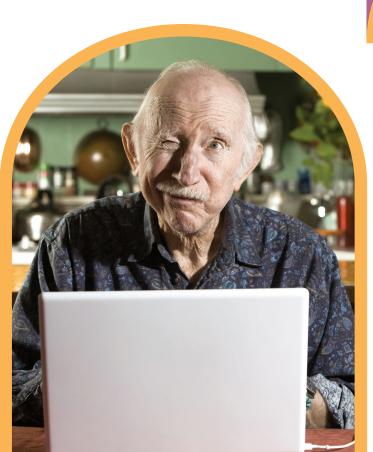
#### **SOCIABLE USERS**

#### **1.ELDERLY**

Normal elderly people aged 65+ Elderly people aged 65+ with Mild Cognitive Impairment Elderly people aged 65+ with mild Alzheimers disease

**2. SPECIALISTS** in charge of the aged/elderly : geriatric internists, geriatrics psychiatrists, neurologists, neuropsychologists, nurses, social carers, etc

#### **3. MEDICAL EXPERTS**



#### **STAKEHOLDERS**

**Care Centre:** A hospital or municipal care centre, where the **SOCIABLE** platform is deployed.

**Pilot Centre:** Care Centers participating in the **SOCIABLE** project.

**Service providers:** Organizations that are willing to provide and support the **SOCIABLE** services to other stakeholders (e.g IT companies).





Project Coordinated by:



orevi

## Singular Logic













## ICT BASED GAMES FOR ELDERLY PEOPLE

SOCTABLE

## **OBJECTIVES**

**SOCIABLE** is an ICT based service that allows the elderly to train specific cognitive skills and to increase social activation through games presented in a platform.

**SOCIABLE** facilitates a set of **Cognitive Training Sessions** that are performed in a care center with the support of a medical expert or a specialized care center employee.

**Individual Cognitive Training Activities** that are performed at the homes of the elderly with (or without) the support of a care giver.



## TRAINING OF SPECIFIC COGNITIVE SKILLS

Attention

Perception

**Executive Functions** 

Memory

Language

Imagination/Creativity

**Mathematical Calculations** 

Space-time Orientation

# SOCIABLE USAGE

- Review/Update the patient profile
- Perform ICT supported activities during a CT session with one or more elderly user
- Prepare a CT session for one patient or a group of patients. Design/configure individualized programs for the specific needs of the elderly user/s.
- Monitor patient evolution and statistics about his/her patients.
- Perform ICT supported activities during a CT session with one or more elderly guided by the medical expert
- Play games with other elderly without the guidance of a medical expert. Experience Social Interaction services
- Perform Individual ICT supported CT activities with or without the support of a care giver (previously trained for that purpose)
- Experience social interaction activities with or without the support of another person (care giver, children, grand children, etc)

