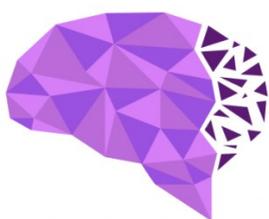
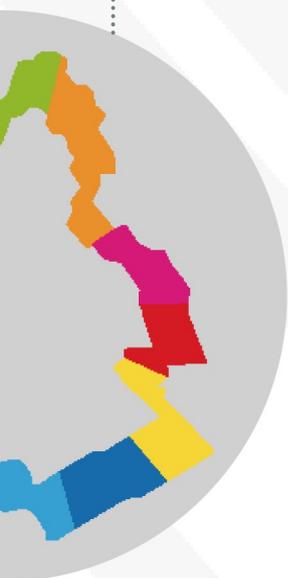




RAPPORT D'ACTIVITES SPECIFIQUE

2020 - 2021



POSTHCARD

Alzheimer training for caregivers

Project POSTHCARD (contract nr - 2018 EU AAL 7)

**Activity Report - final project report
01/04/2020 → 31/03/2021 (01/04/2021)**

I. General progress

This final activity report gives an overview of the work carried out by Brusano (BRU) in the framework of the implementation of the POSTHCARD project and this for the last 12 months of the project. More detailed information, such as identified problems, planned and executed actions or issues which are handled by Brusano in particular but also by other project partners are listed below under section "IV. Evaluation of the progress".

As of October 16, 2018, a new structure named « Structure S1L » – npo/asbl Structure d'appui à la première ligne d'aide et de soins de la région de Bruxelles - Capitale was created.

Legally, according to the statutes of the non-profit association Structure 1L stands for:

- Asbl « Structure d'appui à la première ligne d'aide et de soins de la Région de Bruxelles-Capitale » abbreviated « Structure S1L » / Vzw « Structuur van ondersteuning aan de eerste Lijnzorg van het Brussels Hoofdstedelijk Gewest» abbreviated «Structuur S1L»
- Name of the organization - known as BRUSANO (abbreviated BRU), Rue de l'Association - 15 – Verenigingstraat - 1000 Brussels.

The Structure S1L npo guaranties the recovery of all assets and liabilities, commitments, and personnel of the following ASBL Conectar, Palliabru, RML-B and le Service Intégré de soins à Domicile (SISD), active in the first line aid sector situated in Brussels.

On January 11, 2020, the Structure d'appui à la première ligne d'aide et de soins de la Région de Bruxelles-Capitale (SA1L) published a change of name in the Belgian Official Gazette (Moniteur belge), giving it the new corporate name: BRUSANO asbl (*ANNEX 1: BRUSANO corporate name*).

WP1: Project Management and Coordination

Due to the COVID-19 pandemic, the consortium meeting to review the overall progress of the project took place in a virtual format in 2020. The bi-weekly conference calls via Skype and MS Teams between the partners continued in order to monitor closely the project progress in all the partner countries. Additionally, contact between Belgian and the partners separately were organized in case of specific problems/topics. There was an ongoing collaboration and communication between partners via Google Drive (tables - graphics - deliverables - presentations - reports)

An amendment request was submitted by the Swiss coordinator on March 20th, 2020 for a four-month cost-neutral extension. The request was approved both by the Central Management Unit of the AAL Programme and the National Contact Persons involved in the project on April 3rd, 2020. The project will end on 31 March 2021.

The final AAL review of the project will take place on 10 June 2021.

The postcard budget in Belgium was not exceeded and was even underutilised. The primary reason for this is the COVID pandemic, which resulted in much lower expenditure (operating costs).

WP2: Solution co-design (research) & WP3: Development of the platform (integration & development)

Development

Within the POSTHCARD project, the Consortium developed the foundations for a unique and innovative product to meet the needs in society for providing support to informal caregivers to adopt efficient behaviour to deal with daily care situations of Alzheimer patients in the home environment. The development of the Alzheimer Care Trainer (ICT solution) is a real challenge. This serious game requires the creation of credible and engaging situations in which the user can safely experience different interaction - coping strategies to find the most appropriate one that fits the profile of the user and the Alzheimer patient. The end user was at the centre of the developing process to ensure a good user experience and maximise user acceptance.

A combination of unique technologies

A combination of different software was necessary to bring the project to life, a narrative engine, a Natural Language Generation engine (NLG) and a game engine. The challenge was to integrate story events and actions, text and 3D space and animation and the user interface into a workable, interactive simulation. After several years of R&D, the Consortium has developed an MVP (minimal viable product), the Alzheimer Care Trainer platform (*ANNEX 2: ACT platform – user interface*).

Solution co-design

Based on the insights of scientific literature and the input of all consortium partners, several scenarios were developed and built into the game. These scenarios reflect the daily care activities that affect the person suffering from Alzheimer's disease. Due to time constraints and the complexity of the game, the development of the game was limited to a modest number of scenarios. The design process is based on market research, input from end users, heuristic evaluations with usability experts and testing of different versions of the platform among family and professional caregivers in the Netherlands, Belgium, and Switzerland.

WP4: Pilot testing and evaluation

Evaluations - Protocols

Once the prototype (Alzheimer Care Trainer platform) was refined the testing could be planned with potential end-users/ informal caregivers in their real home environment. The Alpha and Beta testing (Pilot test) were set to be organised in three partner countries Switzerland, Belgium, and the Netherlands. A sample of 75 participants in total and 25 per country was initially defined for the Beta test. The main goal was to test the player experience, acceptance, accessibility, and knowledge acquisition of the ACT. Several qualitative and quantitative research methods were combined. Preliminary results (data collected from the pre-Alpha and Alpha testing) show a strong emotional involvement of the users in the simulation. Based on the findings of the evaluations final recommendations will be made to assess if the ACT solution can be brought to the market.

Covid-19 and technical issue

The recruitment of participants for both physical co-creation sessions and evaluation sessions, as well as the evaluation timeline, was hampered in 2020 and 2021 by the outbreak of the Covid-19 pandemic. Consequently, work had to be done digitally. A new digital co-creation and a new digital evaluation procedure needed to be developed, and the recruitment communication campaigns were intensified. However, the number of end-user involved was lower than the announced target. The Beta test was targeting 75 (in)formal caregivers and planned to test the prototype during 6 weeks in home environment. This target has not been reached due to Covid-19.

Due to a technical problem in February 2021 (bug in the serious game), the planned evaluations in the test countries in February 2021 were seriously disrupted and, in extremis, a creative solution had to be found to still be able to involve sufficient end users in the study.

WP5: Dissemination and Exploitation & Business development

Dissemination

Due to a strong orientation on the technical development, dissemination was in the first 1.5 years of the project mainly focused on scientific publications (poster presentations, submissions of papers, abstracts at conferences) and blogposts on the POSTHCARD website (*ANNEX 3: POSTHCARD project website*)

Afterwards, dissemination activities, were more directed towards the potential end users (informal caregivers) to create awareness on the ACT platform by means of creating free publicity, engaging social media, and creating testimonials. The narrative became more marketing driven. Therefore, an ACT landing page was designed in 2020 by BRU and CCARE (alzheimercaretrainer.com). (*ANNEX 4: ACT sales website*)

The POSTHCARD project and the Alzheimer Care Trainer received a fair amount of online press coverage in the specialised, trade media in the partner countries. Mainly IT and medical press and care magazines published an article based on the written press release about the Alzheimer Care Trainer. The consortium partners regularly participated in international, technological, and eHealth-related conferences to present the project to a multidisciplinary audience of researchers. The consortium is author of numerous scientific publications on the technology and research behind POSTHCARD. At periodic intervals, an interesting blog was posted on the project website (POSTHCARD.eu)

Business development

The initial business scenario was based on a market (competitor) analysis, a SWOT analysis, defining the legal and ethical framework and a market consultation among formal and informal caregivers. The market consultation conducted in the summer of 2019 (ad hoc micro website) indicated that there were opportunities for the POSTHCARD solution for both informal and formal caregivers. The vast majority wants to use and pay for the platform (serious game and forum).

Based on the input of the mid-term review, a new business scenario with a focus mainly on the game as such (no longer communication forum) was elaborated. Given the technical complexity of the heart of the game, the MTR in 2019 recommended the present technical partners to be part of the legal entities that will market the POSTHCARD solution.

Classification

POSTHCARD solution is not a medical device. The requirements set for this are too high and complicated.

The consortium Partners have finally come to an agreement concerning IPR but to date no exploitation partner has been identified. Different constructions have been under investigation, but no decision is taken.

- Swiss start-up
- Dutch Foundation
- Looking for partners for continuous development
- Exit strategy to sell the solution in current stage of development.

At the end of the project (March 2021) the consortium has developed an MVP (minimal viable product) called the Alzheimer Care Trainer. The ACT (platform and serious game) is translated into three languages including English, Dutch and French, although some finessing is still required. The POSTHCARD team is proud of the result but considers the tool in its current stage still needs further development and refinement before the solution can be safely marketed and meet the right quality standards.

Value proposition

The consortium is convinced that the Alzheimer Care Trainer Tool is a unique approach to Alzheimer's care. The solution could benefit the user and the patient.

- Enhance interpersonal communication.
- Adopt pedagogically appropriate behaviour.
- Reduce care related stress.
- Improve long-term quality care.
- Stay longer in the familiar surrounding.

This view is based on the outcomes of the evaluations and the communication and marketing activities.

Lead generation.

Throughout the project the consortium has built up a substantial database of informal and formal care givers who are interested in the platform. More than 800 contacts have visited one of the 3 websites and around 200 people (leads) have showed interest (high rate of participation in the market consultation and online applications for information on the websites).

New project partnerships - investing in the Alzheimer Care Trainer

The current funding cycle of the project, mainly funded by the EU, has come to an end. The Consortium is still working actively to leverage new investments, since interest by our stakeholders is a strong motivator to do so. But pending tangible commitments on this, the project will continue at a slower pace (mainly at HUG, VIL and CC level). Additional to the current efforts the consortium is open for investors and ICT professionals who would like to further develop the platform in collaboration with the lead developer in Switzerland. All responses, questions, proposals, or financial arrangements from interested parties can be addressed directly to the Swiss coordinator at HUG and will be subject to due consideration.

II. Table of employees

Name	Function	Affiliation	Start	End
Pia Vandebergh	Project leader (PM)	50%	01/04/2018 (initial) 17/5/2018 (involvement S1L/Brusano- PM hired)	30/11/2020 (initial) 31/03/2021 (new: extension)

III. Budget

Partner	Actual spending to date period 01/04/2020 - 31/03/2021	Planned spending to date	Comment if major deviation
197.050 €	44.956,08 €	59.115 €	Many activities were hampered in 2020 - 2021 by the outbreak of the Covid-19 pandemic. Consequently, there was much less expenditure. <ul style="list-style-type: none">- All the f2f consortium meetings in 2020 took place virtually, thus no travel expenses were made (hotel, taxi, flight or fuel, meals).- Due to imposed teleworking, trips to the office remain very limited.- The physical co-creation sessions and physical 1on1 evaluation sessions with participants (end-users) at home or at the office took place virtually. This resulted in lesser operational, and personnel expenses linked to communication actions and evaluations/testing (transport, catering, flyers to distribute).- Many conferences are cancelled. No participation fee (AAL Forum, 2020)

Additional non project related activities:

Handover and presentation of the final activity and financial report 2020-2021 and supporting documents (invoices and social documents) of the POSTHCARD project to Innoviris.

IV. Evaluation of the progress

WP1: Project Management and Coordination

Objectives of the WP

The objective of this work package is to ensure that the project meets its objectives within budget and scheduled timescales. Tasks will include monitoring project progress, tracking deliverables and reporting back to the consortium.

1.1 Project coordination & administrative management

From the start of the project, conference calls (progress meetings) are organized every two weeks by the project coordinator in Switzerland (HUG) with all the consortium partners. The WP, responsibilities and tasks of leader and participants are discussed according to the agenda. An email address was created in which all team members are included (team@POSTHCARD.eu). With an average frequency of 2 times a year a f2f consortium meeting is organized in one of the consortium partner countries. The goal is to evaluate the general progress of the project. The Final Review by AAL will take place on 10 June 2021.

General status

- Late
 On Track
 Beyond Expectations

Detail here the progress with respect to the last period

- Progress meetings with consortium: a conference call is scheduled every two weeks (Skype, MS Team)
 - 7, 21 April 2020
 - 5, 19 May 2020
 - 2, 6, 30 June 2020
 - 14 July 2020
 - 11, 25 August 2020
 - 7, 22 September 2020
 - 6, 20 October 2020
 - 3, 17 November 2020
 - 1, 15 December 2020
 - 15, 29 January 2021
 - 12, 26 February 2021
 - 11, 24, 30 March 2021
 - 20 April 2021
 - 11 May 2021
- Virtual consortium meeting instead of f2f in Twente (NL) (26 - 27 May 2020)
- 1 on 1 telephone conversations, online meetings & mails between PM Brusano (project manager) and one of the consortium partners or other 3rd parties.
 - Annick Dermine (member of the board BRU & director Huis voor Gezondheid): reporting.
 - Valentine Musette (Director Brusano) and Julie Marot (responsible administration and finance Brusano): reporting.
 - Beata Bibrowska and Dan Mutshipayi (Innoviris): presentation activity & finance reports and discussion regarding extension project (21/04/2020)
 - Hendrik-Jan Stals (FSMB): to discuss potential collaboration within the framework of numerous evaluations and pilot test (November 2020 - March 2021).
 - Primary care associations, associations of informal caregivers and centres of expertise (dementia, Alzheimer): to bring the research to the attention of their members network and disseminate the call for evaluation participation through their own communication channels.
 - Ongoing meetings between BRU and consortium partners beside the two weekly scheduled conference call.

