

# Enabling Positive Moments to People in the Last Stages of Dementia

A personalised approach to multi sensory experiences



*“Rather than slowing the course of the disease, stimulating people in the last stages of dementia should focus more on improving the quality of daily life.”*

Anderiesen

The aim of this project was to enable people in the last stage of dementia, that are confined to their bed or room, and the people around them with shared positive moments.

It was discovered that due to dementia, people start to live in another 'inner past world'. This causes a lot of anxiety to people living with dementia. It was revealed that by bringing back

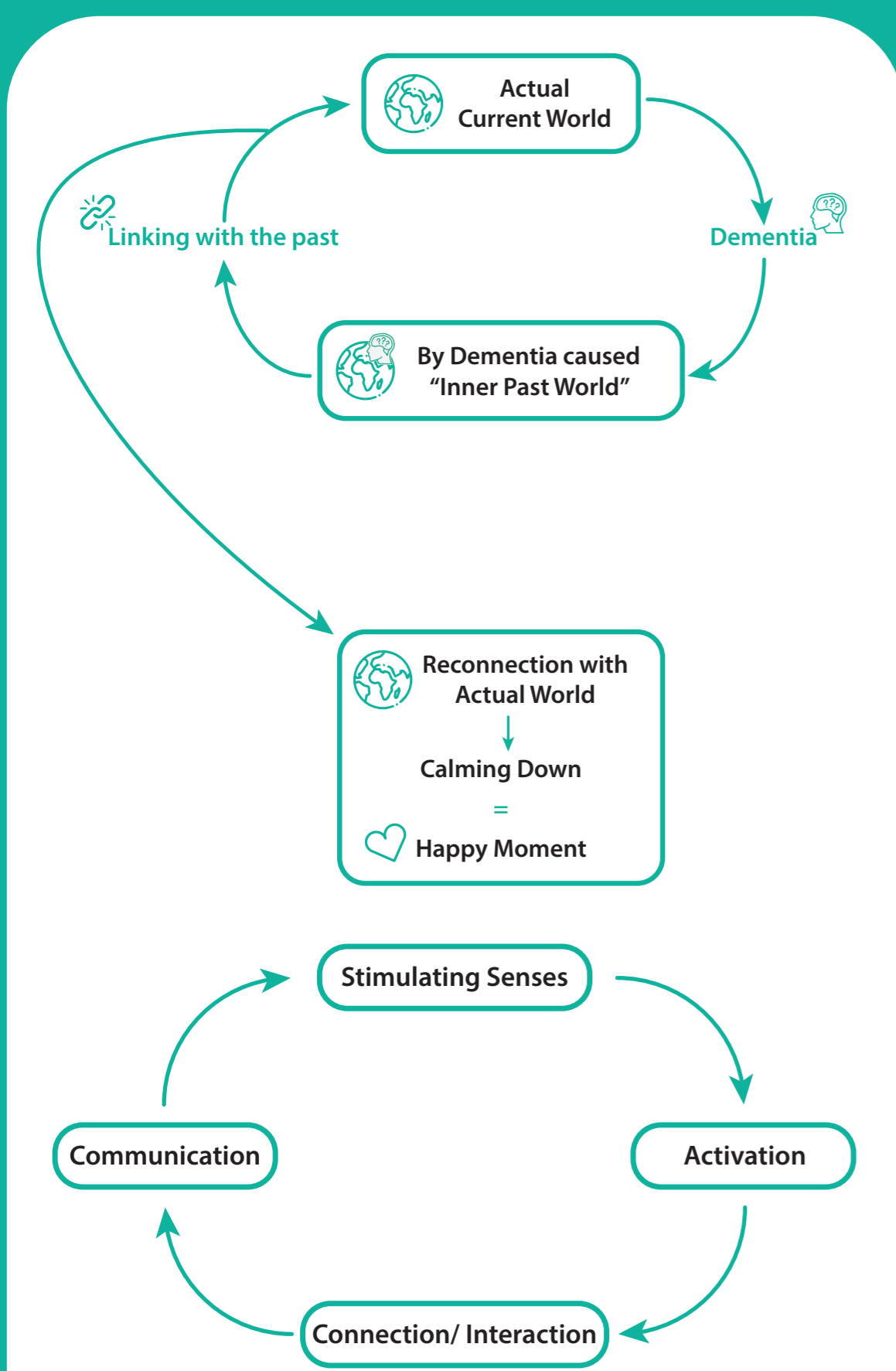
their personal memories, people living with dementia are able to get out of their "inner past world" and get back to the actual world. This causes them to feel at ease and happy. These personal memories are part of their identity, so focussing on their identity is very crucial in reducing their anxiety.

