# NEURODEGENERATIVE PATIENT CARE

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#### Team



Arjun Karanam Computer Science Class of 2022



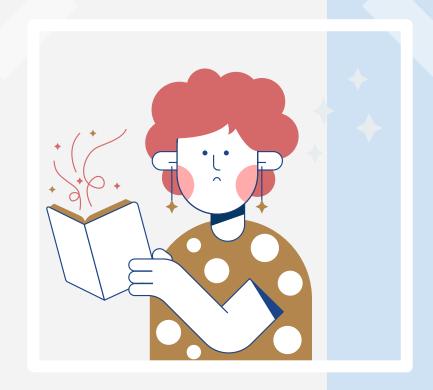
Hana Tadesse Computer Science Class of 2022



Hanh Giao Computer Science Class of 2022

01.

# Initial POV



#### INITIAL POV

#### We met ...

Eleni, a 49 year-old nursing assistant who works at an assisted living facility with a memory care unit

#### We were amazed to realize ...

Even at an assisted living facility, it was difficult for patients and caregivers to communicate needs with one another, especially when it came to Alzheimer's patients

#### It would be game-changing if ...

There was a more **reliable** and **personable** way to gain insight into other people's caretaking process

#### PROBLEM DOMAIN



Neurodegenerative
Diseases dealing with
progressive memory loss
(Dementia, Alzheimer's, etc.)

02.

# Needfinding Round 2





#### INTERVIEWEE #1



- 63 year-old woman from Seattle, Washington
- Diagnosed withMild Cognitive Impairment
- Recruited via Reddit
- Zoom

#### INSIGHT



#### **Surprise:**

"Whenever I feel my mood is volatile, I'll listen to my favorite song or look at my favorite memory to make me happy"

#### POV #1

We met ...

Katie, 63 year-old diagnosed with Mild Cognitive Impairment

We were amazed to realize that ...

she is able to recall experiences better when hearing a song or shown a photograph over verbal storytelling

It would be game-changing if ...

there is a means to automate the capture and customization of sensory experiences in one's life

#### INTERVIEWEE #2

- 59 year-old German teacher at Goethe Institute in Atlanta, Georgia
- His wife was diagnosed with Alzheimer's a few years back
- Primary caregiver to his wife
- Zoom



#### **INSIGHT**

#### **Contradiction:**

"I've been directed to numerous online resources, but I still feel lost when it comes to what I can do to help my wife."



#### POV #2

#### We met ...

Wolfgang, a 59 year-old German teacher whose wife was diagnosed with Alzheimer's a few years back

#### We were amazed to realize ...

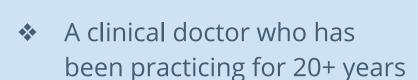
that even though he had access to a plethora of resources, he still felt helpless and lonely when it came to navigating the caregiving process

#### It would be game-changing if ...

there was a more reliable and personable way to gain insight into other people's caretaking process

## INTERVIEWEE #3





- Treats patients over the age of 50
- Zoom

### INSIGHT



#### **Tension:**

"Even when a patient with neurodegenerative disorder has a caregiver, the caregiver usually has another job, and thus can't guarantee care around the clock"

#### POV #3

#### We met ...

Dr. Ayenew, a clinical doctor who has been practicing for 20+ years treating patients over the age of 50

#### We were amazed to realize ...

that he gets patient messages via MyChart (an online healthcare portal) in the middle of the night, most of which he can't attend to promptly

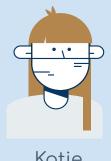
#### It would be game-changing if ...

there was a way to attend to patient needs 24/7 for those not in assisted living, especially during the caregiver's off-hours

03.

HMW,
Solutions,
Experience Prototypes





Katie

# How might we convert stories into sensory media?



# SOLUTION

Automate creation of storyboards that synthesize photos and sounds to recreate a "memory."

Visual and auditory stimuli are more effective than oral storytelling.

# **ASSUMPTION**

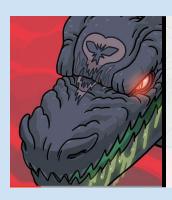
## SOLUTION

Automate creation of storyboards that synthesize photos and sounds to recreate a "memory."

Visual and auditory stimuli are more effective than oral storytelling.

# **ASSUMPTION**

#### EXPERIENCE PROTOTYPE #1









We picked a short story, and showed person 1 a video version and version 2 an audio-only version

In the fable of the dragon tyrant, the story starts off with a dragon that eats the villagers and terrorizes them. He does this over and over again, and the villagers realize that they need to feed him to keep him complacent. So they ship x number of people to him everyday. One day, a scientist makes a breakthrough to kill the dragon, but the king turns him down. The king eventually comes around to his senses and approves. At the end, we hear a touching scene of how they should've started earlier. The dragon still dies, and they realize that they have a whole new world ahead.