Administrative and field work

- Preparation virtual consortium meeting (26 & 27 May 2020): agenda and presentations.
- Project effort reporting: actual & planned efforts MM 2019 - 2020.
- Project progress report (M6, 12, 18, 24, 30): to be filled out by all partners provided by the coordinator (single document that summarizes all activities performed by consortium)
- Activity and financial report of the POSTHCARD project (period April 2020 - March 2021): elaboration and handover to Innoviris, accompanied by supporting documents and the final claim declaration.
- Handover written proof of AAL and NCP approval of the project's extension to Innoviris.
- Brusano's application for a "Demande de Modification de projet" - Innoviris.

Detail difficulties if any

- No difficulties in Belgium

- Assessment of current risks in the other consortium countries:
Due to budget exhaustion or other reasons: loss of competencies within the consortium.
 - In NL (University of Twente), a Dutch team member is recruited by the Swiss project partner and will move to Switzerland but returns to the Netherlands due to COVID-19 outbreak.
 - Some interns are temporarily hired in Switzerland and Romania and in the Netherlands a team member is replaced by someone else (partner Vilans)
 - In Switzerland (UNIGE), a Swiss team member ends his contract, and the Swiss chief developer starts his 12- month sabbatical period from January 2021 on (based on the original project duration, without the extension). He is no longer engaged.

List here the objectives for the next period

Final review by the AAL CMU will take place on 10 June 2021.

1.2 Financial management

General status

- Late
 On Track
 Beyond Expectations

Detail here the progress with respect to the last period

Due to the delays and problems in the development of the serious game by the Swiss and Romanian partner, the project was extended by 4 months (31 March 2021).

The initial Belgian budget of 197.55,5 €, established for a duration of 32 months (end of November 2020), is still sufficient to cover the operating and personnel expenses related to the 4 additional months.

The POSTHCARD budget in Belgium was not exceeded, even underused mainly due to the COVID-19 pandemic that resulted in much less expenditure (operating costs).

- The consortium meetings abroad were replaced by online meetings.
- Instead of conducting the evaluation sessions in the physical presence of the participants and evaluators (at home or in the office), partners were forced to conduct the evaluations online. Therefore, no expense for travel, communication or catering was incurred.

Detail difficulties if any: No

Internal meetings Brusano to discuss the status of the budget as well as the impact on the budget due to the extension of the project: 25/08/20, 16/9/2020.

List here the objectives for the next period

Preparation of the last claim declaration accompanied by supporting documents to be signed by the president of Brusano (MD. Michel De Volder) that will be submitted to Innoviris.

WP2: Solution Co design: research

Objectives of the WP

The principal objectives of this work package are to work with end user to tailor the content and interface of the platform to maximize user acceptance.

T 2.5. Co Creation of the scenarios

General status

- Late
 On Track
 Beyond Expectations

Detail here the progress with respect to the last period

UNIGE - VIL: leader

In the implementation of this WP, beside VIL (WP leader) ALL partners are involved by means of giving input and ongoing feedback.

Based on the insights of scientific literature and the input of all consortium partners, several scenarios were developed and built into the game. These scenarios reflect the daily care activities of informal and formal caregivers towards the person with Alzheimer's disease. Due to time constraints and the complexity of the game, the development of the game was limited to a limited number of scenarios.

Co creation sessions

Goal: participants test out several programmed scenarios and can also bring in new ideas – (caring) activities they consider being important. In the current state of the game, the scenarios focus on the basic care activities and needs:

- dining room: sitting down at the table to eat the meal.
- bathroom: undressing, taking a shower and brushing teeth.
- emotional handling by holding the hands of the patient.

May 2020: VIL presents an action plan to perform scenario co-creation sessions with end-users to create additional scenarios.

- target public: informal caregivers of people with dementia
- methodology: recruited people to participate in the co-creation sessions are divided into 2 groups. One group is involved in the co-creation sessions (personal experience, more in-depth discussions regarding dialogues & emotions) The other group will test the latest version of the game.
- timing co-creation: mid June – September 2020
- timing testing: end September – October 2020

ALL partners are invited to prepare a questionnaire addressed to the participants (end-users' group) of the co-creation sessions.

Digital co-creation sessions

Informal caregivers of people with dementia were involved in the first of three iterative, co-creation sessions. Because of the Corona epidemic, the co-creation sessions were realised by conducting online interviews and questioning the participants via MS Teams. The co-creation sessions resulted in a rich, detailed, and unique collection of individual experiences. The feedback on the scenarios led to the addition of new dialogues, utensils, and the showing of emotions to the two characters Marion (patient) and Paula (informal caregiver). The care situations that were frequently mentioned are in line with the situations developed for the game. There are 4 recurring themes: showering and personal hygiene, eating (including preparation and cleaning), getting dressed and undressing and going somewhere (shopping, social appointment etc.).

Detail difficulties if any

Due to the COVID-19 pandemic, all procedures regarding the co-creating sessions and evaluations had to be revised so that they could take place online. The protocol including the co-creation timeline has to be updated and therefore activities related to co-creation deviated a bit from the original planning.

List here the objectives for the next period

WP3: Development of the platform: integration & development

Objectives of the WP

This work package should secure the technical architectural design and development of the POSTHCARD system as a cyclic process, based on the co-creation performed in WP2 and the feedback from user evaluations in WP4.

General status

- Late
 On Track
 Beyond Expectations

Detail here the progress with respect to the last period

Brusano is not involved in this work package.

Core: POSTHCARD platform (UI/user interface) consist of services (all other functions within the platform that support the user in dealing with persons with Alzheimer) and a simulation (serious game) The serious game (in its current stage of development) is developed by UNIGE and is available in English, French and Dutch.

Detail difficulties if any

- Status April 2020: UNIGE redefines the timeline of the narrative engine development. A workable online version of the serious game (first demo) should be provided by UNIGE by mid April. A new version of the platform (user flow) should be presented by CC (definition of user story).
- September 2020: implementation of a 3rd scenario: feedback consortium partners (BRU)
- October, November 2020: presentations of new releases of serious game /simulation and feedback consortium partners.
- December 2020: presentation first version of full platform with integrated simulation and feedback consortium partners.
- February 2021: bug in the serious game: problem cannot be solved entirely.

Definition of User story (March 2020)

CCARE presented the new mockup (user story) for the planned platform and services (user flow).

Goal: The user must be able to:

- log into the platform,
- create his/her profile,
- answer questions from the questionnaire,
- play the game until the end.

List here the objectives for the next period

WP4: Pilot testing and evaluation

Objectives of the WP

The objective of this work package is to ensure the usability (and more generally the quality of the user experience), the perceived usefulness and finally the acceptance of the product, in order to bring to the market a competitive product (Alzheimer Care Trainer). For that purpose, mixed methods will be used, both quantitative and qualitative. In particular, validated standard questionnaires will be used all along the cyclic development process allowing to identify the necessary improvements and refinements. In addition, in order to reduce the number and severity of design errors discovered by users, heuristic evaluations will be performed prior to each user testing, and in particular at the early stages of design.

T4.1 – Usability lab testing (M6-M24) Leader: HUG – Participants: VIL, BRU (Brusano)

T4.3 – Organization of the pilot test (M9-12) Leader: HUG – Participants: UOT, VIL, BRU (Brusano)

T4.4 – Pilot test follow up (M18-M30) Leader: VIL – Participants: HUG, AZN, BRU (Brusano)

T4.5 – Pilot test analysis and feedback (M30-M32) Leader: HUG – Participants: ALL

A MPV (minimum viable product) of the game remains the prerequisite to perform the expert evaluation.

General status

- Late
 On Track
 Beyond Expectations

Detail here the progress with respect to the last period

Organize the Pilot test and the Pilot test follow up within the new extended project time granted by the AAL CMU in 3 testing sites: Belgium, Netherlands and Switzerland using the scenarios and research protocols.

User testing: the prototype is to be tested with potential end- users/ caregivers in their real home environment (laptop/desktop). A main focus will be on the player experience of the end-users with the Alzheimer Care Trainer platform.

The virtual consortium meeting in May 2020

VIL presented an overview of the procedure for the pilot test and Alpha testing based on collected feedback from ALL consortium partners on latest version of serious game and shared this via deliverable.

Delays in user testing

The next rounds of evaluations with end-users (caregivers) started with a delay due to delays in development of the game and platform and due to the COVID-19 virus. All tests of the ACT platform were postponed with 2 months (period May 2020 – February 2021)

User acceptance testing

- Pre-alpha version of the platform (after MoSCow analysis): n=5, 2019
- Alpha version of the platform: n=5 participants per country, (sample of 15 in total in 3 countries),2020.
 - target: 15 participants (end-users) recruited in NL, BE, CH.
 - timing: Netherlands (Nov.2020) and Belgium and Switzerland (Dec.2020 – Jan. 2021)
 - object of testing: the serious game (3D simulation)
 - methodology: using IBM usability questionnaire and the Gaming Experience questionnaire.

- Beta version of the platform – Pilot test: n=25 participants per country (sample of 75 in total in 3 countries) 2021.
 - target: 25 participants (end-users) recruited in NL, BE, CH.
 - timing: February - March 2021.
 - object of testing: the overall platform.
 - methodology: using IBM usability questionnaire and the Gaming Experience questionnaire, Survalyzer and conducted in a controlled environment like Alpha test.

Evaluation protocol: planning activities in test countries Belgium, the Netherlands and Switzerland.

- NL puts together evaluation package and BE and CH provide feedback for adjustments.
- Belgium: collaboration agreement between Brusano and Mr. Stals (occupational therapist) to carry out the evaluations together with the project manager.
- Belgium: translation of evaluation package into French and adaptation to the Belgian – Brusano GDPR requirements.
- The instruction guide/ manual for use of platform
- Introduction
- Questionnaires
- Consent form
- PowerPoint presentation
- Before starting the online evaluations with the participants, Vilans provides a training for Belgium and Switzerland to learn and practice the online evaluation procedure (interviews & questionnaires & MS Teams).
- Launch recruitment campaigns and creation Google forms (call and response)
- Execute the evaluations.
- Produce the evaluation reports.

>>>>Specifically in Belgium

Target organisations and communication channels (*ANNEX 5: recruitment campaign Belgium*)

- Website, FB, LinkedIn, Twitter, and newsletter Brusano
- Website: Liever ThuisLM.be
- Website: Apotheek.be/ Pharmacie.be
- Facebook: Aidants Proches Bruxelles
- Newsletter: Huis voor Gezondheid
- Facebook: Espace Zia
- Website: Alzheimer Liga Vlaanderen.be and newsletter
- Mailing to Steering Group Informal Care

Deviation of the planned evaluation activities in February 2021.

Due to technical problems in the game and the privacy issues surrounding it, testing cannot take place as initially planned.

- During try-out of the Beta testing, Vilans (Dutch consortium partner) reports sudden, unforeseen problems occur in the platform which is no longer stable and jeopardises the user test. As a result, VIL is forced to set up an alternative procedure to the planned Beta testing. The goal is still to collect sufficient data.
- Partial creative solution: The call for participation includes a link giving access to a video on YouTube explaining the use of the platform and showing the functioning of the serious game (Dutch subtitles). The participant acts as an observer and no longer as a player and will be asked to fill out a re-edited questionnaire programmed in Survalyzer. The IBM usability questionnaire and the Gaming Experience questionnaire cannot be used anymore. This way the consortium hopes to get some more feedback and insights. For the French speaking

public, another video was produced and all translations into French were provided by BRU (introduction, manual and subtitles).

- The first market consultation in the summer of 2019 and the press campaign in October 2020 generated many contacts – prospects in Europe (+500 interested informal and formal caregivers of patients suffering from dementia – Alzheimer’s and care facilities). These prospects are invited (March- April 2021) to explore the serious game (mailing including video and questionnaire).

Detail difficulties if any

- Due to the COVID-19 pandemic, all procedures regarding the evaluations had to be revised and converted into online sessions. The protocol including the evaluation timeline had to be updated and therefore activities related to evaluation were delayed.
- Situation in Switzerland (CH): the execution of the evaluations is disturbed since the person in charge of conducting the tests and recruitment got some severe health problems since end of December and she did not come back to the job. Due to the complicated evaluation procedure and the need for in-depth knowledge on POSTHCARD, a replacement could not be found at short notice. The Alpha testing could no longer take place in Switzerland and being very tight on time (approaching the end of the project), it was decided to only run a Dutch and French questionnaire.
- Due to privacy restrictions, participants cannot ultimately log into the platform themselves. An alternative solution had to be found. POSTHCARD needs to guarantee the security of the game connections (unsecured line between the server and the player)
- Technical problems: February 2021: bug issues in the simulation (serious game) since the agitation functionality was added. The game is no longer stable. Different versions of the game: 0.11 version is not usable (crashes), and the 0.10 version is not working (black screen) while we had a steady Beta version in December 2020. An alternative for the beta evaluation was searched for and produced and deployed in the period March – end of April 2021.

