

July 2019 - n.1

## ABOUT THE PROJECT

The project aims to create serious games targeting cognitive and behavioral symptoms of dementia through various workshops engaging younger and older people.

Through various steps, the project will design, produce and test various serious games (physical, digital or phygital) targeting to people with dementia.

By adopting a transnational approach in the project through the cooperation of organizations and institutes at European level, the consortium will:

Exchange knowledge and experiences from a variety of disciplines and institutions across Europe.

Build upon the efforts of local institutions to increase awareness about dementia in members of general public.

Create and promote games to improve cognitive and behavioral symptoms of people with dementia. Create tailored content in games as a result of the collaborative work between healthcare professionals, members of general public, univer-

sity students, and game-designers. Contribute to multiplier effect at European level.

### THE SERIOUS GAMES

Serious games are a well known non pharmaceutical practice for addressing cognitive symptoms of dementia with Mild and Moderate Symptoms through stimulating cognitive abilities of patients with dementia . These are also called “training games” since they’re designed for a specific purpose. Relevant literature review has identified a lack of similar approaches in behavioral symptoms of dementia.

Recognising all these trends and facts, the Alzheimer Societies and local services of European countries run campaigns to improve the awareness for members of general public. Thus several European projects have been conducted to develop game based interventions to support larger numbers of pwD and caregivers varying from web based games as well as physical games and or objects.



# WEBSITES AND COMMUNICATIONS

The Erasmus+ funded “Bridge ” programme has launched its new website <https://projectbridge.eu/>. The webplatform will deliver the objectives of the 2 year pan-European initiative that aims to develop a set of serious games targeting cognitive and behavioral symptoms of dementia.

The Project Bridge web-platform will feature news, blogs, project’s findings and updates, such as reports, policy briefs as well as opportunities for collaboration, e.g. events announcements, workshops and face to face training sessions. The project, through a number of planned workshops, will also contribute to raise the awareness in young peoples as well as young volunteers on dementia and related disorders. These events will include a targeted training curricula designed to help them to face the challenges associated to the disease and consequently prepare them for interacting with patients. After that, they will participate in the game co-design process: they will co-design and play several games in collaboration with game-designers, software developers, healthcare professionals, people with dementia and caregivers.

## WORKSHOPS

### GREECE

The coordinator of the Bridge project in Greece organised a 2days Workshop in May including various groups of people. 36 people in total took part in this event, 3 health professionals, 3 game designers, 3 caregivers, 13 older people and people with dementia and 14 young people as volunteers. They gave all of them a positive feedback not only for the well organised sessions, but also for this chance to collaborate with different people and to exchange ideas and feelings. The final results of this Workshop were 3 new games with the contribution of all.



# ROMANIA

On 29th and 30th May took place, in Elias Hospital, in Bucharest, the co-creation workshop organized by Asociația Habilitas - CRFP in the framework of the Erasmus+ BRIDGE project. The participants - persons with dementia, carers, health professionals and young volunteers worked together for creating 5 new Serious games targeting the improvement of different cognitive areas.

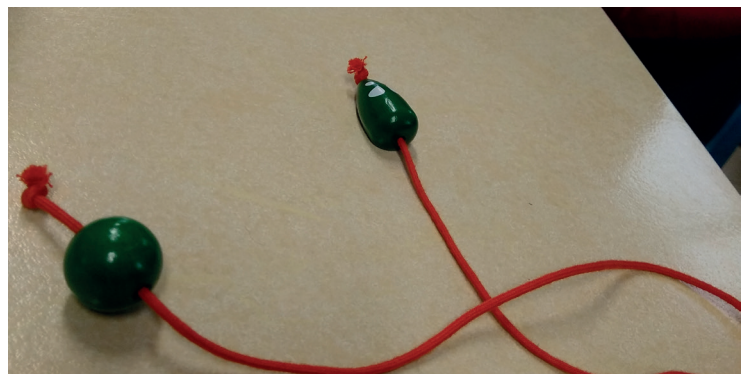


# ITALY

Anziani e non solo organised in Carpi ( Italy ) a 1 day Workshop the 13rd of May 2019, and a follow up 2nd day workshop in Carpi the 21st of May, during the Caregiver Day”, an event organized by ANS and focusing on caregiving issues.

13 people took part to the 1st workshop: 8 health professionals, 2 game designers, 2 young volunteers, 1 carer. Participants have been divided into 3 groups and, first, started to play existing games. All participants took part into the games, had fun in playing and challenging themselves and the other participants. The climate was relaxed and playful. During the workshop 3 concept ideas have been developed, 2 of physical games and 1 of digital games.

32 people attended the 2nd follow up meeting (during the caregiver day), 7 of them were carers of people with dementia. During the workshop has been presented the concept ideas developed during the 1st workshop and feedbacks was collected in order to re-design or improves them.



# SECOND PARTNER MEETING IN BUCHAREST

*Brutaria cu Povesti/ Ibis Parliament Hotel*

On the 27<sup>th</sup> and 28<sup>th</sup> of July 2019, the second partner meeting was held in Bucharest. The project coordinator made a short overview of the project, including participating organizations, activities, ownership of tasks, expected outcomes. The first part of the meeting was dedicated mostly to summing up the first workstream and each partner presented the outcomes of their workshops and results of the experimentation achieved in Italy, Romania and Greece.

Some common aspects were highlighted during the above presentations:

- People with dementia prefer games with clear instructions and colourful and big game pieces.
- Similar benefits were reported – cognitive training, social interaction, enjoying playing games.

At the end of the day 1 meeting, 8 games were selected from the proposed tested options and, on a similar note, were commented the future steps to be undertaken for the digitalization of the games prototypes and e-platform development.

During the second day of the meeting were discussed the effectiveness of the dissemination strategy and communication tools, administrative and financial management, project evaluation and progress plan and eventually upcoming tasks foreseen by the work plan.



Project website: [www.projectbridge.eu](http://www.projectbridge.eu)

The project leaflet is available on the website in

**Greek**

**Italian**

**Romanian**

The project is delivered by the consortium including:

**Panellinia Omospondia Nosou Alzheimer kai Sinafon Diatarachon** (Greece)

*Project coordinator*

**Anziani e non solo Società Cooperativa Sociale** (Italy)

**Asociatia Habilitas – Centru de Resurse si Formare Profesionala** (Romania)

**Challedu** (Greece)

**University of Western Macedonia** (Greece)

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