

RESTORE-Skills



Active Day Campaign: Increasing Activity Tolerance with RESTORE-Skills' Platform

Chet is a 60-year-old male who lives at home with his sister, who is his caretaker. Chet suffered from a lack of oxygen to the brain due to an injury. This member experiences difficulty retaining information and demonstrates decreased gait and overall balance due to past medical history. He is also showing early signs of dementia.

INTEGRATING ALTERNATIVE SOLUTIONS

Initially, Chet's barriers were a short attention span and refusal of activities outside of coloring. Active Day Campaign's direct support staff introduced the RESTORE-Skills gamification platform as an alternative solution to enhance Chet's participation and increase his activity tolerance.

RESULTS

During Chet's first session, he required 100% HOH assistance to play. He has progressed to 85% HOH assistance. During Chet's first 5-minutes of play, he needed 100% verbal prompts. Currently, he needs 75% verbal prompts to navigate the platform. With RESTORE, Chet progressed to 10 minutes and then to 20 minutes of continuous activity in less than a week.

CONCLUSION

Chet showed increased progress in overall activity duration and retention of information. He also required less assistance (verbal and HOH) to attend to the RESTORE activities. The Direct Service Providers shared, "knowing how Chet has progressed in such a short time with this modality pushes us, as professionals, to get others in the center involved."

TRADITIONAL
ACTIVITIES



RESTORE
SKILLS