List here the objectives for the next period

WP5: Dissemination and Exploitation & Business development

Objectives of the WP

The partners involved will develop a dissemination strategy in order to establish the needed activities for raising the visibility of the project’s objectives and results.

Business strategy development is a critical part of the project. Although viable business opportunities have already been identified, the development of a strong business model requires many iteration and tests to validate the assumptions.

5.1 Establishing the dissemination strategy (M0-M14): leader BRU (Brusano)

5.2 Organizing communication activities (M0-M32): leader HUG, participant BRU (Brusano)

5.3 Market Analysis (M0-M3): leader CCARE, participant BRU (Brusano)

5.4 Establishing the business and exploitation plan (M0-M30): leader CCARE, participants ALL

5.7 Customer acquisition (M34-M36) Leader: BRU, Participants: HUG, VILANS, FTH, CCARE

General status

Late: business & exploitation plan

On Track

Beyond Expectations: dissemination

Detail here the progress with respect to the last period

5.2 Organizing communication activities (M0-M32): in order to raise visibility of the project's objectives & results: Brusano.

The dissemination plan, tools and communication activities will be reviewed throughout the project duration to support the emerging and evolving needs of the project. Since MTR in December 2019, the dissemination activities, are targeted more on the informal caregivers to create awareness on the ACT by means of creating free publicity (PR), engaging social media, and creating testimonials/customer cases. (*ANNEX 7: Impact and Awareness activities 2018-2021*)

BRU presented the status of the communication efforts at the online consortium meeting in 26-27 May 2020 with focus on published articles and the website traffic on POSTHCARD website.

Dissemination channels

Media - Press

- BRU established relationships with the Belgian (Dutch and French speaking) ICT and medical press.
- In order to create some free publicity BRU wrote a press release in Dutch, French and English on the Alzheimer Care Trainer (ACT) that was issued in October 2020 in Belgium, the Netherlands and Switzerland. (*ANNEX 6: press release ACT, October 2020*)
 - Outreach to trade press: magazines specialising in Healthcare, Wellbeing, Science, IT, 50 plus readers.
 - Outreach to communities and associations (Alzheimer, dementia, informal caregivers, first line care)
 - Media and social media coverage were successful in Belgium and the Netherlands: 48 publications. (*ANNEX 7: impact & awareness activities*)
 - Computable.be/.nl
 - Numerikare.be
 - Zorgmagazine.be
 - Medi-Sphere.be/fr
 - Le Spécialiste.be/fr
 - Wallonie Santé
 - Neurone.be
 - WoMagazine.nl
 - Captise.nl
 - Zorgenz.nl
 - WoMagazine.nl
 - Bijons.nl
 - Adeba.de
 - Temoignages.re

Lead generation: the press release and its publication in the media, the launch of a social media campaign and the recruitment campaigns generated a lot of website traffic to the POSTHCARD website and generated a significant high volume of requests for more information on the Alzheimer Care Trainer website (online form)

Scientific publications

All research partners of the POSTHCARD consortium continued to contribute to disseminating the results via publications in peer-reviewed scientific journals and conference proceedings.

- Poster presentation at CLIN 30, NL, Utrecht, Jan 2020

- Poster presentation on Alzheimer Care Trainer at Health By Tech Conference 2020 NL. (cancelled due to Corona outbreak but accepted abstract is published in a digital abstract book on the conference website in June 2020: Brusano - PM is co-author)
- 2 short papers were submitted and presented at the online Foundation of Digital Games Conference October 2020, Malta. Designing a Senior Friendly Interface for a Personalized 3D Narrative Simulation and ExpReal, a Writing language and System for Authoring Dynamic in Interactive Narrative.

Promotional material (ANNEX 5: recruitment campaign)

- Flyer to be used in online recruitment campaigns launched in test countries.
- Video (YouTube) showing the functioning of the platform and the serious game, in supporting evaluation and promotion.
- <https://www.youtube.com/watch?v=k6meu6BZPTs> - (French)
- <https://www.youtube.com/watch?v=cmDZURgCeKw> - (Dutch)

Websites

- BRU oversees the maintenance of the **project website** (www.POSTHCARD.eu) by posting monthly articles written by BRU or another partner.
- Brusano and CC are in charge of the **design of the product website**. Considering the development and delays Brusano and CC opted for a preliminary Landing Page to be used. As the development aspects become more substantial the ACT website will become more elaborated. Focus on functional design (usability), content (target public, benefits product, team, contact form), graphic design, technical design, maintenance (CMS), promotion and legal (security- SSL certificate and registration domain) The website goes live in July 2020. Name platform after poll with partners: www.alzheimercaretrainer.com.

Google Analytics on POSTHCARD.eu (2020 - 2021)

Following specific communication actions (PR, recruitment campaigns and market consultation), website traffic to the project website was monitored and analysed throughout the project.

Some examples of GA in 2020 and 2021. (*ANNEX 8: Google Analytics on POSTHCARD website*)

- Multilingual PR campaign in the Netherlands, Belgium, and Switzerland (press release on Alzheimer Care Trainer, 26 Oct. 2020). The distribution of the press release generated website traffic between 1 - 31 October.
 - Traffic: with 56 users/visitors of which 51 new visitors (86,4%) and 3 returning visitors (13,6 %).
 - Target group overview: users came mainly from the Netherlands (14), Belgium (8), Switzerland (7), Finland (6) and France (6).
 - Acquisition: Direct (43 users - 70,49%), organic search (11 users - 18%), referral (6 users - 8,2%) and social media (2 users - 3,28%)
- Recruitment campaign rolled out in the Netherlands (evaluation, 18 March 2021)
 - increased website traffic with 100 users among 96 or 90,6 % new visitors in the period 18 March – 6 April 2021.
- Facebook campaign in Romania in Nov. 2020
 - Between 1 November 2020 – 7 December 2020 the POSTHCARD website was visited by 260 users among 252 new users (or 93,3%) and returning visitors (6,7%). 162 user/visitors (62,31%) came from Romania. Spikes were between 16 - 27 November.

Events

The project and ACT solution were presented in several national, international relevant scientific, technical level conferences but the goal was also to focus on smaller, local events.

- Scientific conferences, especially on Alzheimer disease, dementia, virtual reality, E-Healthcare, user research & innovation in long-term care, narrative technology, serious games and more generally Educational Technology.
- Events that provide synergy opportunities to increase impact and exploit our project results. For instance: Alzheimer Netherlands, Alzheimer Belgique, Expertisecentrum Dementie Broes, Association Alzheimer Switzerland. (Alzheimer cafés)
- The Consortium participation in 2020-2021:
 - AAL Forum Nice, 26 - 28 Oct 2020: cancelled
 - Supporting Health by Technology conference, NL 2020: cancelled
 - Supporting Health by Technology conference, NL 2021: online
 - FDG conference (Foundations of Digital Games), Malta 2020: online
 - CLIN Conference (Computational Linguistics), NL 2020
 - Mobile Healthcare Conference, NL 2020: online
- The dissemination strategy defined the exploration of partnerships between POSTHCARD (Brusano), and local organisations specialised in dementia, Alzheimer, informal care, and primary care. Due to the first Corona wave in Belgium and the complete lockdown, the preparations for joint events were cancelled.
 - Netherlands: Alzheimer Nederland.
 - Belgium: Praatcafés dementia via Thuiszorg Brussels, FMSB and Expertisecentrum Broes, April 2020.
- Brusano – project leader (PM) attended events specialised in dementia – Alzheimer disease.
 - Alzheimer Europe Conference, October 2020.
 - Symposium 'Op weg naar betere dementiezorg', September 2020.

Content: closing statements for stakeholders written by BRU: to respond to numerous requests for information and to be used on the POSTHCARD website.

Detail difficulties if any

- The mandatory revision of the evaluation protocol in extremis, severely influenced the timeline. Due to the limited data collection and time constraints, the planned communication activities and scientific publications on the testing results are no longer possible within the timeframe of the project.
- Due to COVID-19 pandemic all the events have either been cancelled and rescheduled for 2021 or even 2022 or they will continue in an online format.

List here the objectives for the next period

The POSTHCARD website and the Alzheimer Care Trainer website will stay online until the end of 2021 and the websites will be maintained in terms of content in case of news or necessity.

T5.4 Establishing the business and exploitation plan (M0-M30) Leader: CCARE, Participants: ALL
T5.7 Customer acquisition (M34-M36) Leader: BRU, Participants: HUG, VILANS, FTH, CCARE

Business strategy development is a critical part of the project. Although viable business opportunities have already been identified, the development of a strong business model requires many iteration and tests to validate the assumptions.

Customer acquisition (end user level) will be done directly (online marketing) and indirectly through General Practices, care institutions for the elderly, home care institutions, and other health care institutions giving care to the elderly.

The POSTHCARD team compiled a large database of prospects (informal and formal caregivers) that showed interest for the product during the project period. The consortium has built up a substantial database of informal and formal care providers who are interested in the ACT

platform. More than 800 contacts have visited one of the websites and around 200 people have actually taken an action (participated in a survey or asked for information). The consortium is still working actively to leverage new investments, since interest by our stakeholders is a strong motivator to do so.

Detail difficulties if any

- The current funding cycle of the project, mainly funded by the EU, has come to an end.
- According to comments of review board at MTR December 2019, non-involvement of one of the technical partners in the Consortium is compromising the future of the business development. UNIGE wants to be involved but cannot guarantee the technical maintenance if no money is injected.
- To date , no exploitation partner has been identified. Different constructions have been under investigation but no decision is taken. CCARE in the Netherlands is finalising the business case that is presented to the team before the AAL review in June 2021.
 - Swiss start-up.
 - Dutch Foundation.
 - Looking for partners for continuous development
 - Exit strategy to sell the solution in current stage of development.
- CCARE has also created a list of potential investors and grant authorities where a new proposal can be submitted for a 'POSTHCARD 2' (even AAL call in 2022).
- POSTHCARD solution: is not a medical device. The requirements set for this are too high and complicated. With this we avoid requirements that the POSTHCARD solution must comply with ISO 13485, ISO 27001 and NEN 7510.

List here the objectives for the next period

The consortium is still working actively to leverage new investments, since interest by our stakeholders is a strong motivator to do so. All responses or questions from interested parties should be addressed directly to the Swiss project coordinator: Frederic Ehrler, HUG since he will continue to supervise POSTHCARD.

V. List of annexes (documents, figures, and tables)

ANNEX 1: corporate name BRUSANO in the Moniteur belge, p.19

ANNEX 2: Alzheimer Care Trainer platform - user interface, p.20

ANNEX 3: POSTHCARD project website - POSTHCARD.eu, p.24

ANNEX 4: Alzheimer Care Trainer sales website - alzheimercaretrainer.com, p.25

ANNEX 5: recruitment campaign Belgium 2020, p.27

ANNEX 6: press release Alzheimer Care Trainer, October 2020, p.32

ANNEX 7: impact and awareness activities, 2018 - 2021. (media coverage, scientific publications, and recruitment campaigns), p.33

ANNEX 8: Google Analytics on POSTHCARD website, p.38

ANNEX 9: pictures of the serious game, p.41

ANNEX 1: corporate name BRUSANO in the Moniteur belge

Mod D00 19.01

**Copie à publier aux annexes au Moniteur belge
après dépôt de l'acte au greffe**



20009919

Déposé / Regu le **07 JUIN 2020**

au greffe du Tribunal de Commerce
francophone de Bruxelles

Greffe

Bijlagen bij het Belgisch Staatsblad - 16/01/2020 - Annexes du Moniteur belge

N° d'entreprise : **0711 719 484**
Nom
(en entier) : **Structure d'appui à la première ligne d'aide et de soins
de la Région de Bruxelles-Capitale (SA1L)**
(en abrégé) : **SA1L**
Forme légale : **ASBL**
Adresse complète du siège : **Rue de l'Association, 15 - 1000 Bruxelles**

**Objet de l'acte : Résolution de l'Assemblée générale du 10 septembre 2019 - Changement
de dénomination sociale**

(...)

6. MODIFICATION DE LA DENOMINATION SOCIALE DE L'ASBL

L'Assemblée générale, sur proposition du Conseil d'Administration, souhaite réconcilier l'appellation
usuellement utilisée de l'ASBL, à savoir, l'appellation "BRUSANO" avec la dénomination sociale juridique de
l'ASBL.

Dès lors, à l'unanimité des membres présents et représentés, l'Assemblée générale décide de modifier la
dénomination sociale de l'ASBL "Structure d'appui à la première ligne d'aide et de soins de la Région de Bruxelles-
Capitale" (en abrégé SA1L) en lui attribuant une nouvelle dénomination sociale : "BRUSANO".

Le titre l des statuts est dès lors modifié comme suit :

TITRE I – FORME – DENOMINATION SOCIALE – SIEGE SOCIAL – BUTS SOCIAUX ET OBJET – DUREE
ARTICLE 1 – FORME – DENOMINATION SOCIALE

1.1. L'association est une association sans but lucratif (ci-après dénommée l' « Association »).

1.2. La dénomination de l'Association est "BRUSANO". Cette dénomination sociale doit toujours être suivie
des mots « association sans but lucratif » / « vereniging zonder winstoogmerk » ou de l'abréviation « ASBL » / «
VZW ».

