EXPERIENCE IN USE OF IT FOR OLDER PEOPLE

ALEX YUE
DEPARTMENT MANAGER
(OCCUPATIONAL THERAPY)
SHATIN HOSPITAL

Rationale of using IT Technology

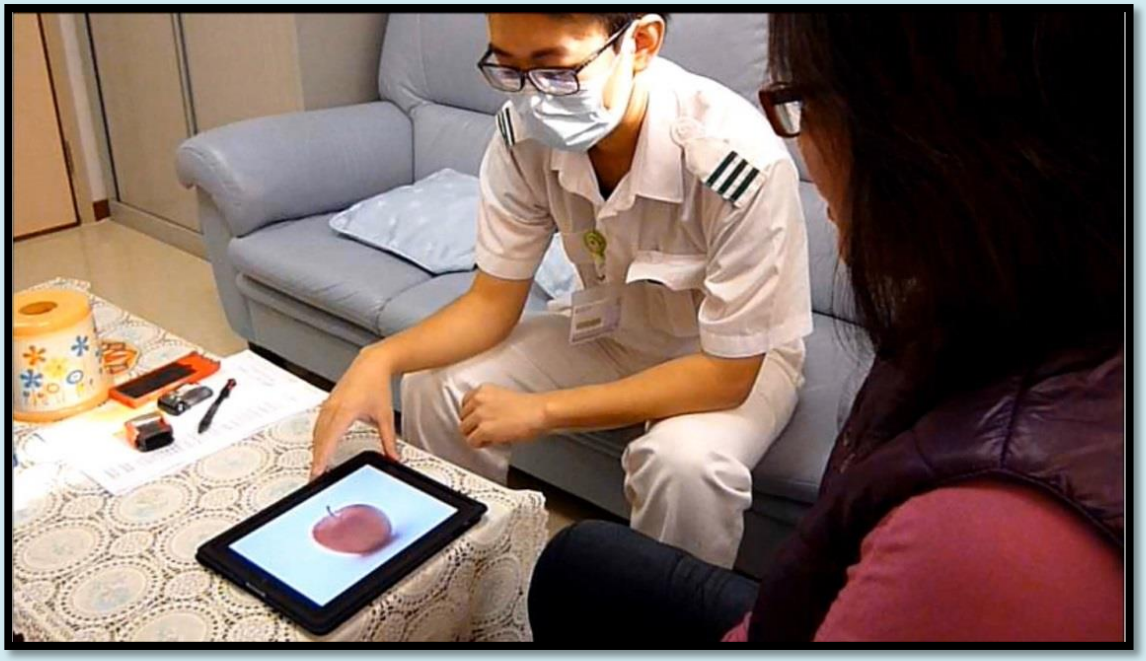
1. More flexible and allow an interactive approach with respect to the patient's difficulties (Galante et al., 2007)
2. Promotion of motivation to learn (Gunther et al., 2003)
3. Delaying disease progression
   - In a RCT by Galante et. al in 2007
   - patients with AD and mild cognitive decline
   - effective at least in delaying the continuous progression of cognitive impairment
4. Long-term improvement (Gunther et al., 2003)

Recent Development in use of IT

- Mobile tablet Computer
- X Box Kinect
- Microsoft Surface SUR40
- Touch Screen Computer
- Internet Platform
- Robotic Pet - PARO

Mobile Tablet Computer

- Since April 2011
- Psychogeriatric + GDH
- Characteristics:
  - Portable
  - Multimodal Stimulation
  - Widely Available
  - Accessible at home
- Purpose:
  - Cognitive Rehab
  - Mx Of BPSD
  - Educational Materials



Mobile Tablet Application

Case Demonstration

- Patient with late stage AD with BPSD (restlessness, wandering)

