

# RESTORE-Skills

QRM

## Arabella Healthcare: Increasing Social Interaction with RESTORE's Gamification Platform

Mike Randall, a 3-month resident of Ridgeway Rehabilitation & Senior Living Center, was diagnosed with vascular dementia causing behavioral disturbances that affect his mood and cause anxiety. Before moving into Ridgeway, Mike lived independently, enjoyed sports and going to the casino, and would typically stay to himself. Upon admission, he required maximum encouragement to participate in group activities and would stay in his room 75% of the time.

### INTEGRATING ALTERNATIVE SOLUTIONS

Initially, Mike would decline participation in social activities outside of his room. His social isolation, along with being in a new environment, impacted his quality of life. The Activity Director then introduced the RESTORE-Skills gamification platform as a solution to engage Mike, using some of his favorite activities.

### RESULTS

When introduced to RESTORE, Mike began communicating and socializing with the activity team about his interests. He played his first game for 45 minutes and his overall mood increased. While playing, Mike does not exhibit inappropriate verbal outbursts and is 100% attentive to the task. His participation in activities increased from 25% to 75%. Mike now independently plays twice a week.

### CONCLUSION

The goal to increase social interaction and community integration was achieved. Mike demonstrates increased participation in group activities and decreased behaviors. "I felt like I was back in a real casino when I played the Jackpot game, instead of being locked down in a facility. I enjoy the sports games on there too because I am a huge sports fan!" - Mike Randall, resident.

**SOCIAL  
ISOLATION**



**SOCIAL  
INTERACTION**