1.3. L'Association est régie par (i) le Titre 1er de la loi du 27 juin 1921 sur les associations sans but lucratif,
les fondations, les partis politiques européens et les fondations politiques européennes (la « Loi ») et (ii) par ces
présents statuts (ces « Statuts »).

1.4. La dénomination sociale, l'indication qu'il s'agit d'une association sans but lucratif, et l'adresse du siège
social de l'Association doivent être mentionnées dans tous les actes, factures, annonces, publications et autres
documents qui émanent de l'Association.

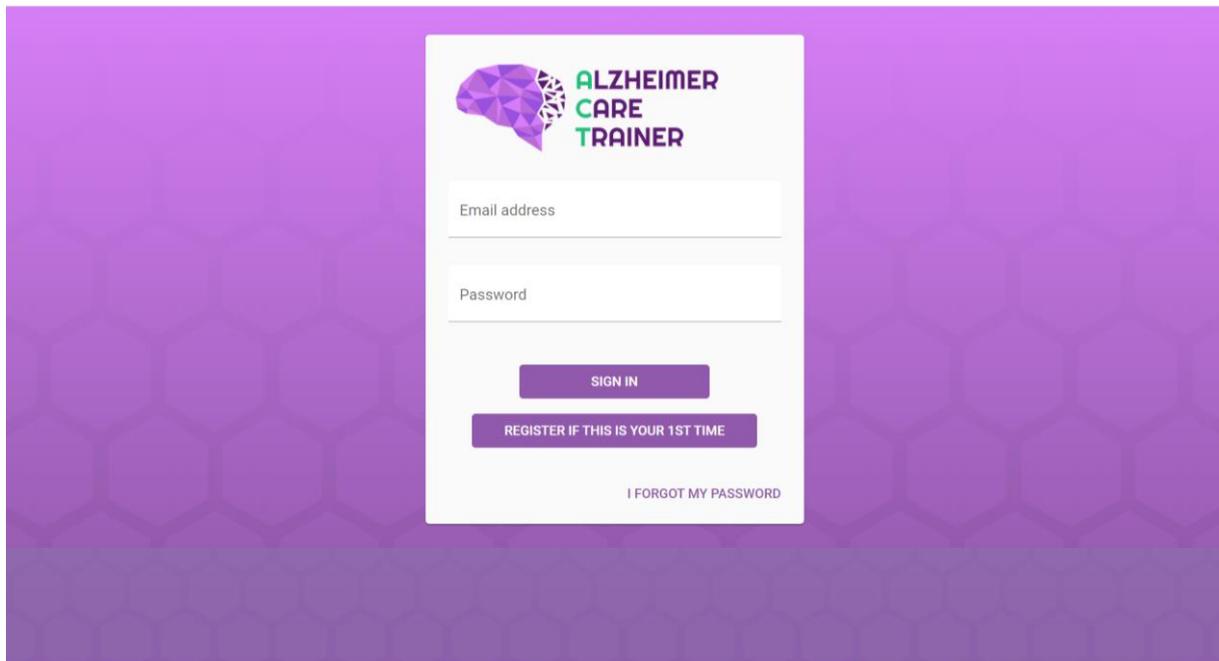
1.5. La dénomination ne peut être modifiée que par une résolution à l'unanimité de l'assemblée générale.

L'assemblée générale mandate Madame Valentine MUSETTE, Directrice de l'ASBL déléguée à la gestion
journalière de faire procéder à la publication aux annexes du Moniteur belge de la présente résolution et
modification statutaire.

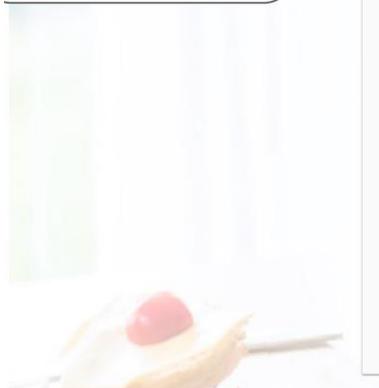
Pour l'ASBL, valablement représentée à l'égard des tiers en vertu du point 5 de la délégation des pouvoirs de
signature, Monsieur Henri DE RIDDER, Président du Conseil d'administration

Mentionner sur la dernière page du Volet B : **Au recto** : Nom et qualité du notaire instrumentant ou de la personne ou des personnes
ayant pouvoir de représenter la personne morale à l'égard des tiers
Au verso : Nom et signature (pas applicable aux actes de type « Mention »).

ANNEX 2: Alzheimer Care Trainer Platform - user interface.



Door te klikken op "register if this is your 1st time", verschijnt dit scherm



Welcome to Alzheimer Care Trainer!

About Alzheimer Care Trainer (ACT):
Your partner, family member or other loved one is diagnosed with Alzheimer and you may struggle with a lot of questions and doubts. Alzheimer Care Trainer (ACT) is an extensive platform, helping you to deal with the new situations around your loved one as best as possible.

ACT:
ACT is a personalized 3D simulation. Within ACT you can experience real-life interactions with the person you care for during daily situations.
Within ACT you can customize the simulation according to your own personal real-life situation, allowing you to learn and to benefit when dealing with various scenarios.

Scenarios:
ACT provides you with a wide range of scenarios re-enacting real life situations of a caregiver of someone with Alzheimer. This includes for example: activities such as showering, getting someone to eat their meal or how to cope with Alzheimer's within family relations. Within these scenarios you will proceed step by step to try and accomplish the task at hand; e.g. 'getting the person with Alzheimer's to eat their meal'. Going through the scenarios you'll learn how to handle complex situations in various phases of Alzheimer's.

What does your relative need? How do you cope with the disease?

		
Personal care activities	Eating	Family relations

Na het lezen van de informatie klik je op "continue"

Hier vul je je emailadres in en maak je een wachtwoord aan



ALZHEIMER CARE TRAINER

Email address

Password

Confirm password

I accept the terms and conditions

[LOGIN](#) [I FORGOT MY PASSWORD](#)

Als eerste vraagt het systeem om een aantal vragen te beantwoorden.

Thank you for joining Alzheimer Care Trainer!

Before starting with Alzheimer Care Trainer, we need to know some first details about you and the person you care for. We will ask you some more detailed questions later in the game plan. In this way we can personalize the simulations to help you achieve specifically what you want.

About you

Name

Character name 

Age

Gender

- Male
 Female
 Other

I care for

- My mother
 My father
 My husband
 My wife
 Other...

How long have you been caring for your relative?

- I've just started
 Since 1-2 years
 More than 2 years

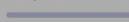
In order to provide a good care for your relative do you use any of the following sources?

- Use of pet Yes No
 Music therapy Yes No
 Art therapy Yes No
 Use of dolls/toys Yes No

CREATE PROFILE

Resting at home

This tutorial shows you how to use the Alzheimer Care Trainer. In this tutorial, you are at home with your mother. Note that this tutorial is not personalized.

 PROGRESS 

PLAY

MORE INFO

FEEDBACK

Na het beantwoorden, word je verwelkomt en geïntroduceerd bij het "game plan"

Game plan



Welcome to your game plan!

Before starting with your own personalized simulation, we have a tutorial ready for you. Note that this tutorial is not personalized.

OK

Resting at home

This tutorial shows you how to use the Alzheimer Care Trainer. In this tutorial,

 PROGRESS 

PLAY

MORE INFO

FEEDBACK

Door te klikken op "more info/meer info" verschijnt dit scherm

Resting at home

PROGRESS



EPISODE DESCRIPTION

This tutorial shows you how to use the Alzheimer Care Trainer. In this tutorial, you are at home with your mother. Note that this tutorial is not personalized.

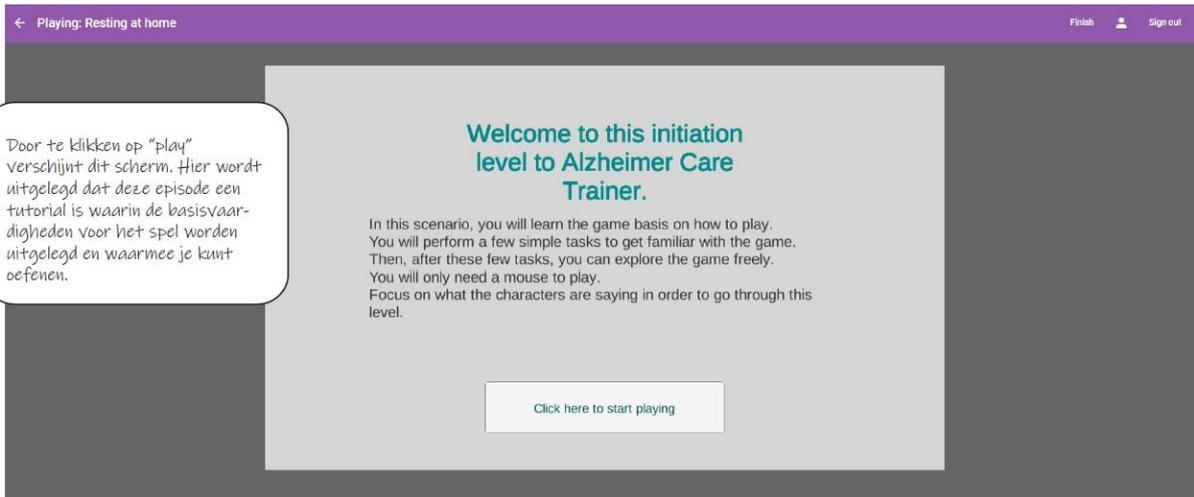
EPISODE SETTINGS

People involved: t, g, (NPC)
 Rooms: Room 1, Room 2
 Starts in: room1

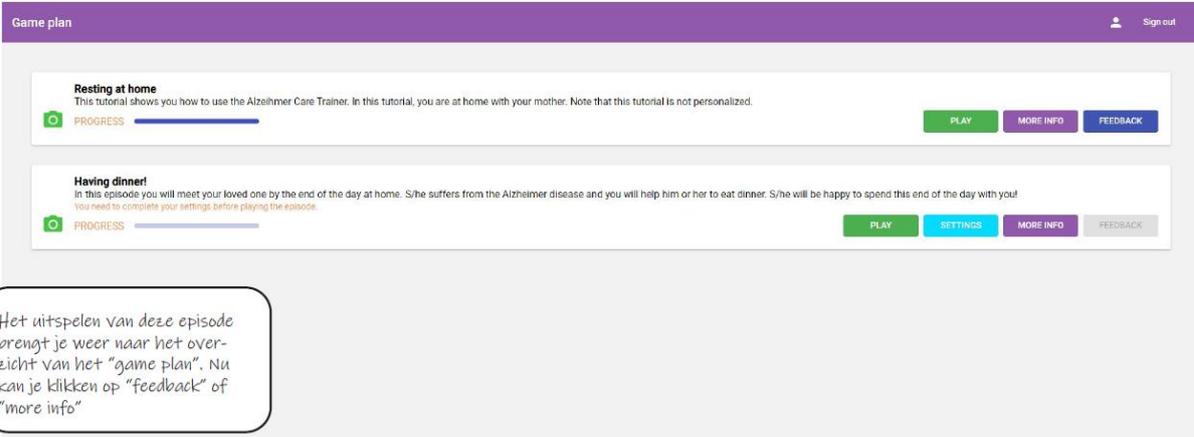
GOALS OF THIS EPISODE

 Goal 1

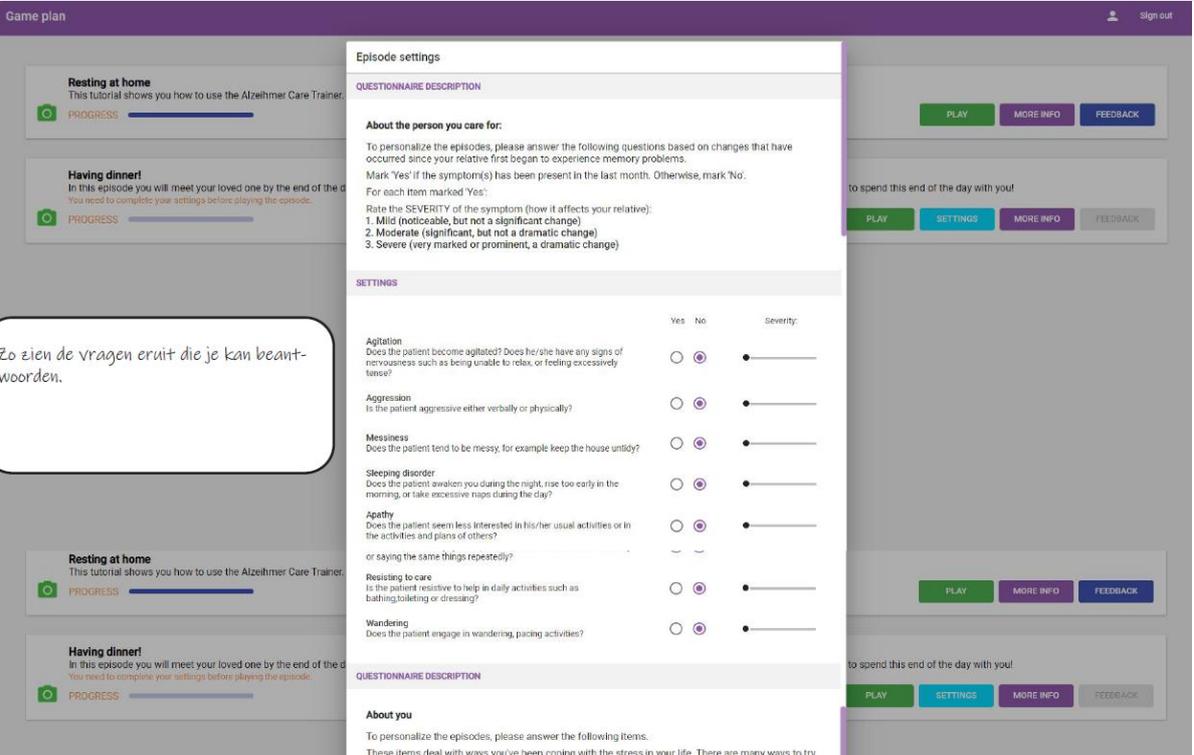
CLOSE



Door te klikken op "play" verschijnt dit scherm. Hier wordt uitgelegd dat deze episode een tutorial is waarin de basisvaardigheden voor het spel worden uitgelegd en waarmee je kunt oefenen.



