their relatives feel”

How can teenagers understand Dementia?

How do they cope with it?

How can they support and improve the lives of people with dementia?

Project Overview

The aim of this project is to teach students how dementia feels by putting them in the shoes of someone with this syndrome. For doing so we have created a First-Person interactive experience where they will immerse themselves in a sequence of days in the life of a teenager who is starting to suffer from dementia.

The experience will send a message of positivism about the help that family and friends can give to someone who suffers from Dementia, as well as giving an insight in the emotions and thoughts a person with dementia might have.

Research

The fundamental research was based on papers that showed different types of Dementia: Alzheimer disease, Vascular Dementia, Lewy body Dementia, HIV-Associated Dementia

Early stage

- Forgetfulness
- Becoming lost in familiar places
- Lack of time-awareness

Middle stage

- Forgetting recent events, people's names
- Getting lost at familiar places
- Communication issues

Late Stage

- Extreme difficulty recognizing family, friends
- Unaware of time and place
- Losing of coordination

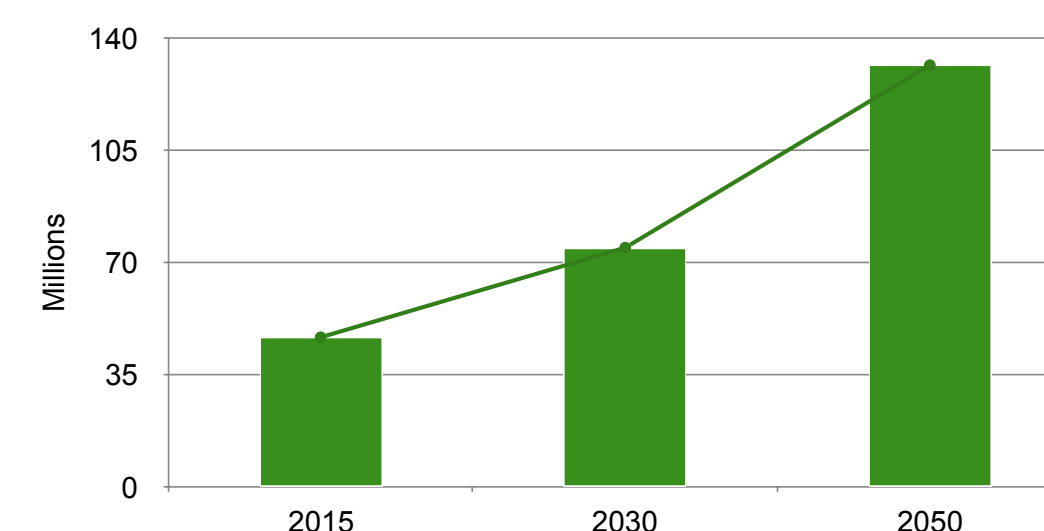
A user research with 20 international pupils provided valuable information about their awareness of dementia, daily routines, home usage and gaming preferences. On top of that an experiment for inducing and measuring confusion through disruption of established routines was researched and is scheduled.