Outcome	• More relevant conversation • Less irritable and restless

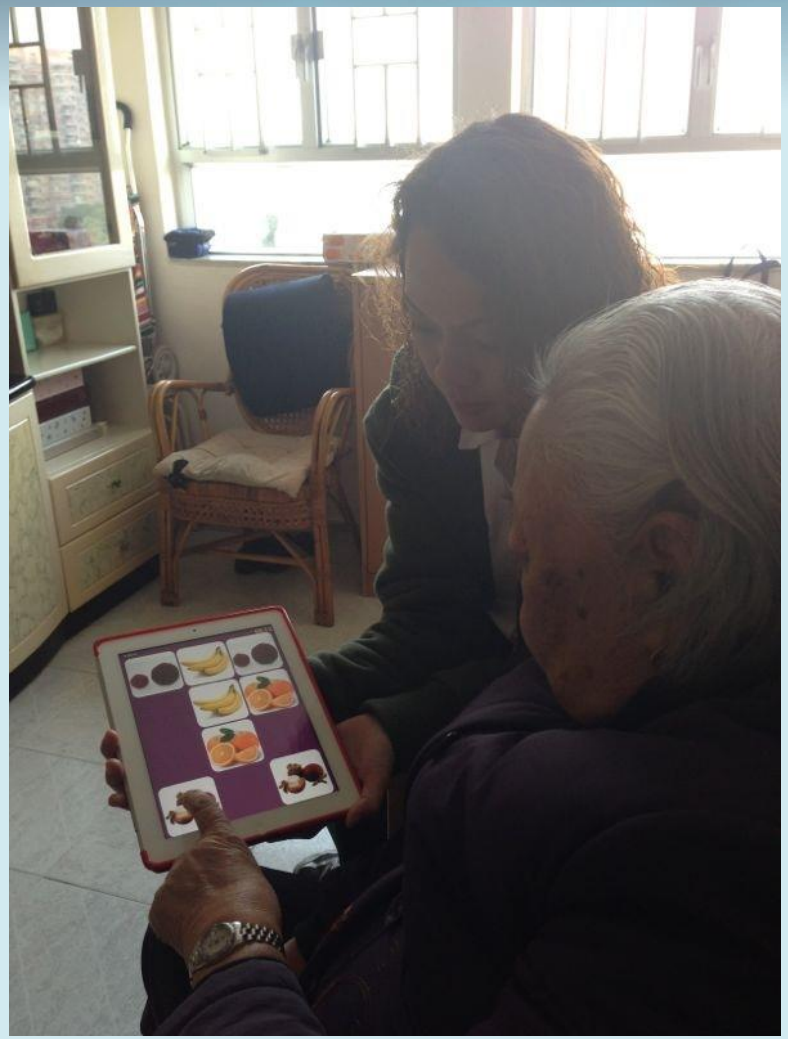
iPad: Local Apps

老有所E:
Designed by 靈實協會

六藝 Project ADA:
Designed by ADA

Mark-6:
Designed by OT of SH

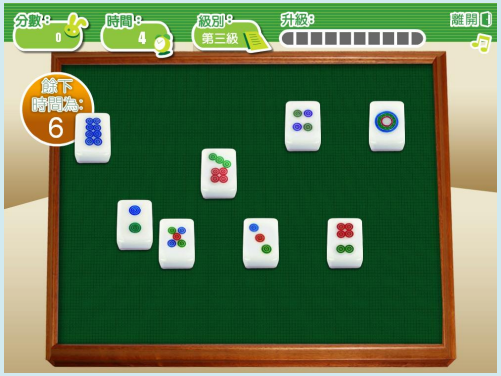
Home Base Training



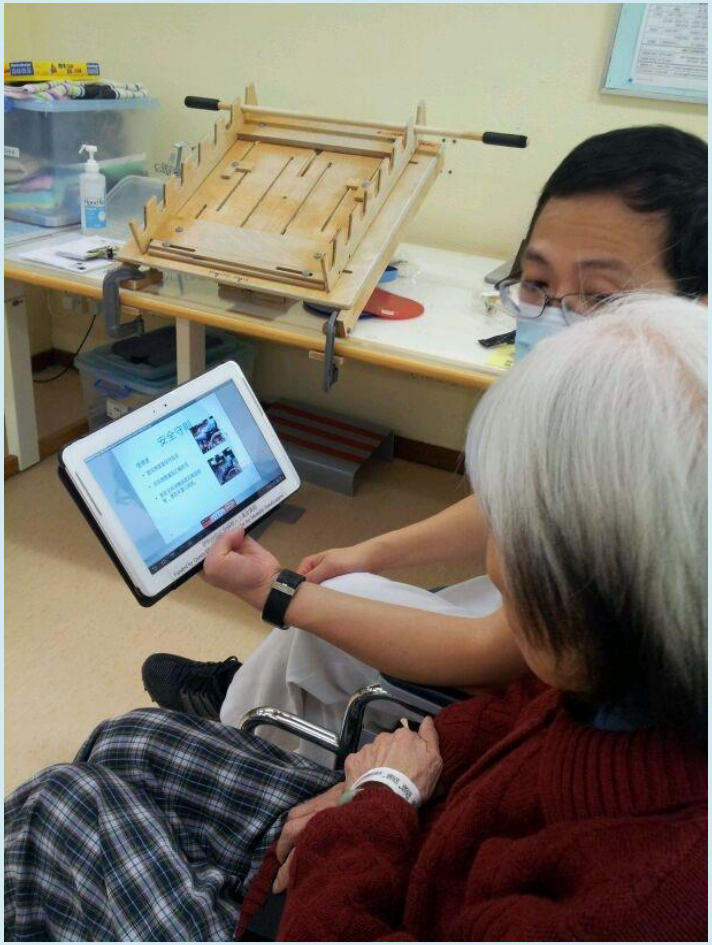