Het uitspelen van deze episode brengt je weer naar het overzicht van het "game plan". Nu kan je klikken op "feedback" of "more info"



Zo zien de vragen eruit die je kan beantwoorden.

Het spelen van het spel ziet er zo uit



Resting at home
This tutorial shows you how to use the Alzheimer Care Trainer. In this tutorial, you are at home with your mother. Note that this tutorial is not personalized.

PROGRESS

PLAY MORE INFO FEEDBACK

Having dinner!
In this episode you will meet your loved one by the end of the day at home. S/he suffers from the Alzheimer disease and you will help him or her to eat dinner. S/he will be happy to spend this end of the day with you!

PROGRESS

PLAY AGAIN MORE INFO FEEDBACK

Preparing for the day
In this episode you will help your loved one to prepare for the day. Make sure they will have had a shower and the teeth brushed. Your loved one will be happy to spend this moment in your company!

PROGRESS

PLAY AGAIN MORE INFO FEEDBACK

A nice evening
In this episode you will spend an evening together with your loved one. Ensure that he or she will eat the meal. And for the night, you will accompany your loved one to have a shower and brush teeth. He or she will enjoy spending this evening in your company.

PROGRESS

PLAY AGAIN MORE INFO FEEDBACK

ANNEX 3: POSTHCARD website - POSTHCARD.eu

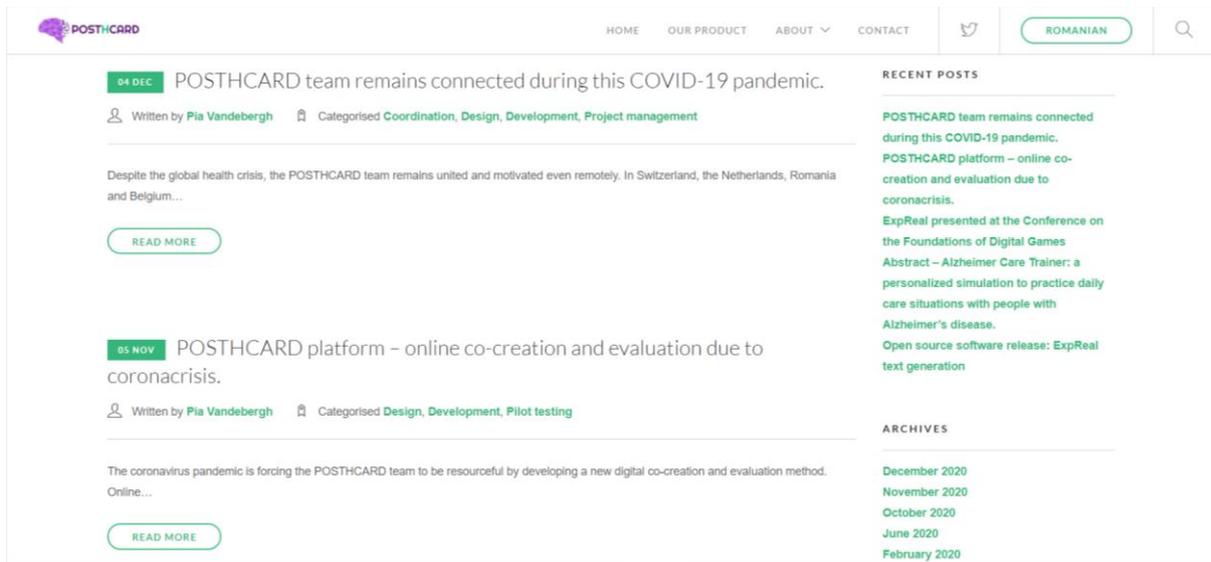


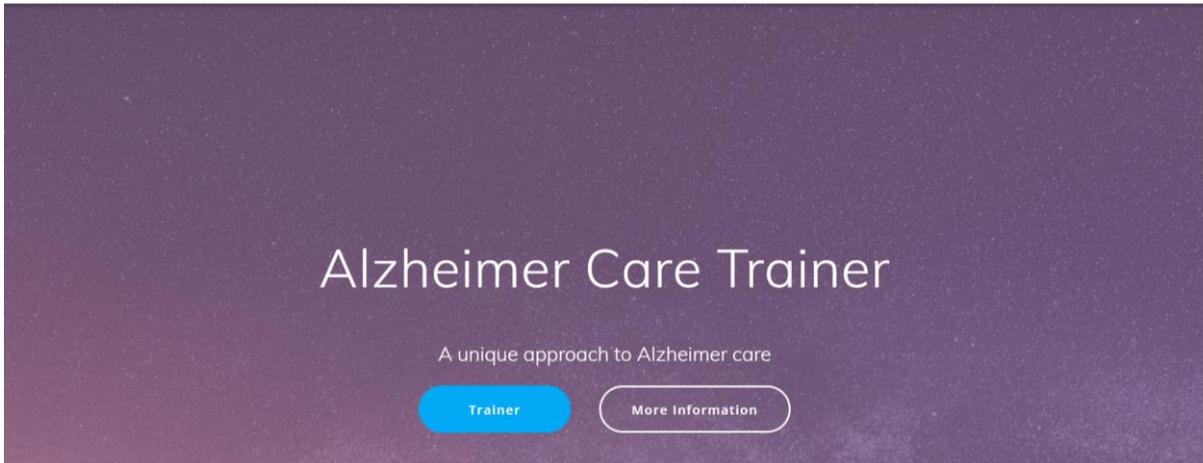
Welcome to Posthcard

Innovative Alzheimer training for caregivers

POSTHCARD is a learning platform for formal and informal caregivers. It teaches them how to interact with Alzheimer patients.

[Find out more >](#)





Learn or improve your caring skills towards people suffering from Alzheimers' disease

Create your own personalized simulation using ACT

- Enter a virtual 3D home environment adapted to your own personal situation.
- Customize the simulation according to the specific characteristics of the illness and your coping style.
- Provide the best individualized care.

Practice daily care situations

The Alzheimer Care Trainer enables you as caregiver to:

- Experience 'real-life' interactions
- Explore and practice multiple caring scenario's and different coping strategies
- In a familiar and risk-free manner
- At your own pace
- Receive feedback and share your experience with other caregivers on the communication platform

Virtual Patient

Being user – virtual caregiver:

- Walk through the scenarios with your virtual patient before you encounter the person for real
- Simulate the behavior and preferences of your patient
- Experience how to manage specific situations in daily care
- Learn to cope better with changing behavior throughout the course of the disease

Benefits for user and patient

- Enhance interpersonal communication
- Adopt pedagogically appropriate behavior
- Reduce care related stress
- Improve long-term quality care
- Stay longer in the familiar surrounding



Stay up-to-date!

Do you want to know more about ACT tool?

Be among the first to receive the opportunity to try out ACT!

[I'M INTERESTED, KEEP ME POSTED](#)

Our Team

ACT is the result of a collaboration between companies, associations, health experts and universities specialised in healthcare, primary care, eHealth, serious gaming and vulnerable people from all over Europe!



ANNEX 5: recruitment campaign Belgium 2020-2021



Participez à l'évaluation d'un jeu sérieux éducatif destiné aux aidants proches de personnes atteintes de la maladie d'Alzheimer !



À propos du projet
Le projet européen Postcard (programme AAL) est en train de développer une plateforme d'apprentissage avec un "serious game", destinée aux soignants des personnes atteintes de la maladie d'Alzheimer. L'objectif est de soutenir les aidants proches dans les soins quotidiens à domicile qu'ils prodiguent. Dans ce jeu informatique éducatif, l'aidant informel joue un rôle essentiel se trouvant confronté à diverses situations de soins (complexes) qui peuvent se produire au contact quotidien avec la personne atteinte de la maladie d'Alzheimer.

L'Alzheimer Care Trainer est un outil qui permet de se former aux soins de la maladie d'Alzheimer.

À propos des sessions
Afin que le "serious game" réponde au mieux aux besoins des aidants, nous recherchons des participants.e.s qui souhaiteraient améliorer le jeu avec nous. Pour l'instant, nous avons développé une première version, que nous faisons évaluer par des aidants proches.

A la suite du COVID-19, nous organisons actuellement des sessions en ligne par le biais de vidéoconférences. Si vous le souhaitez, il est possible de tester l'appel vidéo à l'avance. Au cours de la séance, nous vous montrerons le jeu et vous demanderons de l'essayer. Ensuite, nous vous poserons quelques questions afin d'avoir votre avis et commentaires. Le questionnement durera environ 55 minutes.

Vous êtes intéressé(e) et vous désirez participer ? Vous avez des questions sur le projet ou les sessions ? N'hésitez pas à nous contacter !



Contact: Pia Vandebergh - Hendrik-Jan Stals
Mail: pia.vandebergh@brusano.brussels
Tel: 0470 744 410
Inscription via Google

https://drive.google.com/drive/search?q=formulieren

FR_appel à participation ACT

Alzheimer CARE TRAINER

Participation à une évaluation

Vous vous occupez d'une personne atteinte de la maladie d'Alzheimer et vous souhaitez participer à l'évaluation d'un jeu informatique éducatif ? Indiquez votre nom, votre adresse électronique, votre adresse et votre numéro de téléphone et nous vous contacterons dès que possible.

*Vereist

Alzheimer Care Trainer - la prise en charge personnelle de la maladie d'Alzheimer - projet Postcard



Nom *

Adresse email *

https://www.youtube.com/watch?v=k6meu6BZPTS

YouTube

Zoeken



Posthcard - Un appel à tester un jeu !
19 weergaven · 9 apr. 2021

DELEN OPSLAAN

- Chopin - Relaxing Classical Music
- Vivaldi: Four Seasons/Quattro Stagioni - Jasine Jansen...
- Hoe kan je ongemerkt een hartaanval hebben?
- Waarom val ik niet af, ook al sport ik 3 keer per week?
- Muziek en het brein: een muzikaal college met Erik...
- Ennio Morricone - Film Music Collection Volume 2 - The...
- Waarom krijgt straks iedereen de ziekte van Parkinson?
- The Best of Chopin

https://www.facebook.com/brusano/posts/158433772658362

Zoeken op Facebook

Startpagina Info Foto's Meer

Vind ik leuk Chatbericht sturen

Brusano asbl/vzw
13 november om 16:34 · 🌐

Aidants proches: Participez à l'évaluation de l'Alzheimer Care Trainer. Cet outil a pour objectif de soutenir les aidants proches dans les soins quotidiens qu'ils prodiguent, en leur permettant de se former aux soins de la maladie d'Alzheimer <http://ow.ly/RGq450CjQmb>



BRUSANO.BRUSSELS

Participez à l'évaluation d'un jeu sérieux destiné aux aidants proches de personnes atteintes de la maladie...

https://www.linkedin.com/company/vzw-brusano-asbl/

Zoeken

Home Mijn netwerk Vacatures Berichten Meldingen ik Werk Learning

vzw BRUSANO asbl
Geestelijke gezondheidszorg · Brussels, Brussels · 169 volgers

Neem contact met ons op

Home

Info

Vacatures

Personen

Video's

Inzichten PREMIUM

vzw BRUSANO asbl
169 volgers · 4 d · 🌐

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Participez à l'évaluation d'un jeu sérieux destiné aux aidants proches de personnes atteintes de la maladie d'Alzheimer - Brusano
brusano.brussels · Leestijd: 1 minuten

Ook bekeken

- Ecole de Tous ASBL
Basisonderwijs/middelbaar onderwijs
+ Volgen
- Matrix Requirements
Medische apparatuur
VUB 1 alumnus
+ Volgen
- VANDERHAEGHE OLIVIER
Meer weergeven



HELPEDESK
02 880 29 80

POSTICARD

Alzheimer training for caregivers

Participez à l'évaluation d'un jeu sérieux destiné aux aidants proches de personnes atteintes de la maladie d'Alzheimer

9 novembre 2020

Actu

Participez à l'évaluation d'un jeu sérieux destiné aux aidants proches de personnes atteintes de la maladie d'Alzheimer !



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Le projet européen (programme AAL) Postcard est en train de développer une plateforme d'apprentissage avec un "serious game", destinée aux soignants des personnes atteintes de la maladie d'Alzheimer. L'objectif est de soutenir les aidants proches dans les soins quotidiens à domicile qu'ils prodiguent. Dans ce jeu informatique éducatif, l'aidant informel joue un rôle essentiel et peut traverser diverses situations de soins (complexes) qui peuvent se produire en contact quotidien avec la personne atteinte de la maladie d'Alzheimer.

