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ABOUT THE PROJECT

The Erasmus+ funded "Bridge" project that aims to create serious games acting on dementia symptoms is now in its central phase.

The Bridge partnership is pleased to announce that 8 games, acting on cognitive and behavioural symptoms of dementia, have been created and ready to be tested. These games, 4 physical and 4 digital, have been designed and produced by the project consortium, based on the concept ideas of health professionals, game-designers, young volunteers, people with dementia and their carers coming from Greece, Italy and Romania.

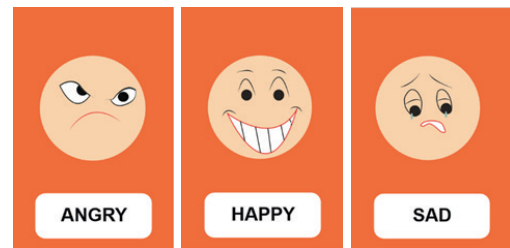
"BLOOMING FLOWERS" is a co-operative board game for all the family including people with dementia. In this game the players have to collaborate in order to create beautiful bouquets of flowers. The game aims to enhance social skills, memory, observation, concentration and other cognitive skills.



"SPECIALITES" is a cooperative board game aiming to enhance cognitive, social and behavioral skills of people with dementia. During the game the players collaborate to create a recipe. One player is the Chef and know the recipe he/she wants to create. The others have to guess the recipe finding the appropriate ingredients.



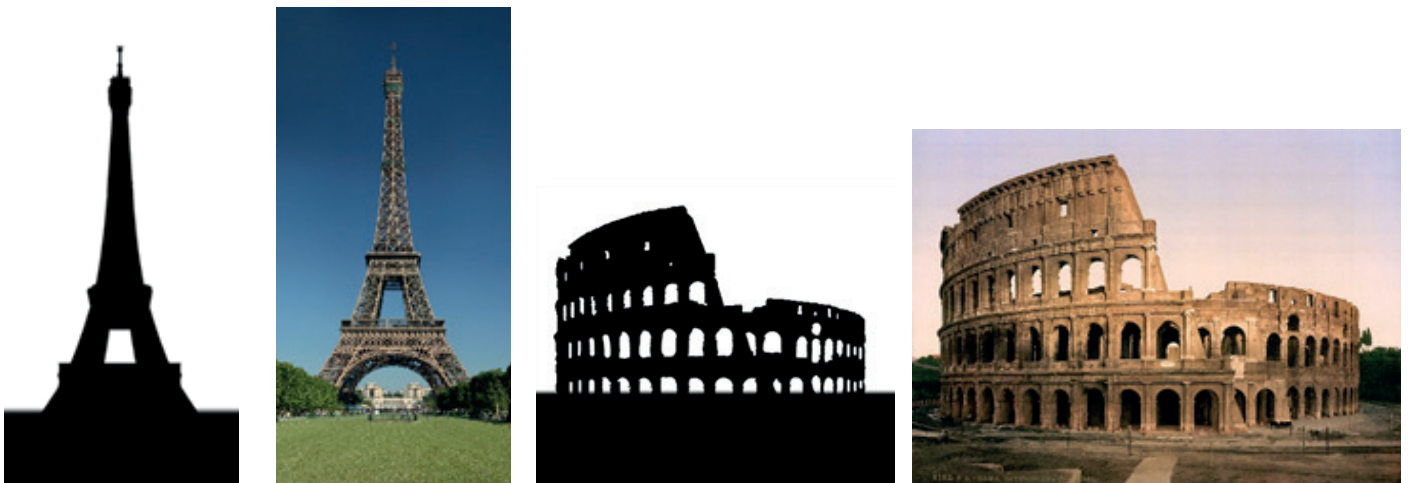
“EMOTIONS” is a storytelling phygital game that aims to stimulate emotional recognition and reminiscence in people with dementia. It is a cooperative game in which all the players try to guess the emotions of a sound, recall and tell a story about it.



“THE DIRECTORS” is a cooperative board game in which all the players should try to create a theatrical play based on the scenario of the game. Players has to select the proper actors, movements, objects for scenery and songs. The game aims to stimulate cognitive and social skills as well as the motor ones.



‘FIND IT’ is a digital game (both for PC or tablet) in which players are asked to recognize the negatives of images or to select the part of the image that has be cut. It stimulates, observation, critical thinking, creativity and attention.to 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.



‘NEXT DESTINATION’ is a digital game for tablet where the player has to prepare the luggage for different destinations. It stimulates observation, memory, critical thinking and concentration.

“BIRD WATCHING” is a digital game for tablet. In this game players pretends to be birdwatchers, they have to find and tap specific birds based on a model. The game aims to stimulate memory, attention, observation and concentration and it includes different levels of difficulty.

'FLEA MARKET' is a digital game for tablet. The player has a shopping list and specific amount of money in his/her wallet. She/he visits the flea market of the neighborhood and start shopping. Money management, memory and critical thinking are the main skills enhanced by the game.



THE GAMES

The games will be tested during a series of workshops that will see the involvement of at least 10 people: people with dementia, their carers, health professionals and young volunteers. The workshops aim to enable social inclusion of people with dementia by being actively involved in games that can stimulate their cognitive functions. Participants will have the chance to play with fun, enhance their mood and challenge themselves to master new skills. The workshops, and Bridge project itself, aim to bridge intergenerational gap, break the stigma related to the disease and increase volunteering actions concerning 3rd age people. During the workshops people with dementia and their carers, along with young volunteers and health care professionals, will have the chance to spend time together testing the games created within the project. Each workshop will last two hours, and 2 different games will be presented and played. At the end health professionals will collect feedbacks about the workshop and the games in order to highlight possible benefits and difficulties encountered.

As soon as possible, taking into account the pandemic evolution, 8 workshops will take place in each country, Greece, Italy and Romania, until October 2020.

Future steps

Once the games will be tested, the consortium will reunite in Athens to evaluate the progress of the work, make the last adjustments and plan next steps.

The future steps of Bridge project will focus on the creation of an e-platform and an online training course about dementia and the potential benefits of serious games. Accessing to this course it will be possible to download the games developed for free.

Stay tuned for new information about Bridge project by joining our newsletter!

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