Cognitive Training

Visual memory training: *買咩餸*

Working memory training: *記麻雀*



Patient Education



Education Video

Community Resources

XBOX Kinect

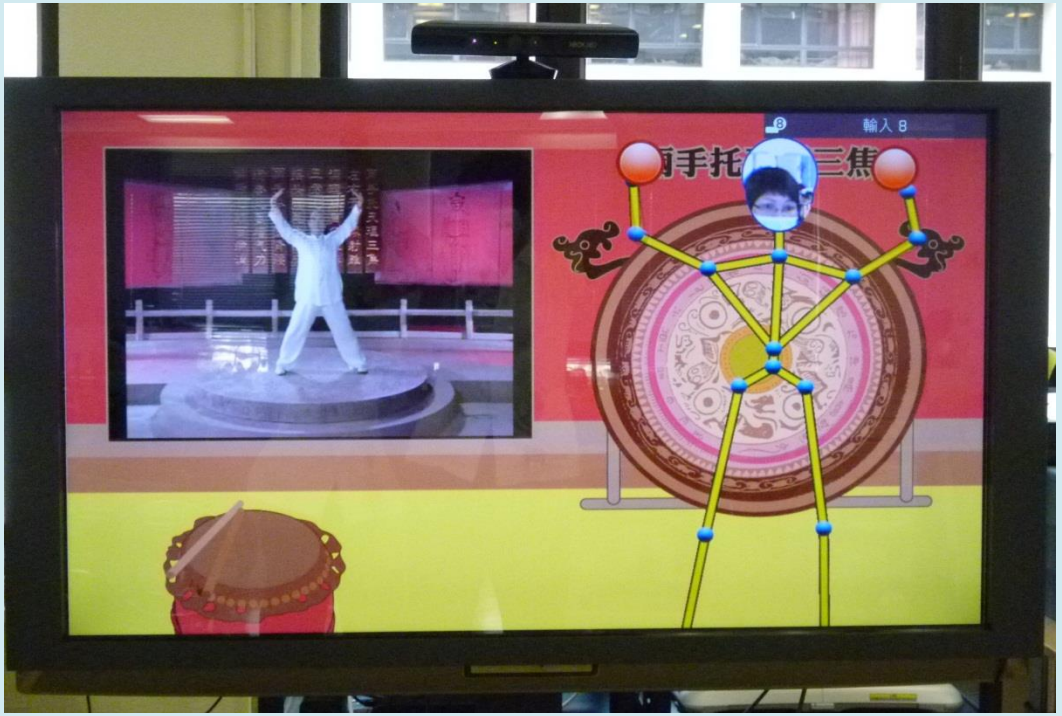
- Application on patients in GDH since Feb, 2012
- Existing commercial games suitable for patients with higher level of function

