The Fun Theory

Transforming dementia care through engagement technology

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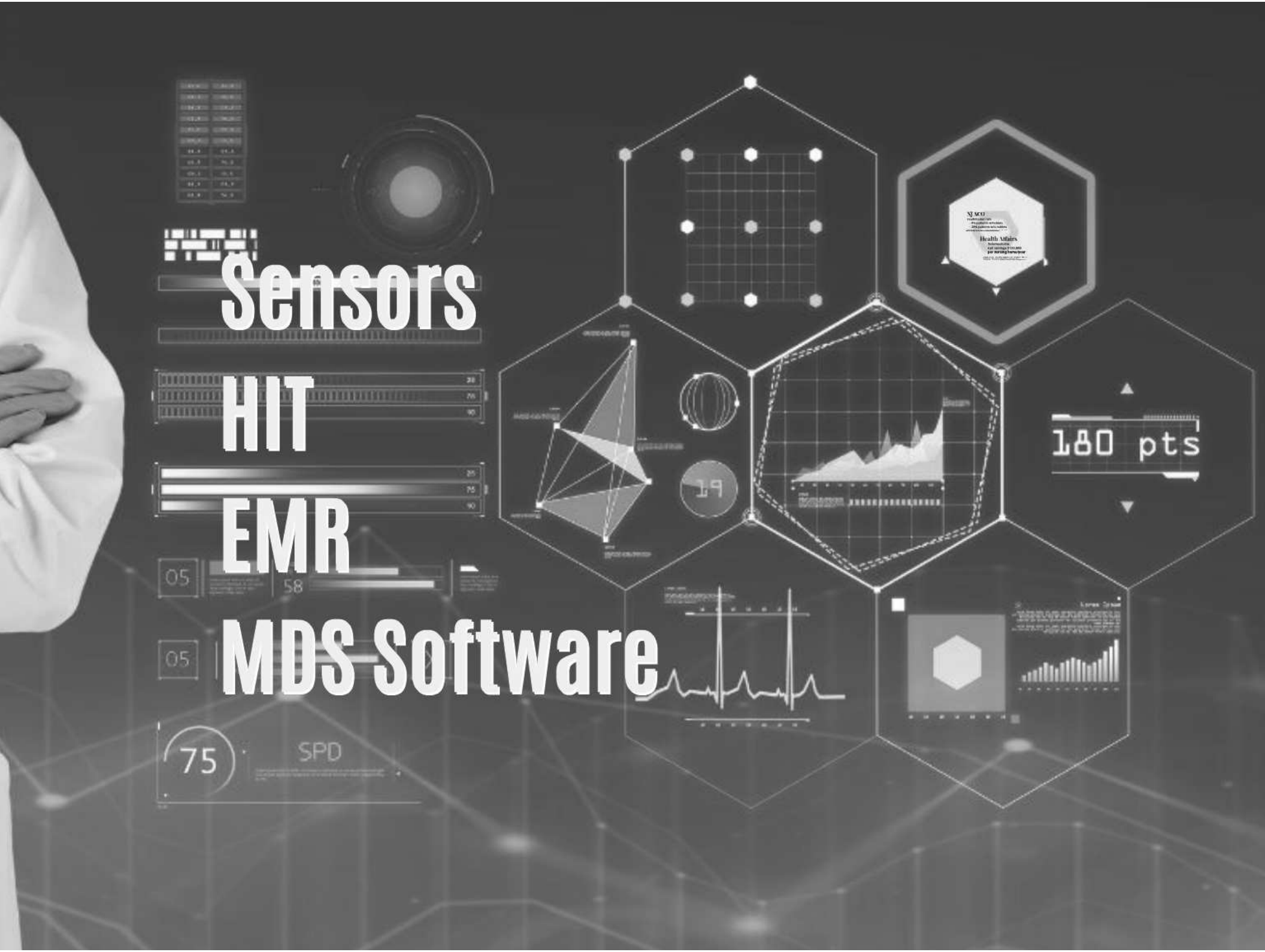
It's Never 2 Late
dignity through technology


Sensors
HIT
EMR
MDS Software
180 pts
19
05
58
05
75
SPD

This is engagement technology
Engage residents
person-centered experiences
access to the world at large
A tool to engage staff
see the person
learn new skills

Why engagement technology?

- **Individual interests**
- **Improve communication**
- **Motivation**

FUN

Conventional model

Person-centered model

Person-Environment Fit
• Environmental press
• Individual preferences
• Opportunities for choice

Strength-Based Approach

- Appreciating capabilities and strengths
- Focusing on the "cans" not on labels
- Seeing challenges as fostering capacity
- Perspective of reality is primary
- Focusing on trusting relationships
- Fostering individualized programing

The engagement approach

CLEAR GOALS

REDUCTION OF ANTIPSYCHOTICS
REDUCTION OF FALLS
ENHANCED RESTORATIVE CARE
IMPROVED QOL & COMMUNICATION

MULTIDISCIPLINARY

LIFE ENRICHMENT/ACTIVITIES
NURSING
THERAPY, SOCIAL SERVICES, MARKETING

CMS COMPLIANCE

EACH OF THESE REGULATIONS PROMOTES THE DEVELOPMENT OF PERSON-CENTERED ACTIVITIES AND EXPERIENCES WHICH IDENTIFY AN INDIVIDUAL'S INTERESTS AND NEEDS.