In the last phase, people living with dementia are only able to communicate when their senses are activated. Stimulating their senses is essential for them to connect with their identity and to achieve an at ease and happy feeling.

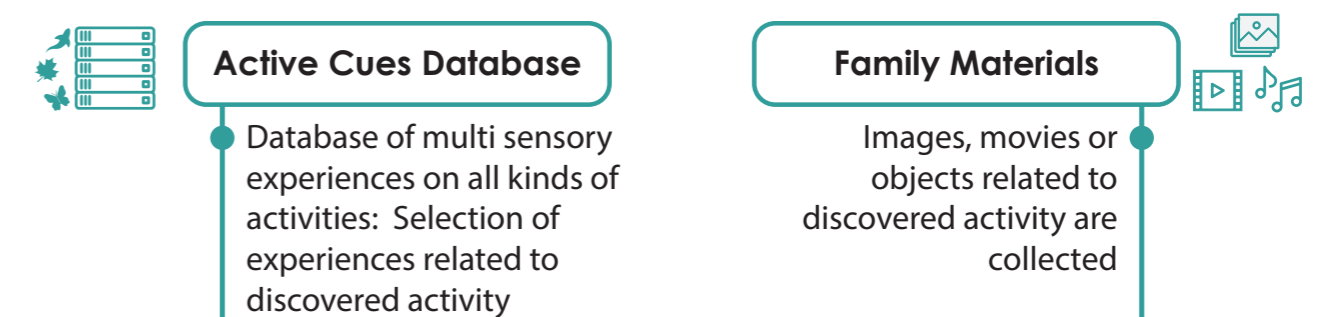
From these insights the concept direction was driven: the concept consists of three parts: an input, an internal part and an output. The different parts are connected to each other over time. The concept starts with an input where the identity of the person living with dementia is explored with a tool, specifically focussing on personal experiences.

The information gained during the input will be internally turned into sensory elements that are placed in the output's part of the concept.

When people living with dementia are in the last stage of dementia the concept's output can stimulate them with the identity events gathered during the input. By presenting this output with sensory stimulation, people living with dementia are able to connect with the event.



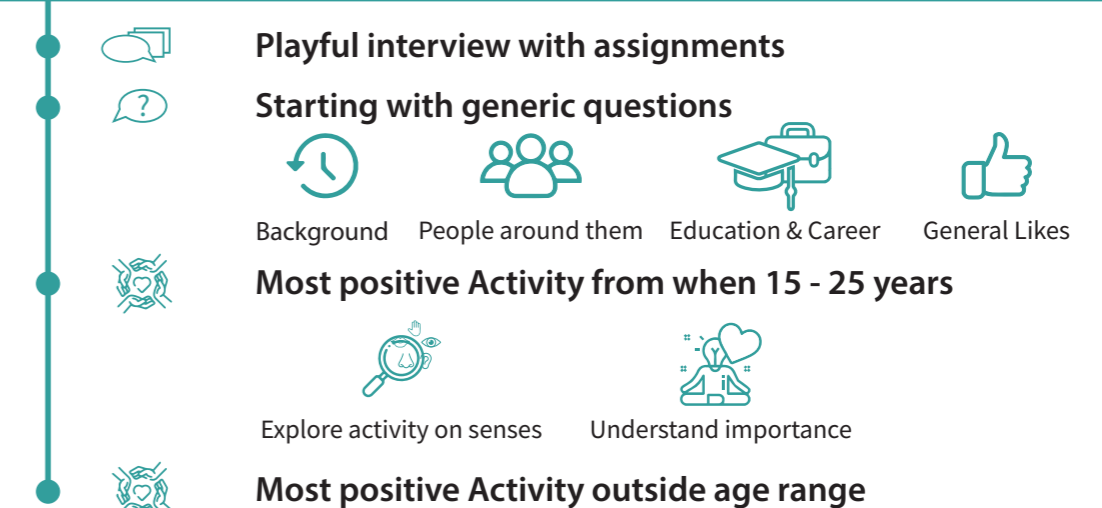
## Internally Turn identity into sensory elements



Materials from family are placed within preset experience of Active Cues



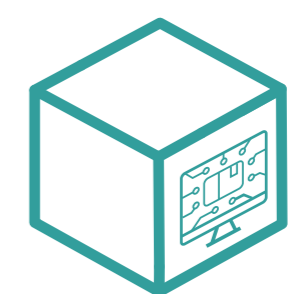
## Input Exploring identity events



## Output Personalised Multi Sensory Environment

### Physical Element with Digital Elements

- Tactile
- Olfactory
- Visual
- Auditory



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Enabling positive Moments to People in the Last Stage of Dementia  
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Design for Interaction

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