Numbers

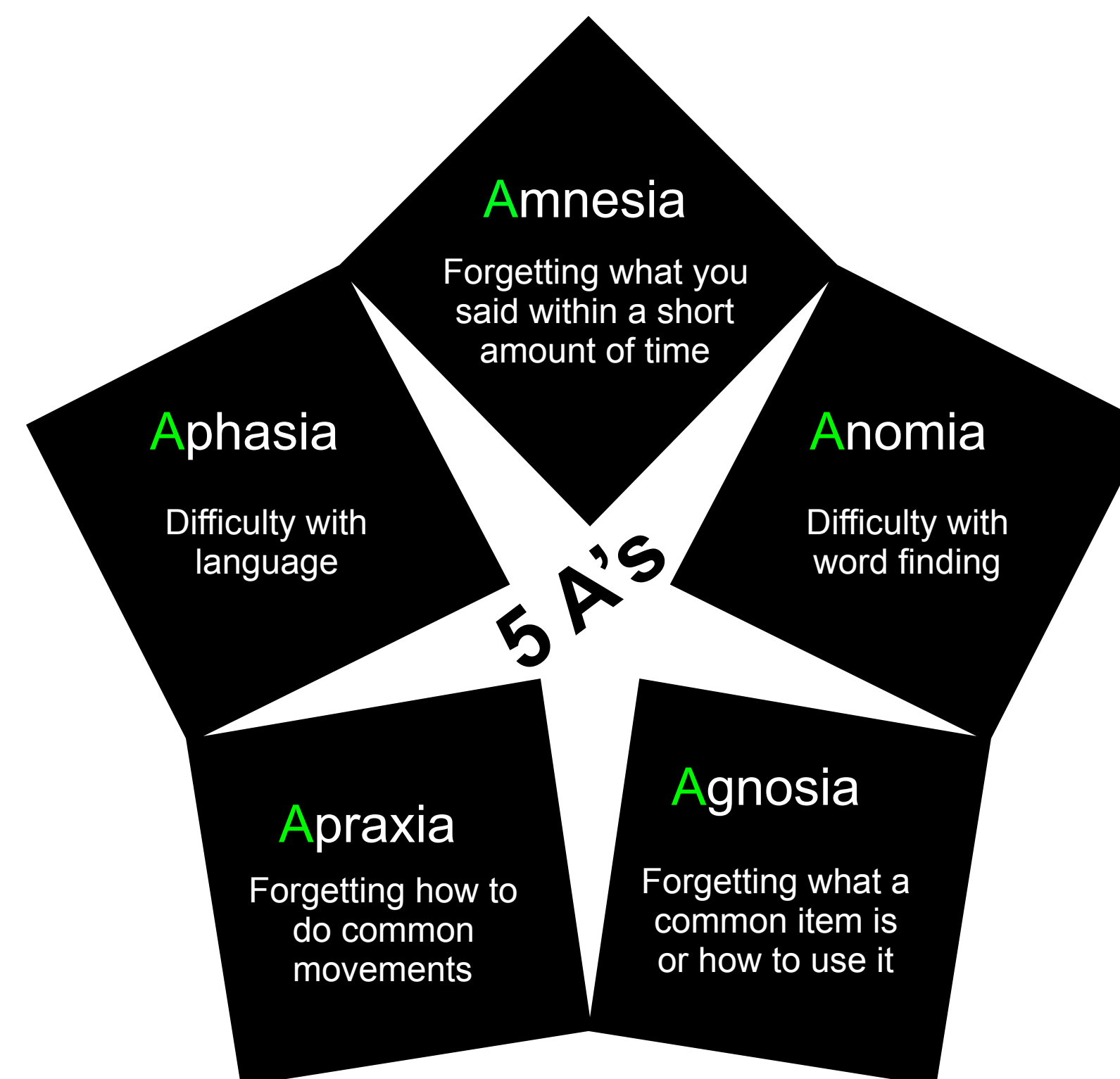
In 2015, there were 9.9 million new cases of Dementia worldwide

One every 3 seconds

People living with Dementia will double every 20 years



- More than 87.000 people aged over 60 are suffering of Dementia in Denmark
- Researchers say that there will be no cure available until **2025**

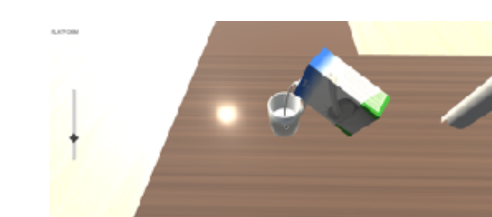


Implementation

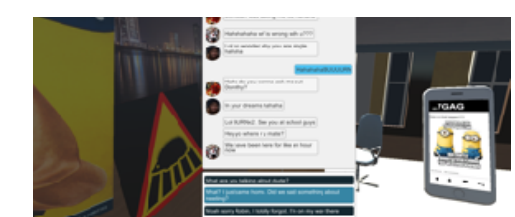
Within the experience the user is made to do repetitive tasks during the days to establish a fictional daily routine of a teenager. However after several iterations the worsening Dementia condition inflicts events that disrupt this routine (e.g. locker relocation, coordination problems) This and the resulting confusional state will be used to convey the bewilderment and obstacles that people with dementia suffer. The symptoms will be fought in different ways. Family and friends are offering their emotional support to the character as well as introducing physical elements that help to deal with the condition.



Outline of the environment the experience takes place



Milkminigame



Conversations



The livingroom



Green markers

Conclusion

Evaluation results will be analyzed to see whether the teenagers knowledge about Dementia and their awareness of ways to support people with this syndrome has improved through the experience.

In the best case **The 5 A's** can be used as an immersive teaching experience in classrooms and educational workshops to raise the awareness for people with Dementia.



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Sources:

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- World Federation of Science Journalists, *What is Dementia?* , Retrieved from: <http://www.wfsj.org/dementia/>