

### Cinnamon Court Day centre Digital engagement

#### Consultant / Trainer:

Paul Clayton

#### Purpose

Engage clients with sensory and fun activities, and provide staff with knowledge and confidence in using digital technology to extend range of activities. Some of the clients have the onset of dementia.

#### Equipment:

- iPad
- TV (Wii apparently available)
- Centre wifi

#### Environment:

Calm and peaceful, TV is on during visits.

#### Goals

- Assess the present level of digital use in the centre
- Provide staff with insight, awareness and strategies of digital engagement
- Find out what works with the present hardware and software in engaging centre clients

#### Visiting sessions:

Monday afternoons (just before afternoon tea). Initial run was agreed for 8 visits.

#### Initial findings:

One member of staff has an iPad and iPhone at home, and some essential knowledge of using the device, although not confident in use of apps or app usability in centre space. Another member is not very confident at all with digital technology, and avoids use as much as possible. There was a member of staff who was a media student no longer working in the day centre, very capable with the iPad, and had installed a lot of useful free apps. This provided a good start for showing the team strategies and ideas for engagement.

#### Activities:

Initially I worked with clients, and on one occasion walked a member of staff through the process of using a tablet device to send emails. I later provided some brief awareness on making a newsletter using MS Publisher.

**iPad:** Kaleidoscope drawing program and simple memory games we played with clients, on one occasion played a fruit crush game which a client played for a solid 30 minutes! The clients always were amazed with the device, asking how much it was, and where they could buy one. Clients were always willing to try it out, with one exception - the lady in question had a generally antisocial demeanour according to staff.

**Wii:** It seemed that the member of staff that had left had also been using the console on a weekly basis, but since her departure it had not been used. The hardware and accessories were quite impressive, with a charging unit, gaming accessories and built in batteries, but one of the remote controllers (Wiimotes) was not working at all and as such causing confusion amidst the lack of confidence. There were a fair range of games, including a quiz show. The original plan was to walk through the setting up process with staff and how to play the games, but becoming a 'troubleshooting and setting up' scenario. Nonetheless, I managed to work with two members of the team to get the console working and a Wiimote charged, and had a fun time showing how to play the Bowling and Tennis in the Wii sports package.

### Outcomes

- Staff more generally confident in using the technology available once shown.
- Discussions about further use, extending the use of the iPad available.
- Moving data from the iPad problematic as a company IT machine need an iTunes install.
- One tablet device not enough for group work.
- Issues around general and ongoing use requires further training and potential call outs.
- Hourly sessions not enough for real training.

### Summary

Engaging staff with the digital devices available provided a good basis to build confidence and awareness. Troubleshooting problems is beneficial for longer term regular use and staff can be confident in working with the clients, and uses of the hardware should be documented.

The clients benefited from one to one activity, as a means of having fun and focus, although it does seem that some individuals responded better to the activities than others, this is understandable.

The iPad provided was the correct size for the clients, and keeping to a small number of select games made it easier to quickly determine the level of engagement for differing individuals.

### Recommendations

#### Audit of the hardware

- iPad needs better case as the present covering is not very robust standing, with no option to rotate for portrait viewing. A bonus would be to access the images and videos more readily, giving more options for creative and entertainment use. Audio recordings can also be an option.
- Wii needs a set up / checklist attached to the box and occasional assessment of the games.

#### Activity options

- iPad apps are presently free and have adverts and pop up windows which are disruptive; to make best use of the software, purchase selected apps occasionally.

- Possible group sessions talking about photo slideshows, videos made from recent activities or events, topical or historical talks? Two or three people are possible just using the iPad, but connecting the unit to the TV could be a justifiable expense in creating wider participation.
- Printouts of images from the iPad to be used to make greeting cards or wall decoration?
- Giving clients with good mobility an option to make photographs/ videos using the tablet?
- Weekly gaming sessions with the Wii, maybe a bowling tournament monthly, with bowling scores on the wall.