

THE CONSORTIUM INCLUDES:

PANELLINIA OMOSPONDIA NOSOU ALZHEIMER KAI SINAFON DIATARACHON (Greece)

Project coordinator

Founded in 2007, the Panhellenic Federation consists of 38 linked Associations of Alzheimer's disease all over Greece. Its' main objective is the coordination and co-operation of companies – members in the context of social contribution and awareness of the patient's with dementia and their caregivers' needs.

ANZIANI E NON SOLO SOCIETÀ COOPERATIVA SOCIALE (Italy)

Anziani e Non Solo is a NGO working since 2004 in the field of social innovation, with a specific focus on management of projects and realization of services and products in the field of welfare and social inclusion.

ASOCIATIA HABILITAS CENTRU DE RESURSE SI FORMARE PROFESIONALA (Romania)

HABILITAS Association was created in 2007 with the aim to contribute to the development of adult education. HABILITAS delivers professional adult training and counselling services in social, psychological and educational projects and programs.

CHALLEDU (Greece)

'Challedu- Play, learn, evolve' is an Educational Non Governmental and Non for Profit Organization with the aim of developing and implementing game solutions in order to transform the learning experience to a creative, interactive and holistic procedure and promote the inclusion in the society.

UNIVERSITY OF WESTERN MACEDONIA (Greece)

The internationally research oriented University of Western Macedonia is a socially committed institution with 6 Departments, Postgraduate Programs and PHD Programs, a highly qualified academic staff, extensive international links in both research and exchange programs and a vibrant student community.

In 2015, 46.8 million people worldwide had dementia.
These numbers are expected to increase.

Serious games are a well known non pharmaceutical practice for treating cognitive symptoms of dementia with Mild and Moderate Symptoms through stimulating cognitive abilities. Moreover it is proven that traditional games could have a positive impact.

Bridge project aims to create games treating cognitive and behavioral symptoms of dementia through various workshops engaging younger and older people.

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bridge



**DEMENTIA:
STIMULATING
COGNITIVE ABILITIES
WITH SERIOUS GAMES**

<https://projectbridge.eu/>

Over the past decades, life expectancy is increasing in years, resulting not only in an increased number of adults over 65 and 80 years old, but also in an increased number of older adults with age-related impairments on physical or cognitive levels. In 2015, 46.8 million people worldwide had dementia. These numbers are expected to increase 181% by 2050 and people living with dementia will reach 131.5 millions.

ABOUT THE PROJECT

The project aims to create serious games treating 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, university students, and game-designers.
- Contribute to multiplier effect at European level.

THE WORKSHOPS

During the workshops the **selected young people will attend an informative training on dementia**, in order to prepare them for interacting with people with dementia, symptoms of pathology. 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, patients with dementia and caregivers. At the end of this creation process and during the project at least **8 fully working games will be developed**.

THE PROJECT HAS THE FOLLOWING MAIN OUTCOMES:

- Increase the awareness of young adults about dementia.
- Create awareness and motivation about the importance and possibilities of games as a tool for improving the quality of life of people with dementia.
- Engage young people over 15 in volunteering.
- Empower generation bonds through playful intergenerational activities and game creation workshops.
- Involve professionals, volunteers and people with dementia in the creation process of suitable games.

