

VR Simulation of Patients with Alzheimer's Disease: "To Time and Memories"

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Background

Alzheimer's disease are becoming issues in this generation. For example, in China, individuals aged 60 years and above are 264 million, accounting for 18.70% of the population. (The Seventh Chinese national census of 2020, 2021) 15.07 million individuals have dementia, including 9.83 million with Alzheimer's disease. (The China Alzheimer Report 2022)

Alzheimer's disease cannot be cured completely. Caregivers also have a higher prevalence of mental health disorders, such as anxiety and depression.

Objectives

- Ø Arise awareness of Alzheimer's disease.
 - Target audience: public, especially teenagers.
- Ø Simulated the situation that Alzheimer's patients are facing in daily life.
- Ø Allow players to resonate to the patients and have their own reflections on caregiving.

Expected Findings

Teenagers and caregivers suffer from negative emotions and pressures due to the unpredictable behaviors of Alzheimer's patients.

This project expects players to understand the behaviors and feelings of patients. Be resonated and considerate in caregiving. It is hoped that players can have the reflection and take action to care for the Alzheimer's patients around them.

Methodology

Series of Game: "To Time and Memories"

Game Element:

- Educational Series of Game
- Easy to Play (point-and-click)
- 2-Dimensional & Puzzling
- Fragmented Narrative
- Non-linear Storytelling

Story

Act as the grandson of Alzheimer's patient. Find a letter from Grandpa.

The player's mission is to help Grandpa collect the items he forgot.

Through finding the items, the player recalls the memories with Grandpa.

Complete the Collection. Reply to the letter "Time and Memories".



Conclusions

In conclusion, this project can achieve the goals below:

- Reveal the unpredictable and unreasonable behaviors of Alzheimer's patients to players.
- Raise the awareness of Alzheimer's disease to the public.
- Understand and experience the behaviors and feelings of patients. Be resonated and related to themselves.