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Afin que le serious game réponde au mieux aux besoins des aidants, nous recherchons des participants intéressés qui souhaitent améliorer le jeu avec nous. Pour l'instant, nous avons développé une première version, que nous faisons évaluer par des aidants proches.

À la suite de COVID-19, nous organisons maintenant des sessions en ligne par le biais de vidéoconférences. Si vous le souhaitez, il est possible de tester l'appel vidéo à l'avance. Au cours de la séance, nous vous montrons le jeu et vous demandons de l'essayer et de nous faire part de vos commentaires. Ensuite, nous poserons des questions sur l'expérience du jeu. Le questionnement durera environ 45 minutes.

Vous êtes curieux et vous voulez participer ? Vous avez des questions sur le projet ou les sessions ? N'hésitez pas à nous contacter !

personne de contact: Pia Vandebergh - pia.vandebergh@brusano.brussels - 0470/744.410

> Pour participer à cette évaluation: [INSCRIPTION](#) <







HELPEDESK
02 880 29 80

→ ↻ 🏠 <https://twitter.com/vzwBRUSANOasbl> 🔒 ☆ 🌐 📱

Apps 📱 University of Genev... 🌐 Profil | Mon compte... 🗑️ Clear theme cache 📄 Microsoft Teams 📧 Courrier - Pia VAND... 🌐 BRUSANO - Accueil 🌐 Test NL Mockup » 📁 Ande

 **BRUSANO asbl/vzw**
431 Tweets Volgen

 **BRUSANO asbl/vzw** @vzwBRUSANOasbl · 13 nov. 2020

Mantelzorgers | Neem deel aan de evaluatie van de Alzheimer Care Trainer | Deze tool in de vorm van een educatief videospel ondersteunt mantelzorgers in hun dagelijkse zorg door hen op te leiden in alzheimerzorg



Neem deel aan de evaluatie van een serious game vo...
Neem deel aan de evaluatie van een serious game voor mantelzorgers van mensen met Alzheimer! Ove...
📍 brusano.brussels

🗨️ 🔄 ❤️ 📤

 **BRUSANO asbl/vzw** @vzwBRUSANOasbl · 13 nov. 2020

Aidants proches: Participez à l'évaluation de l'Alzheimer Care Trainer. Cet outil a pour objectif de soutenir les aidants proches dans les soins quotidiens qu'ils prodiguent, en leur permettant de se former aux soins de la maladie d'Alzheimer



Participez à l'évaluation d'un jeu sérieux destiné aux ...
Participez à l'évaluation d'un jeu sérieux destiné aux aidants proches de personnes atteintes de la maladie...
📍 brusano.brussels

🔍 Zoeken op Twitter

Dit vind je misschien leuk

 **RéseauSantéBruxelloi**
@Abrumet Volgen

 **Question Santé asbl**
@Question_Sante Volgen

 **Fédération des maiso...**
@FedeMaisonsMed Volgen

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Trends voor jou ⚙️

Entertainment - Trending
Grease
12.981 Tweets

Trending in België
Frank Vandenbroucke

U hebt dit bericht beantwoord op 13/11/2020 15:41.

Als er problemen zijn met de weergave van dit bericht, klikt u hier om het in een webbrowser te bekijken.

diagnose gemetst. Ue herhaling van net woonari is [hier](#) [beschikbaar](#). [Klik hier](#) voor meer informatie.

Aidants proches | Participez à l'évaluation de l'Alzheimer Care Trainer |

Présenté sous forme didactique de jeu vidéo, cet outil a pour objectif de soutenir les aidants proches dans les soins quotidiens qu'ils prodiguent, en leur permettant de se former aux soins de la maladie d'Alzheimer. [LIRE+](#)

Mantelzorgers | Neem deel aan de evaluatie van de Alzheimer Care Trainer |

Deze tool in de vorm van een educatief videospel ondersteunt mantelzorgers in hun dagelijkse zorg door hen op te leiden in alzheimerzorg. [LEZEN](#)

Technologie pour les soins et l'aide à la personne: Soutenez la technologie à dimension humaine |

Développés au terme d'un processus participatif soutenu par le Fonds Dr Daniel De Coninck et la Fondation Roi Baudouin, les "8 Caring Technology Principles" ont pour objectif de guider les innovations technologiques. [Participez-vous aussi au changement](#)

Technologie voor persoonszorg en -hulp: Steun voor technologie met een menselijke dimensie |

De "8 Caring Technology Principles" werden ontwikkeld na een participatief proces dat werd ondersteund door het Dr. Daniel De Coninck Fonds en de Koning Boudewijnstichting en hebben tot doel technologische innovaties aan te sturen. [Neem ook deel aan de verandering](#)

domicile pour les personnes de +60 ans

> Ontmoeting tussen [zorgverleners die deelnemen aan het project 'Ondersteuning aan huis voor personen ouder dan 60 jaar](#)

08.12.2020

> Rencontre entre les [éducateurs en diabétologie](#)

> Ontmoeting met [diabeteseducatoren](#)

18.12.2020

> Webinar - Focus Live: [Soins palliatifs et fin de vie](#)

> Webinar - Focus Live: [Palliatieve zorg en Levens einde](#)



Aidants Proches Bruxelles

@AidantsProchesBXL - Non-profitorganisatie

Doneren

Startpagina Info Meer

Vind ik leuk

Chatbericht sturen

Aidants Proches Bruxelles

18 november 2020

[Alzheimer] Vous vous occupez d'une personne atteinte de la maladie d'Alzheimer et souhaitez participer à l'évaluation d'un jeu informatique éducatif ?

Participez à l'évaluation de l'Alzheimer Care Trainer.

Cet outil vise à soutenir les aidants proches dans les soins quotidiens qu'ils prodiguent, en leur permettant de se former aux soins de la maladie d'Alzheimer.

Plus d'infos : <http://ow.ly/RGq450CjQmb>



Trouver une pharmacie

Ma santé

Médicaments

Pharmacien

Date de rédaction
29-01-21

**Aidant proche d'un malade Alzheimer?
Donnez votre avis**

Un de vos proches est atteint d'Alzheimer? Une plateforme virtuelle pourrait bientôt vous aider. Et on a besoin de vous pour la tester et l'améliorer!

Le jeu offre aux aidants l'opportunité de s'entraîner virtuellement à adopter les bons réflexes face à différentes situations

Un de vos proches est atteint d'Alzheimer? Pas toujours facile de gérer l'agitation, l'agressivité, les troubles du sommeil ou simplement les activités quotidiennes du malade... Mais une **plateforme virtuelle**, l'*Alzheimer Care Trainer*, pourrait bientôt vous aider. Développée par un consortium européen, elle vise à soutenir les aidants proches dans les soins à domicile. **Intéressé(e)? On a besoin de vous pour tester la plateforme et l'améliorer!**



Lire aussi

Aidant proche d'un malade Alzheimer? Donnez votre avis

Jemevaccine.be: toute l'info sur la vaccination contre la COVID-19

ALZHEIMER CARE TRAINER: EEN SPEL WAARIN JE ZORGSITUATIES KAN OEFENEN

Datum: 29 december 2020



Een gepersonaliseerde zorgsimulatie

De meeste mantelzorgers geven aan dat ze het vooral moeilijk hebben met veranderend gedrag. Denk maar aan agressie, onrust of depressie. Dat maakt dagelijkse zorgtaken moeilijker. De [Alzheimer Care Trainer](#) zou je helpen daarmee om te gaan. De Alzheimer Care Trainer is een gepersonaliseerde 3D-simulatie waarin mantelzorgers verschillende zorgsituaties kunnen oefenen. Je kan zo nieuwe vaardigheden leren of verbeteren. Het 'spel' helpt ook om om te gaan met het veranderend gedrag van degene voor wie je zorgt.

Het spel wordt aangepast aan jouw exacte situatie. In welke fase van de ziekte bevindt deze zich en hoe uit zich dit in het gedrag van de patiënt? Is er sprake van bijvoorbeeld agressie, apathie, rusteloosheid, slaapproblemen of repetitieve activiteiten? Wat wil je bereiken: eten, douchen, aankleden? Afhankelijk van jouw keuzes ontwikkelt het spel zich verder en verandert de verhaallijn.

Testers gezocht

Om ervoor te zorgen dat het spel zo goed als mogelijk aansluit bij de leefwereld en behoeften van mantelzorgers, zoeken de ontwikkelaars nog mantelzorgers die willen helpen. Zou jij het spel samen met de makers willen evalueren en verbeteren? Je zou dan een uurtje met de makers via de computer bellen. Dan kan je het spel uitproberen en feedback geven. Inschrijven kan via [deze link](#).

Als je vragen hebt kan je altijd mailen naar pia.vandebergh@brusano.brussels of bellen naar 0470 74 44 10.

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ANNEX 7: impact and awareness activities, 2018 - 2021 (media coverage, scientific publications, calls for participation)

