

## **BRIDGE PROJECT: NEW SERIOUS GAMES FOR DEMENTIA TESTED AND READY TO BE LAUNCHED**

Within the Erasmus+ funded "Bridge" project 8 serious games, acting on cognitive and behavioural symptoms of dementia, have been created. The games have been designed based on the concept ideas of health professionals, game-designers, young volunteers, people with dementia and their carers coming from Greece, Italy and Romania.

The 4 digital games, Find the word, Flea market, Next destination and Bird Watching, are now available for Android devices on Play store.

Follow the link to download:

<https://play.google.com/store/apps/developer?id=ECE+Dev>

The 4 physical games, Blooming flowers, Specialites, Emotions and the Directors, are now available on Bridge Project website. Follow the link to download the rulebook and the all the game materials: <https://projectbridge.eu/the-serious-game/>

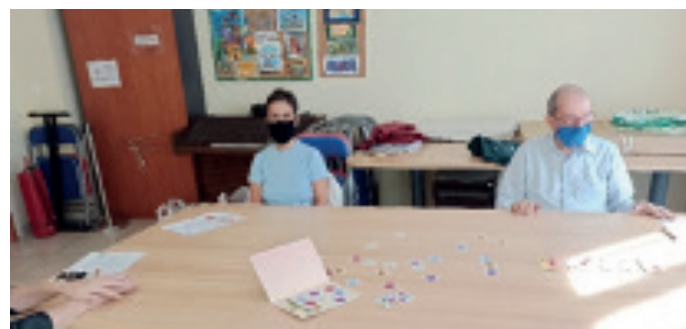
All the games are available for free in English, Greek, Italian and Romanian.

The serious games have been tested during a series of workshops, in October 2020, organized in the different partner countries. The workshops had different aims: testing the games; finding an enjoyable way to act on dementia symptoms; enabling people with dementia social inclusion by being actively involved in game playing; bridging the intergenerational gap by the direct involvement of young volunteers; creating awareness of serious games' possibilities and promoting cognitive stimulation and social interaction.

During the workshops people with dementia and their carers, along with young volunteers and health care professionals, had the chance to spend time together testing the 4 physical games and the 4 digital games created within the project.



comments on how to improve the different games. Their comments and feedbacks have been the basis to make the necessary adjustments to the games in order to fit as much as possible to people with dementia's needs.



The testing phase involved 47 people: 23 people with dementia, 17 health professionals, 4 caregivers and 3 young volunteers. Elderly participants had mild cognitive impairment, mild dementia and few of them moderate dementia. Health professionals taking part were psychologists, educators and social workers working with people with dementia. At the end of the workshops participants were asked to fill in questionnaires in order to collect feedbacks on the different games, highlighting benefits and difficulties encountered.



In general participants appreciated the games and shared positive feedbacks about the sessions. They also made some

## NEXT STEPS

At the moment Bridge consortium is working on the development of the e-platform offering training materials on dementia and the potential benefits of serious games. Accessing the course users will acquire information on Bridge project, the co-creation workshops, will learn more about dementia, how to interact with patients, the positive effects of serious games and will have the chance to download for free useful resources and all the developed games. On the e-platform users will find detailed instructions of each game.

The training course and the e-platform will be available starting from next months. Stay tuned for new information and to access the training course!

### Do you want to know more?

To learn more about the project please visit our website <https://projectbridge.eu/> or follow us on the most popular social networks with #EU\_BRIDGE

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