The story begins with a dragon perched on top of a tall mountain top overlooking a village. No matter what the village did, the dragon was unstoppable. It would just eat villagers upon villagers. So, to make the dragon happy, the villager decided to sacrifice a cart load of people to the dragon every year. Even though it was morbid, it meant that the dragon was satisfied and wouldn't wreak havoc on the town every single day. And this continued for hundreds of years. So much so, that the dragon became a part of everyone's life. A necessary evil to the population. But one day, a scientist went to the king's court room with a proposal. He had figured out a way to make a weapon that pierced the dragon's scales, and could kill it. The king, scared that any action could anger the dragon, and scared that the missile wouldn't work, said no. After a few years, the king kept thinking back on this proposal, and decided it was worth a shot. He assembled all of his finest scientists and made it a national priority to secretly build weapon to take down the dragon. While the weapon was being built, people were still being sacrificed to ensure that the dragon wouldn't grow suspicious. Finally, the day came, when the missile was complete. But on that day, they still had to send the last cart, so that the dragon wouldn't grow suspicious. The relatives and friends of those on this last cart were heartbroken - if only they'd started the project a day earlier, their friends wouldn't have perished. The last cart went, and the dragon atte them all. Later that day, in prime weather conditions, the missile was launched, and the dragon was no more. Now, the population would think about what a post-Dragon life looked, and what it meant for them.

We asked them the next day to summarize what they remembered about each story





#### **RESULT**





Visual participant latched on to details while audio participant focused only on the plot

Visual stimuli was found more interesting and engaging than audio only.

#### Surprise:

Audio participant took longer to remember fewer details

New Learning: Visual required greater focus and attention span

#### Validity:

Person who watched the video version produced a much more detailed summary than audio only.





# How might we use peer support to guide and inform the caretaking process?



# SOLUTION

A centralized network for caretakers to share physical resources and emotional support throughout the caregiving process.

Caregivers are willing to speak to caregivers they don't know about their intimate circumstances

# **ASSUMPTION**

# SOLUTION

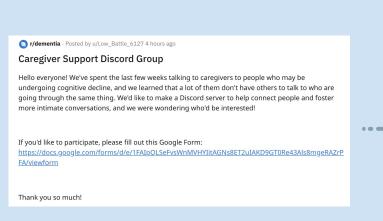
A centralized network for caretakers to share physical resources and emotional support throughout the caregiving process.

Caregivers are willing to speak on intimate circumstances to others they don't know

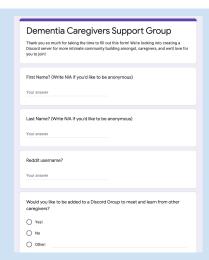
# **ASSUMPTION**

#### EXPERIENCE PROTOTYPE #2

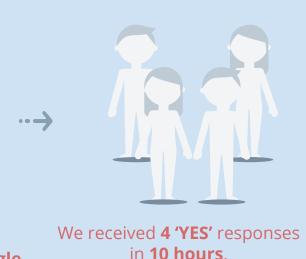
Would Caregivers be **willing** to join a Discord **Support Group** with others they have **never met before**, with the intention of **sharing stories and experiences**?



We posted on r/dementia, putting out an **open call** for those who'd **like to join** a caregiver **Discord** server



We directed them to a **Google form**, asking if they'd join, and if they would like to **share stories** 



#### **RESULT**





Open to sharing personal topics, even to strangers.

#### Surprise:

They felt comfortable enough to deanonymize themselves

#### **New Learning:**

Most comfortable if it only involved other caretakers

More hesitant to initiate contact though many sought community

#### Validity:

Numerous caretakers were willing to join a support group.

How might we increase accessibility to assistance when a caregiver is unavailable?





## SOLUTION

A digital assistant that substitutes for a caregiver, monitoring the patient and providing them timely reminders in a non-overwhelming way

People have difficulty remembering daily tasks without the assistance of an automated system

# **ASSUMPTION**

## SOLUTION

A digital assistant that substitutes for a caregiver, monitoring the patient and providing them timely reminders in a non-overwhelming way

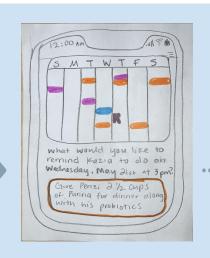
People have difficulty remembering daily tasks without the assistance of an automated system

# **ASSUMPTION**

#### **EXPERIENCE PROTOTYPE #3**

Set a new task for the patient





Select date & time of the task. Include task details

Send reminders to patient on schedule time. Collect feedback (i.e. thumbs up for completed)





Care Provider gets real time task updates

#### RESULT





Appreciated simplicity and ease of use of app

Responsibility to create reminder is on the caregiver

#### Surprise:

Preferred pop-up reminder over text/message

#### New Learning:

Needs more human touch



#### Validity:

Automated reminders ensured that tasks were completed.



#### **KEY LEARNINGS**

01.

Certain senses trigger memory recall more than others 02.

While caretakers are eager to join support groups, they are hesitant to make the first move

03.

An automated system delivers adequate care but requires more of a human touch



#### SOLUTION AND NEXT STEPS

#### Solution

Combine aspects of multisensory memory with automated digital assistance to improve the caregiver - patient experience

#### **Next Steps**

Generate design ideas with task flows and test concept videos.



# THANKS!

Any Questions?