1 Individual partners dissemination contribution: impact and awareness activities 2018-2021					
Project participant responsible (indicate country)	Activity	Start Date	End Date	Medium and reference (press, event, newsletter, webpage, etc.)	
3	University of Twente, Netherla Publication: Ruud de Jong and Mariët Theune (2018).	6-11-2018		http://achweb.org/anthology/W18-6508	
4	HUG, UNIGE Conference paper: Dimensions of Personalization in a Narrative Pedagogical Simulation	1-5-2018		https://www.researchgate.net/publication/325417723_Dimensions	
5	University of Twente, Netherla Poster presentation at INLG 2018, NL Tilburg	7-11-2018		https://inlg2018.uvt.nl/	
6	University of Twente, Netherla Poster presentation at CLIN 29, NL Groningen	31-1-2019		https://www.let.rug.nl/clin29/	
7	HUG, Switzerland Association Alzheimer Switzerland	1-11-2016		Conference Participation	
8	HUG, Switzerland Le département de l'emploi et de la santé (DES)	30-20-2018		Conference Participation	
9	HUG, Switzerland Association Alzheimer Switzerland	1-5-2018		Conference Participation	
10	HUG, Switzerland Association Alzheimer Switzerland	14-11-2018		Conference Participation	
11	HUG, Switzerland Pro Senectute Geneva	1-3-2017		on going collaboration/Interviews	
12	HUG, Switzerland Imad, Geneva	1-1-2017		on going collaboration/Interviews	
13	HUG, Switzerland Center Les Charmettes	1-10-2018		on going collaboration/Interviews	
14	HUG, Switzerland Consultation de la mémoire	1-9-2019		on going collaboration/data collection	
15	HUG, Switzerland Psychiatry department, HUG	1-12-2018		on going collaboration	
16	HUG, Switzerland Association Suisse pour la Recherche sur l'Alzheimer	21-9-2018		Conference Participation	
17	HUG, Switzerland CIFGG Montreux	13-6-2018		Conference-Poster Participation	
18	HUG, Switzerland SEGAH	2-04-2018		Conference Paper	
	IEEE International Conference on Serious Games and Applications for Health (SeGAH), Vienna Conference Paper: Dimensions of Personalization in a Narrative Pedagogical Simulation for Alzheimer's Caregivers				
19	HUG, UNIGE	6-5-2018		https://ieeexplore.ieee.org/xpl/conhome/8392646/proceedingArticlehttps://www.researchgate.net/publication/325417723_Dimensions_of_Personalization	
20	FATHER, Romania Rumanian Alzheimer Society Event: networking & publication on Postcard website	21-9-2018		http://postcard.eu/international-alzheimer-day-in-bucharest-romania/?prev_id=61	
21	FATHER, Romania Romanian startup involved in developing international Alzheimer treatment simulator	28-11-2018		https://archive.romania-insider.com/romanian-startup-involved-alzheimer-treatment-simulator	
22	FATHER, Romania reference to Postcard platform in article on Alzheimer disease in Life & Health magazine (Viata + Sanatate)	1-12-2018		http://postcard.eu/life-health-magazine/	
	article in Romania Insider.com: Romanian startup involved in developing international Alzheimer treatment simulator				
23	FATHER, Romania article in StartupCafe.ro on Postcard project & FATHER owners/directors				
24	FATHER, Romania Un startup românesc realizează un simulator pentru îngrijirea bolnavilor de Alzheimer, alături de universități din Elveția și Olanda				
25	FATHER, Romania StartupCafe.com is a communication platform dedicated to the exchange of information and ideas for entrepreneurs.	26 11 2018		https://www.startupcafe.ro/fdei-si-antreprenori/startup-it-romanesec-simulator-alzheimer	
26	FATHER, Romania Hope Channel Speranta TV Romania: interview about Postcard project	26-11-2018		https://www.adventisttv.org/Hope-Channel-Speranta	
27	FATHER, Romania article in semneletimpului.ro on Postcard project - Lungul drum de la scepticism la entuziasm privind prevenirea bolii Alzheimer				
28	FATHER, Romania Semneletimpului is an online and paper magazine	19-3-2019		https://semneletimpului.ro/sanatate/boli/alzheimer/lungul-drum-de-la-scepticism-la-entuziasm	
29	VIL Alzheimer Care Trainer website: market consultation- call to action posted on consortium	29-7-2019		https://www.zorgvoorbeter.nl/nieuws/alzheimer-care-trainer	
30	CON, CCARE, HUG, VIL Participation AAL Forum Bilbao	24-9-2018		AAL Forum: yearly healthy ageing event	
31	VIL, CCARE distribution collateral: flyers, poster, rollout banner				
32	HUG, VIL, CCARE Poster presentation: 25 Sept: Alzheimer Care Trainer: Reducing stress of informal caregivers and improving long-term care for Alzheimer patients.	23-9-2019		AAL Forum: yearly healthy ageing event	
33	HUG, UNIGE, Switzerland IVA'19: Proceedings of the 19th ACM International Conference on Intelligent Virtual Agents	25-9-2019		https://iva2019.scienceconf.org/resource/page/id/14https://dl.acm.org/citation.cfm?id=325417723	
34	VIL, AZN, Netherlands Dementia Lab Conference 2019 Eindhoven (NL)	2-7-2019		https://www.vilans.org/item/contribute-to-dementia-lab-2019https://www.dementialabcof.com	
35	HUG, UNIGE Conference Paper: Dimensions of Personalization in a Narrative Pedagogical Simulation for Alzheimer's Caregivers	21-10-2019		https://www.researchgate.net/publication/325417723_Dimensions_of_Personalization	
36	HUG, CCARE, FTH, CON Posts on project website	2018-2019		http://postcard.eu/	
37	FTH, Romania Twitter News	1-9-2018		https://twitter.com/RvC/status/1032318177471078400	
38	HUG, Switzerland Conference: "Accessible Europe: ICT 4 ALL" - Regional Competition for Accessible Europe 2019, Malta	4-12-2019		https://www.itu.int/en/ITU-D/Regional-Presence/Europe/Documents/Events/2019/AccessibleEurope2019	
39	University of Twente, NL (TWE Poster presentation at CLIN 30, NL Utrecht	30-1-2020		https://clin30.sites.uu.nl/	
40	CCARE, Netherlands website Alzheimercaretrainer.nl	11-7-2019		www.alzheimercaretrainer.nl	
41	BRU, Belgium Alzheimer Care Trainer website: market consultation- call to action posted on consortium	1-7-2019	1-9-2019	https://brusano.brussels/2019/07/23/participez-a-un-sondagehttps://twitter.com/vzwvzw	
42	BRU, Belgium Alzheimer Care Trainer website: market consultation - call to action posted on websites and social media of associations specialised in dementia and Alzheimer disease or healthcare				
43	BRU, Belgium Alzheimer Care Trainer website: market consultation - call to action posted on websites and social media of associations specialised in dementia and Alzheimer disease or healthcare	1-7-2019	1-9-2019	https://www.dementie.be/broes/actueel/alzheimer-care-trainerhttps://www.facebook.com/vzwBRUSANOasbl/status/1153971197346029568	
44	FTH, Romania Alzheimer Care Trainer website: market consultation - call to action posted on websites and social media of associations specialised in dementia and Alzheimer disease or healthcare	16-7-2019		https://www.facebook.com/page/45761763751419/search/?q=Alzheimer%20care%20trainer	
45	BRU, Belgium Alzheimer Care Trainer website: market consultation - call to action posted on websites and social media of associations specialised in dementia and Alzheimer disease or healthcare	24-7-2019		https://twitter.com/vzwBRUSANOasbl/status/1153971197346029568	
46	BRU, Belgium Article on ACT- Postcard solution - post on Brusano website	1-10-2019		https://brusano.brussels/2019/10/07/postcard-vous-connaissiez/	
47	VIL, Netherlands Alzheimer Care Trainer website: market consultation- call to action posted on websites and social media of associations specialised in dementia and Alzheimer disease or healthcare	1-7-2019	1-9-2019	https://www.zorgvoorbeter.nl/nieuws/alzheimer-care-trainer	
48	VIL, Netherlands Interview Henk Herman Nap (VIL) - Beter omgaan met mensen met dementie dankzij serious gan	19-9-2019		https://www.vilans.nl/artikelen/beter-leren-omgaan-met-mensen-met-dementie-dankzij-serious-gan	
49	AZN, Netherlands Alzheimer Care Trainer website: market consultation- call to action posted on consortium partner websites and Social media (Facebook, LinkedIn, Twitter)	1-6-2019	1-9-2019	https://www.alzheimer-nederland.nl/nieuws/onderzoek-beter-leren-omgaan-met-mensen-met-dementie-dankzij-serious-gan	
50	CCARE, Netherlands Post on Postcard project on partner website	11-7-2019		https://connectedcare.nl/portfolio/postcard/	
51	VIL, Netherlands Henk Herman Nap - Invited Keynote (also presented on POSTHCARD) - Silver Linings Global - Interview	02-11-2019	9-11-2019	http://www.silverliningsglobal.com/en/Forum.html#speaker	
52	VIL, Netherlands Henk Herman Nap - Presenter (also presented on POSTHCARD) - Hong Kong delegation - Vilans	1-10-2019			
53	VIL, Netherlands Henk Herman Nap - Presenter (also presented on POSTHCARD) - Korean delegation - Vilans	20-8-2019			
54	VIL, Netherlands Henk Herman Nap - Presenter (also presented on POSTHCARD) - Taiwan & Hong Kong	20-8-2019			
55	VIL, Netherlands Project Postcard description	23-5-2019		https://www.zonmw.nl/nl/over-zonmw/ehealth-en-ict-in-de-zorg/programmas/project-postcard	
56	VIL, Netherlands Interview Henk Herman Nap - AAL Forum 2019 - Gezond én zelfstandig oud dankzij technologie	24-9-2019		https://www.aalforum.nl/2019/09/24/gezond-en-zelfstandig-oud-dankzij-technologie	
57	TWE, CC, VIL, HUG, BRU HealthByTechnology conference 2020: presentation -abstract on Alzheimer Care Trainer	11/6 2020	12/6/20		
58	FATHER, Romania Alzheimer Care Trainer website: market consultation- call to action posted on consortium partner websites and Social media (Facebook, LinkedIn, Twitter)	16/07/2019		https://www.facebook.com/fathercompany/posts/1151012968411879	
59	UNIGE, TWE FDG conference (Foundations of Digital Games): short paper - ExpReal: a Writing Language and System for Authoring Dynamic in Interactive Narrative (Game AI)	15/9/2020	18/9/20	http://fdg2020.org/schedule.php https://dl.acm.org/doi/abs/10.1145/3402942.3402949 https://www.semanticscholar.org/paper/ExpReal%3A-a-Writing-Language-and-System-for-Authoring-Dynamic-in-Interactive-Narrative-jong/3b38dc6f4830ca11d8314d6db0490a02aff4a	
60	UNIGE, CCARE, VIL, HUG FDG conference (Foundations of Digital Games): short paper - Designing a Senior Friendly Interface for a Personalized 3D Narrative Simulation (HCI and Player Experience)	15/9/2020	18/9/20	https://dl.acm.org/doi/abs/10.1145/3402942.3403023 https://www.semanticscholar.org/paper/Designing-a-Senior-Friendly-Interface-for-a-Personalized-3D-Narrative-Simulation-Andriks%3C%26A6r7214a76ee1079d4918c0659710c00462b31ca51	
61	BRU, TWE, HUG, VIL WoMagazine.nl - press release	26/10/20		https://womagazine.nl/alzheimer-care-trainer-een-educatief-computerspel-ter-bevordere	
62	BRU, TWE, HUG, VIL Bijons.nl - press release	26/10/20		https://bijons.nl/nieuws/persberichten/alzheimer-care-trainer-een-educatief-computerspel-ter-bevordere	
63	BRU, TWE, HUG, VIL Computable.nl - press release	27/10/20		https://www.computable.nl/artikel/nieuws/zorg/7081393/250449/serious-game-traint-computable	
64	BRU, TWE, HUG, VIL Numerikare.be - press release	27/10/20		https://www.numerikare.be/nl/nieuws/e-health-educatief-computerspel-voor-de-zorg	
65	BRU, TWE, HUG, VIL Numerikare.be - Twitter - press release	28/10/20		https://twitter.com/numerikare/status/1321437602768183296	
66	BRU, TWE, HUG, VIL Computable.be - press release	28/10/20		https://www.computable.be/artikel/nieuws/zorg/7081393/5440850/serious-game-traint-computable	
67	BRU, TWE, HUG, VIL Computable.be - Twitter - press release	28/10/20		https://twitter.com/Computable/status/1320984843602194432	
68	BRU, TWE, HUG, VIL Twitter Adebba.de - press release	28/10/20		https://twitter.com/adebba/status/1321403715874627585	
69	BRU, TWE, HUG, VIL Adebba.de - press release	28/10/20		https://magazin.adebba.de/alzheimer-care-trainer-ein-paedagogisches-computerspiel-zu-testen	
70	BRU, TWE, HUG, VIL Temoignages.re - press release	28/10/20		https://www.temoignages.re/politique/sante/alzheimer-care-trainer-un-jeu-pour-ameliorer-le-soin	
71	BRU, TWE, HUG, VIL Zorgenz.nl - press release	28/10/20		https://zorgenz.nl/alzheimer-care-trainer-een-educatief-computerspel-ter-bevordere	
72	BRU, TWE, HUG, VIL Nieuwskoerier.nl - press release	2/11/20		https://www.nieuwskoerier.nl/news/751288-alzheimer-care-trainer-een-educatief-computerspel-ter-bevordere	