XBOX: Local game development

- Gradation
- Processing Speed
- Language

世界之窗

八段錦



Microsoft Surface SUR40

Touch screen computer table with 52 simultaneous input

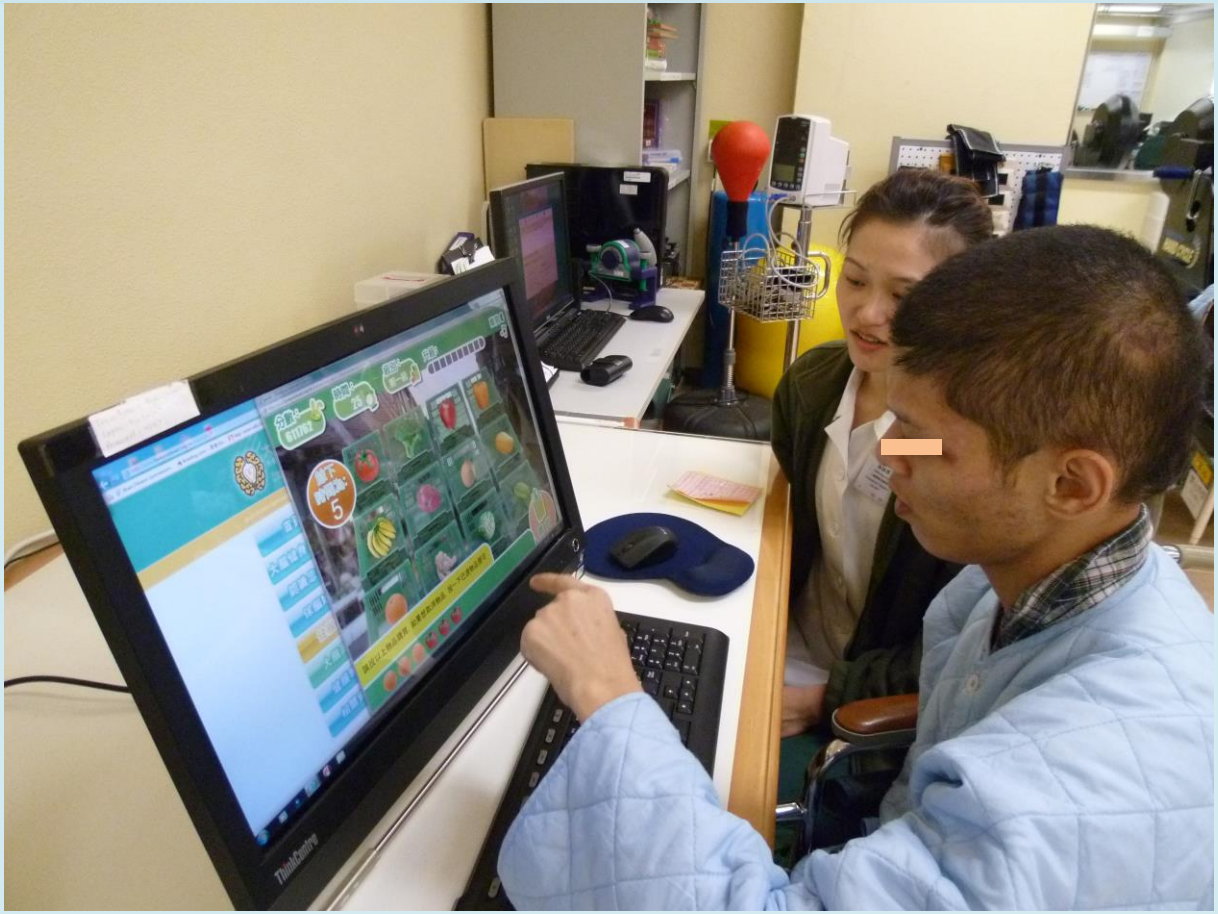
Bingo

大開眼界

眾裡尋寶

Touch Screen Computer

- ✓ Ease of use
- ✓ No need to use keyboard or mouse
- ✓ Interactive with what is display