Tag F550 – Resident Rights/Exercise of Rights
Tag F558 – Accommodations of Needs/Preferences
Tag F561 – Self Determination
Tag F576 – Right to Forms of Communication with Privacy
Tag F675 – Quality of Life
Tag F679 – Activities Meet Interest/Needs of Each Resident
Tag F684 – Quality of Care
Tag F688 – Mobility
Tag F744 – Treatment/Services for Dementia
Tag F758 – Free from Unnecessary Psychotropic Meds/PRN Use
Tag F825 – Specialized Rehabilitative Services
Tag F947 – Required In-Service Training for Nurse Aides

THE INDIVIDUAL IS INVOLVED IN AN ONGOING PROGRAM THAT MAINTAINS THE HIGHEST LEVELS OF PHYSICAL, COGNITIVE AND PSYCHOSOCIAL WELL-BEING.

Beyond anecdotal evidence

DELAY OF COGNITIVE DECLINE

University of California San Francisco

- Improved cognitive control
- Better working memory
- Better sustained attention
- Improved ability to stay in an engaged, active state for a longer period of time

REDUCTION OF ANTIPSYCHOTICS

LeadingAge CAST – Case Study
Western Home Communities

Outcomes

IMPROVED QUALITY OF LIFE

CURRENT RESEARCH

Implement technology-based intervention that will attenuate cognitive decline in residents in Assisted Living settings.

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Anguera, J. A., Boccanfuso, J., Rintoul, J. L., Al-Hashimi O., Faraji, F., Janowich, J., Kong, E...& Gazzaley, A. (2013). Video game training enhances cognitive control in older adults. *Nature*, 501, 97-103.
Allaire, J.C, McLaughlin A. C., Trujillo, A., Whitlock, L.A., Landon, L, & Gandy, M. (2013). Successful aging through digital games: Socioemotional differences between older adult gamers and Non-gamers. *Computers in Human Behavior*, 29(4), 1302-1306.

REDUCTION OF ANTIPSYCHOTICS

LeadingAge CAST - Case Study
Western Home Communities

Reducing the Use of Psychotropic Drugs and Improving Quality of Life through Entertaining Technology-Driven Activities

- Address the behavioral and psychological symptoms of dementia (BPSD) for residents living with dementia in a non-pharmacological manner through technology-driven engagement and activities
- Reduce the use of as needed or PRN antipsychotics

Outcomes

- 50% less residents requiring PRN antipsychotics.
- 20% reduction in the total number of doses given to all residents with PRN antipsychotic medications

LeadingAge Center for Aging Services Technologies. (2015). *Reducing the Use of Psychotropic Drugs and Improving Quality of Life through Entertaining Technology-Driven Activities*. Washington, DC.

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IMPROVED QUALITY OF LIFE

Mather LifeWays Institute on Aging

Evaluation – Use of iN2L in The Green House® Project

- energy level - 37% increase
- general health - 30% increase
- social engagement - 23% increase
- self-efficacy - 26% increase

interactions and relationships among residents, staff and families:

- higher quality visits - 78% increase
- quality interactions - elder & staff - 51% increase
- quality interactions - family & staff - 53% increase
- elder participation in social activities - 78% increase

Hallinger-Smith, S. (2010). *Final Program Evaluation for It's Never 2 Late and THE GREEN HOUSE Project.*

University of Washington – School of Nursing

Informatics for Health And Social Care

Evaluation of a multifunctional technology system in a memory care unit: Opportunities for innovation in dementia care

Key Findings

- People with dementia enjoyed using adaptive computer technology (ACT) with staff particularly in one on one situations.
- Family members greatly appreciated that ACT offered opportunities for engagement to the resident.
- Staff found ACT very useful for playing music and videos and playing games.

Journal of Gerontological Nursing

Involving Family Members in the Implementation and Evaluation of Technologies for Dementia

Qualitative Results:

- Awareness of interests
- Awareness of limitations
- Promoting ongoing engagement
- Personally participating in activities
- Emotional activation
- Cultivation of positive emotions

benefited from using the technology by being able to augment her mother's usual care (e.g., through awareness of her mother's activity preferences, and facilitating her activities and including technology in her routine).

LeadingAge CAST – Case Study

Integrace

Using adaptive computer technology to support the organization's transformational culture initiative

- Enrich the family visit
- Enhance the staff-resident interactions
  - increase job satisfaction
- Enrich the therapeutic rehab experience
  - reduce depression and hospitalization
  - increase therapy tolerance

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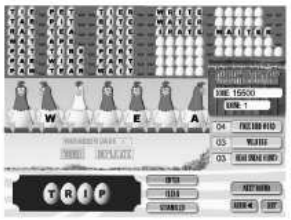
Preferred View

See Me

I'm more than a patient



Thank you!

"Do the best you can
until you know better.
Then, when you know
better, do better."
Maya Angelou