Gan the Use of Animation Support Rehabilitation in Dementia?

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Dementia is a global public health priority with rehabilitation being a key recommendation, (WHO 2017). Occupational Therapy Homebased Memory Rehabilitation (OTHBMR) is an intervention designed to help people manage in everyday life using effective recording, prompting and routine. Until Covid-19 pandemic hit, this was being implemented across Scotland in people's own homes, in order to continue to address the rehabilitation needs of People living with Dementia. Occupational Therapists (OT) have been innovative in their attempts to work in new ways and testing digital solutions, to continue to deliver OTHBMR. This is aligned to the rehabilitation priorities outlined within AHP's four nation's statement in response to Covid-19 (RCOT 2020). This delivers on key ambitions within Scotland's AHP Dementia policy document, Connecting People, Connecting Support (Alzheimer Scotland 2017)

Co-Design of Animation

The vision for the project was initially shared with the Scottish Dementia Working Group (SDWG) and Danny one of the members was keen to be involved, this included the SDWG, Occupational Therapists from NHS Fife and Dumfries and Galloway, as well as Occupational Therapy students and a Graphic Design student. The group was formulated in order

to co-design and test the use of animation as a digital solution to the delivery of (OTHBMR), and met on a regular basis via Microsoft Teams, which everyone was familiar with and engagement was agreed. Allowing for all voices to be heard and equal.





information boards keys animation



Image: Second state
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https://youtu.be/THIPU5LRUqU



https://youtu.be/iE6unq3y0G4

'The animations that have been created are clear and give a good education of some of the OTHBMR processes."

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Conversations during the Teams sessions covered clinicians experiences of animation Dementia and the impact it has on people and their carers' and also around Danny's lived experience of Dementia, - "we are all learning together".

The group then explored some current animations to enhance understanding and educate and shared thoughts from the completed research around animation. The group then discussed the plans and direction for the creation of possible appropriate animations, and at this point Danny from SDWG suggested focusing on his story, which was already told on a Podcast. Members of the group then worked independently on creating and experimenting with the animation platform and brought these ideas - Twitter comment

Following the sharing of the animation of 'Danny's Story, which is still requiring completion, the Occupational Therapy service from NHS Fife tweeted a trailer of the animation on Twitter. This received 563 views from a number of people on the Twitter community and received positive feedback.

Going Forward

Feedback has been positive around the use of animation to support rehabilitation in dementia. The working group will continue to work on 'Danny's Story and complete the animation, which will then be shared on social media,