Brain Gym

Visual memory training: *買咩餸*

Working memory training:
記麻雀

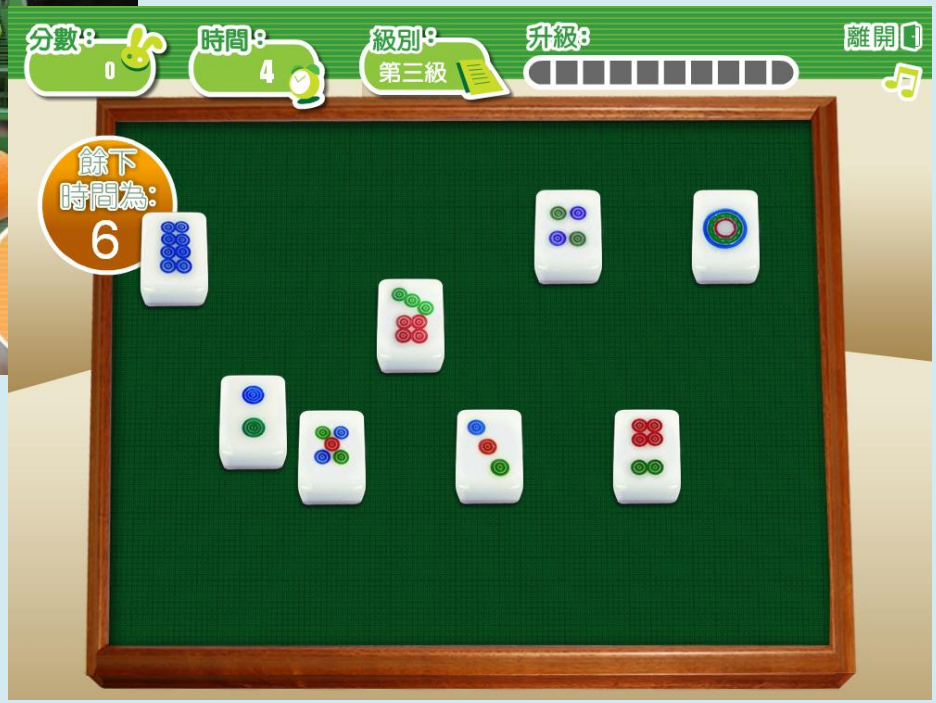


Photo source is a courtesy from SAGE

Imable

Attention training: *Target*

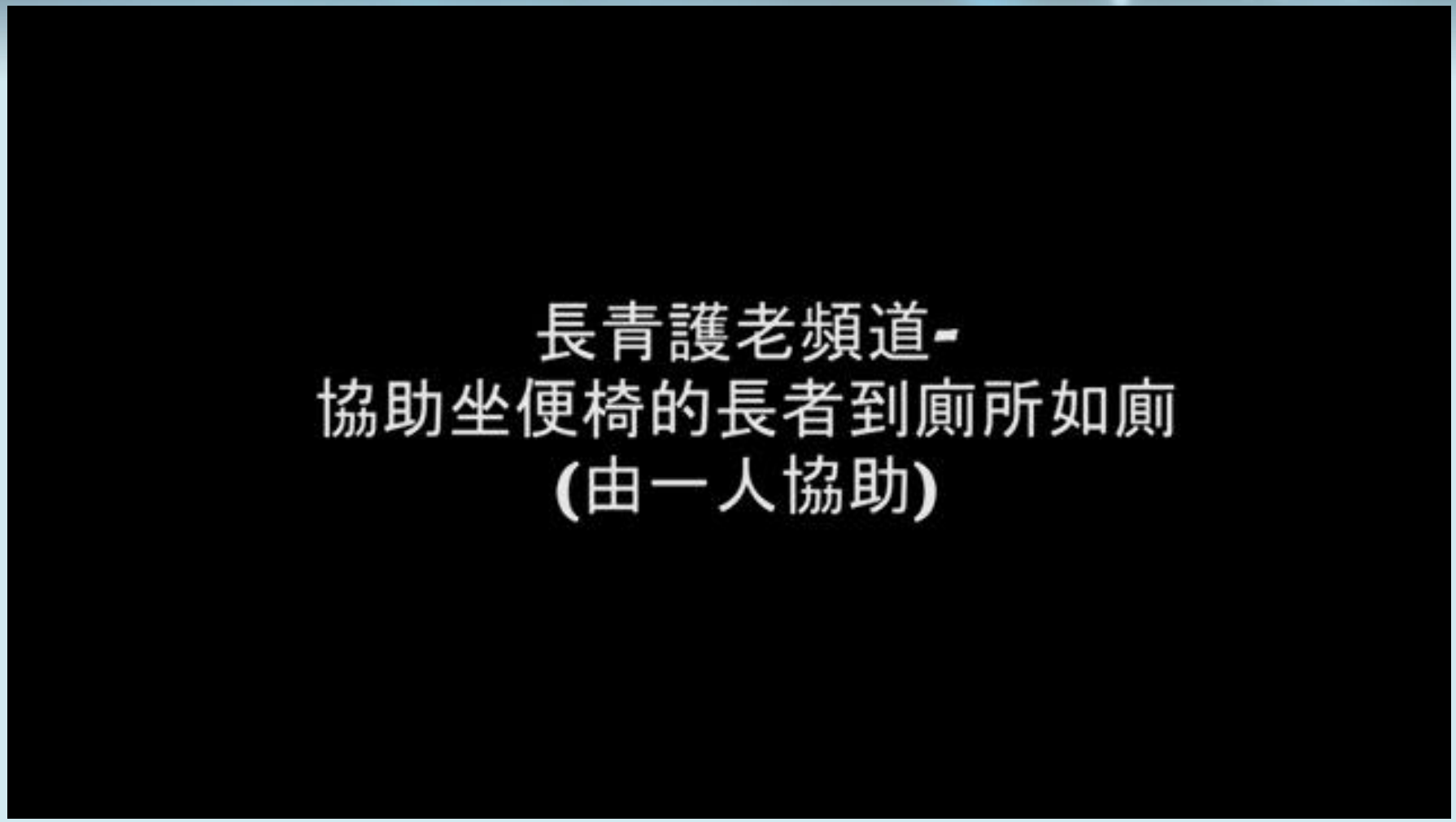
Reduce stimulus bound behavior: *Mosquito Splat*

Attention training

Motivation

Internet Platform

Internet Platform



Robotic Pet - Paro