

RESTORE-Skills



Ocean Healthcare: Increasing Sustained Attention with RESTORE's Gamification Platform

Carthel A. is a long-term resident at Hamilton Grove Rehabilitation presenting with dementia, behavioral disturbance, major depressive disorder, generalized muscle weakness, and altered mental status. Carthel, a resident of almost two years, enjoys listening to music and singing along to songs. He requires verbal cueing while completing a task and is a risk for elopement.

INTEGRATING ALTERNATIVE SOLUTIONS

Initially, Carthel's barriers to improved quality of life and participation in leisure activities included; wandering, impaired recall, and a short attention span. He is agreeable to task initiation but **only sustains attention for 1-2 minutes before becoming distracted and leaving the activity.** The activity team members introduced RESTORE as an alternative solution to enhance Carthel's participation.

RESULTS

When introduced to RESTORE during activity sessions, Carthel presented with a positive mood. He improved sustained attention to five minutes per activity session. This occurred during three distinct interactions, **totaling 15 minutes of activity participation.** This resulted in reduced wandering episodes while participating in or observing others play RESTORE.

CONCLUSION

The goal to improve quality of life and sustained attention was achieved as Carthel increased participation in group activities. "It's so nice to see Carthel participating in activities and making progress while using RESTORE. Previously we struggled to get him to sit during activities and it's awesome to see the improvement. I am so proud of him!" - Karen Sanchez CTRS, Director of Activities

TRADITIONAL
ACTIVITIES

2
minutes

15
minutes

RESTORE
SKILLS



RESTORE.