1 Individual partners dissemination contribution: impact and awareness activities 2018-2021					
69	BRU, TWE, HUG, VIL	Emerce.nl - press release		3/11/20	https://www.emerce.nl/nieuws/alzheimer-care-trainer-educatief-computerspel-ter-bev
70	BRU, TWE, HUG, VIL	Zorgmagazine.be - press release		3/11/20	https://zorgmagazine.be/alzheimer-care-trainer-educatief-computerspel-ter-bev
71	BRU, TWE, HUG, VIL	tekdeeps.com - press release		3/11/20	https://tekdeeps.com/educational-computer-game-for-alzheimers-care-emerce/
72	BRU, TWE, HUG, VIL	NGZ- Nationale Zorggids.nl - press release		5/11/20	https://www.nationalezorggids.nl/ggz/nieuws/5662-alzheimer-care-trainer-educatief-computerspel-ter-bev
73	BRU, TWE, HUG, VIL	News1 English - press release		5/11/20	https://www.news1.news/2020/11/alzheimer-care-trainer-a-computer-game-to-prom
74	BRU, TWE, HUG, VIL	World Today News.com - press release		5/11/20	https://www.world-today-news.com/alzheimer-care-trainer-a-computer-game-to-prom
75	BRU, TWE, HUG, VIL	Nuevo Periodico.com - press release		4/11/20	https://nuevoperiodico.com/juego-de-computador-educativo-para-el-cuidado-de-la-en
76	BRU, TWE, HUG, VIL	Newslocker.com - press release		3/11/20	https://www.newslocker.com/nl-nl/nieuws/online_trends/educatief-computerspel-voor
77	BRU, TWE, HUG, VIL	mediafeed.gertimmer.nl - press release		4/11/20	http://mediafeed.gertimmer.nl/tag/communicatie
78	BRU, TWE, HUG, VIL	Captise.nl - press release		9/11/20	https://www.captise.nl/Zorg-Ouderen/ArtMID/509/ArticleID/4647/Alzheimer-Care-Train
79	BRU, TWE, HUG, VIL	aboutict.nl - press release		3/11/20	https://aboutict.nl/news/2020-11-03/educatief-computerspel-voor-alzheimerzorg-eme
80	BRU, TWE, HUG, VIL	zorg.welzijnsgids.nl - press release		3/11/20	https://zorg.welzijnsgids.nl/zorgagendahttps://www.nationalezorggids.nl/zorgpersoneel
81	BRU, Belgium	Medi-Sphere.be/fr - press release		10/11/20	https://www.medi-sphere.be/fr/actualites/e-health/alzheimer-nbsp-un-serious-game-pi
82	BRU, Belgium	Numerikare.be/fr - press release		10/11/20	https://www.numerikare.be/fr/actualites/e-health/alzheimer-nbsp-un-serious-game-po
83	BRU, Belgium	Le Spécialiste.be/fr - press release		10/11/20	https://www.lespecialiste.be/fr/actualites/e-health/alzheimer-nbsp-un-serious-game-po
84	BRU, TWE, HUG, VIL	Facebook_NationaleZorggids.nl - press release		5/11/20	https://www.facebook.com/permalink.php?id=217149391727418&story_fbid=346487
85	BRU, TWE, HUG, VIL	Pinterest_Adeba.de - press release		28/10/20	https://www.pinterest.com/pin/804525920928566541
86	VIL Netherlands	Vilans.nl		10/11/20	https://www.vilans.nl/artikelen/mantelzorgers-denken-mee-over-alzheimer-game
87	VIL Netherlands	Twitter_VilansNL		10/11/20	https://twitter.com/VilansNL/status/1326090126288703488
88	FTM, Romania	Adventist.ro		20/03/19	https://adjud.adventist.ro/hungul-drum-de-la-scepticism-la-entuziasm-privind-prevenire
89	TWE, University of Twente, NI	Tijdschrift over taal - en spraaktechnologie TST en Gezondheidszorg (DIXIT)		16/12/2019	https://docplayer.nl/171393181-Tijdschrift-over-taal-en-spraaktechnologie.html
90	VIL BRU	ANP Press: quote on ACT - press release		4/11/20	https://expertquotes.anp.nl/home/detail/7a689ccb-24f4-474a-9cd2-3d2dd487a143
91	VIL Netherlands	Vilans.nl		6/10/20	https://www.vilans.nl/artikelen/online-co-creatie-look-bij-serious-game-postcard
92	VIL Netherlands	ICHealth.nl platform		17/11/2020	https://www.ichealth.nl/nieuws/serious-game-voor-alzheimer-mantelzorgers-in-de-ma
93	BRU, Belgium	Wallonie Santé - press release		17/11/20	https://www.walloniesante.be/fr/nieuws/83-sante-mentale-un-serious-game-pour-comb
94	BRU, TWE, HUG, VIL	www.rssing.com - press release		1/11/20	https://ehealth482.rssing.com/channel-58692983/latest.php
95	BRU, TWE, HUG, VIL	Linkpizza.com - press release		27/10/20	https://linkpizza.com/mediakit/carmen.van.andel/zorgen.nl
96	BRU, Belgium	Neurone.be - press release		10/11/20	https://www.neurone.be/fr/actualites/e-health/alzheimer-nbsp-un-serious-game-pour
97	TWE, University of Twente, NI	Library.net: SimpleNLG.NL, Natural Language Generation		08/2018	https://library.net/document/a2n6emeg-simplenlg-nl-natural-language-generation-for
98	BRU, Belgium	Facebook_Innoviris - press release		18/11/2020	https://www.facebook.com/hashtag/fundedbyinnoviris
99	BRU, Belgium	Twitter_Innoviris.be - press release		18/11/2020	https://twitter.com/Innoviris/status/1329056259908263936
100	TWE, University of Twente,	Utoday.nl - interview M. Theune		30/11/2020	https://www.utoday.nl/science/69126/we-want-to-support-caregivers
101	TWE, UNIGE	Semantic Scholar		blished 2020	https://www.semanticscholar.org/paper/ExpReal%3A-a-Writing-Language-and-System-
102	BRU, TWE, HUG, VIL	Facebook_U-Today; utodaynl - press release		30/11/2020	https://www.facebook.com/utodaynl/posts/3778279878901180
103	BRU, TWE, HUG, VIL	Facebook_Temoignages.re - press release		28/10/2020	https://www.facebook.com/permalink.php?id=284458101234&story_fbid=101578515
104	BRU, TWE, HUG, VIL	Twitter_Stent.care - press release		28/10/2020	https://twitter.com/StentCare/status/1321333957699506177
105	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		29/12/2020	https://www.alzheimerliga.be/nl/nieuws/alzheimer-care-trainer-educatief-computerspel-voor
106	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		9/11/2020	https://brusano.brussels.nl/2020/11/09/neem-deel-aan-de-evaluatie-van-een-serious-g
107	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		9/11/2020	http://www.lieverthuisim.be/pdf/BENLRecruitment flyeralphatest122020.pdf
108	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		12/11/2020	http://www.lieverthuisim.be/pdf/BENLRecruitment flyeralphatest122020.pdf
109	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		18/11/2020	https://www.facebook.com/AidantsProchesBXL/posts/alzheimer-vous-vous-occupez-d
110	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		13/11/2020	https://www.facebook.com/brusano
111	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		13/11/2020	https://twitter.com/vzwBRUSANOasbl
112	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		18/12/2020	https://mailchi.mp/354c85304ab/nieuwsbrief10-over-lea-en-veerkrachtige-feestdagen
113	NL, Netherlands	Medicafacts.nl		5/11/2020	https://www.medicafacts.nl/2020/11/05/computerspel-helpt-bij-onbegrepen-gedrag-d
114	BRU, Belgium	Brussels informal care organisation (Aidants Proches Bruxelles) mentions its involvement in ACT		sep-2020	https://www.bruxellesregionaidante.be/services/pratiques-pro-aidantes/
115	FTM, Romania	Awareness campaign about the project (on Facebook) with 38676 People Reached		nov-2020	https://www.facebook.com/fathercompany/posts/1555761671270338
116	NL, Netherlands	eHealth Nieuws Blogspot		nov-2020	https://ehealthnieuws.blogspot.com/2020/11/alzheimer-care-trainer-educatief-computerspel-ter-bev
117	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		29/01/2021	https://www.pharmacie.be/fr/News/Pages/feu-alzheimer.aspx
118	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		11/9/2020	http://www.findelocal.com/BE/Brussels/11641287337611/Brusano-asbl-vzw
119	BRU, Belgium	Alzheimer Care Trainer : Alpha testing/evaluation: call for participation posted on the internet		29/01/2021	https://www.pharmacie.be/fr/News/Pages/feu-alzheimer.aspx
120	NL, Netherlands	Mantelzorgers denken mee over Alzheimer-game		dec 2020	https://www.solidex.nl/content/uploads/2021/01/Nieuwsbrief-Mantelzorg-Wageningen
121	NL, Netherlands	Newsletter_Captise.nl - press release		10/11/2020	https://us14.campaign-archive.com/?u=0ee418e4450347016a1eaf&id=509b41c21
122	BRU, Belgium	Alzheimer Care Trainer : evaluation: call for participation posted on the internet		19/08/2019	https://www.facebook.com/lkzorgvooreenander/posts/2344225042352098
123	CON (BRU), TWE	Posts on project website (Postcard.eu)		2019- 2021	http://postcard.eu/
124	BRU, CCARE	creation Alzheimercaretrainer.com		2020	https://alzheimercaretrainer.com/
125	TWE, CC, VIL, HUG, BRU	HealthByTechnology conference 2021: presentation - updated abstract on Alzheimer Care Trainer		10/6 2021 11/6/20	https://healthbytech.com/
123	CON (BRU), TWE	MantelzorgTrefpunt.nl: Alzheimer Care Trainer : evaluation: call for participation		2019- 2021	http://postcard.eu/
124	BRU, CCARE	creation Alzheimercaretrainer.com		2020	https://alzheimercaretrainer.com/
125	TWE, CC, VIL, HUG, BRU	HealthByTechnology conference 2021: presentation - updated abstract on Alzheimer Care Trainer		10/6 2021 11/6/20	https://healthbytech.com/
126	VIL, Netherlands	MantelzorgTrefpunt.nl: Alzheimer Care Trainer : evaluation: call for participation posted on the internet		16/03/2021	https://www.mantelzorgtrefpunt.nl/nieuws/ontwikkeling-spel-voor-mantelzorgers-van
127					
128					
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WALLONIE SANTÉ

Vous êtes ici : Accueil > L'actualité > Santé mentale : un serious game pour combattre ...

SANTÉ MENTALE : UN SERIOUS GAME POUR COMBATTRE ALZHEIMER

Publié le 12 novembre 2020

Partager sur les réseaux sociaux

L'Alzheimer Care Trainer (ACT) lance une simulation 3D pour aider les accompagnants de personnels souffrant d'Alzheimer à adopter les bons réflexes face à la maladie.

L'Alzheimer Care Trainer (ACT) est le résultat d'une collaboration entre des entreprises, des experts de la santé et des universités spécialisées dans les soins de santé, la santé en ligne, les jeux sérieux et les personnes vulnérables de toute l'Europe ! Cette structure va aider les soignants informels (proches, soignants occasionnels) des patients souffrant de la maladie d'Alzheimer à travers ce qu'on appelle un serious game, c'est-à-dire une activité qui combine une intention « sérieuse ». Il s'agit donc d'une simulation sous forme de jeu vidéo, mais qui s'écarte donc du seul divertissement.

COMMUNICATION ET COMPORTEMENT

En gros, il s'agit de faire évoluer les comportements et de permettre d'adopter les bons réflexes face à la



Dans le cadre de la crise de la Covid-19, Wallonie Santé apporte son soutien au monde de la culture et du cinéma en participant au financement d'un film. Oui, mais pas n'importe lequel : l'œuvre traite ici de la crise et rend compte du quotidien des soignantes et soignants au chevet des malades.



ICT | IN THE SPOTLIGHT

Alzheimer Care Trainer, een educatief computerspel ter bevordering van persoonsgebonden Alzheimerzorg

ZORG Magazine - november 3, 2020



Een Europees consortium bestaande uit gezondheidsdeskundigen, experts in ontwerp en ontwikkeling van digitale gezondheidsinnovaties, de eerstelijnszorg en narratieve simulatiedeskundigen uit Zwitserland, Nederland, Roemenië en België ontwikkelt de Alzheimer Care Trainer, een serious game om mantelzorgers te trainen in hun communicatie en gedrag bij de ziekte van Alzheimer.

Het POSTHCARD – project kadert in het Europees AAL (Active and Assisted Living) programma dat gericht is op de ontwikkeling van ICT-oplossingen opdat senioren langer zelfstandig thuis kunnen wonen met een prettige en actieve leefstijl. Aan Belgische kant participeert BRUSANO. Het project is gefinancierd door Innoviris in het Brussels Hoofdstedelijk Gewest.

Home > Nieuws > E-health > Een educatief computerspel voor de zorg voor patiënten met de ziekte van Alzheimer

Een educatief computerspel voor de zorg voor patiënten met de ziekte van Alzheimer

27 oktober 2020 door G. Ostyn



ZOEKOPDRACHT

SNELNIEUWS

Nieuwe voorschrijf- en reservatietool om hulsartsen en staalafnamecentra te ontlasten
30 oktober 2020 - 12:49

Ziekenhuizen VS in coronadruckte aangevallen door hackers
29 oktober 2020 - 17:19

Elf ziekenhuizen volgen coronapatiënten vanop afstand via telemonitoring
27 oktober 2020 - 09:07

Imec en UZ Leuven werken aan snelle covid-test
27 oktober 2020 - 08:56

Een educatief computerspel voor de zorg voor patiënten met de ziekte van Alzheimer
27 oktober 2020 - 08:48

Een Belgische applicatie om het risico op ziekenhuisopname voor covid-19 te voorspellen
26 oktober 2020 - 10:00

Zoeken

Artikelen



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TRUE

Home | Artikelen | Nieuws | Zorg

Serious game traint mantelzorgers in Alzheimer

Bedacht door Europees consortium met zorg- en ict-experts

27 oktober 2020 08:00 | Christel Dieleman

Topic Zorg



Een still uit de Alzheimer Care Trainer-game

Vanuit België is de zorgorganisatie Brusano betrokken.

Een Europees consortium bestaande uit gezondheidsdeskundigen, experts in ontwerp en ontwikkeling van digitale gezondheidsinnovaties, de eerstelijnszorg en narratieve simulatiedeskundigen uit Nederland, België, Zwitserland en Roemenië komen met een serious game om mantelzorgers te trainen in hun communicatie en gedrag bij de ziekte van Alzheimer.

Het spel heeft de naam **Alzheimer Care Trainer**. Het project past binnen het Europese AAL (Active and Assisted Living)-programma dat gericht is op de ontwikkeling van ict-oplossingen zodat senioren langer zelfstandig thuis kunnen wonen met een prettige en actieve leefstijl. Aan Nederlandse kant participeren ConnectedCare, de Universiteit van Twente, Alzheimer Nederland en Vilans.

Meer Nieuws

- Cisco neemt partnerprogramma volledig op de schop
30-10-2020
- Techreuzen dansen corona van zich af
30-10-2020
- Proximus en Eurofiber verglazen Wallonie
30-10-2020
- Centralpoint sluit kantoor Amstelveen wegens corona
30-10-2020
- Intracto versterkt zich met Nederlandse Booming
30-10-2020

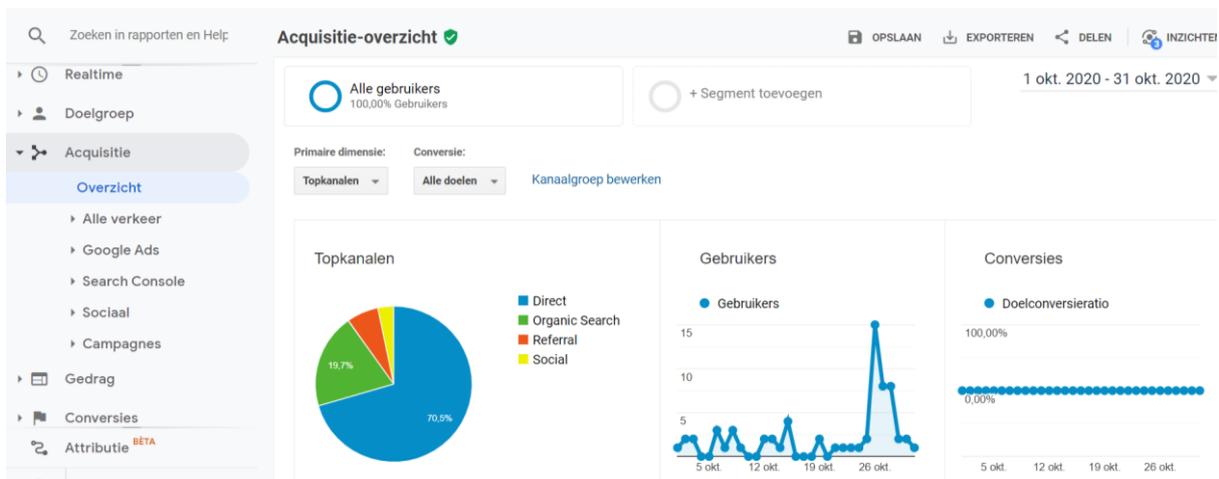
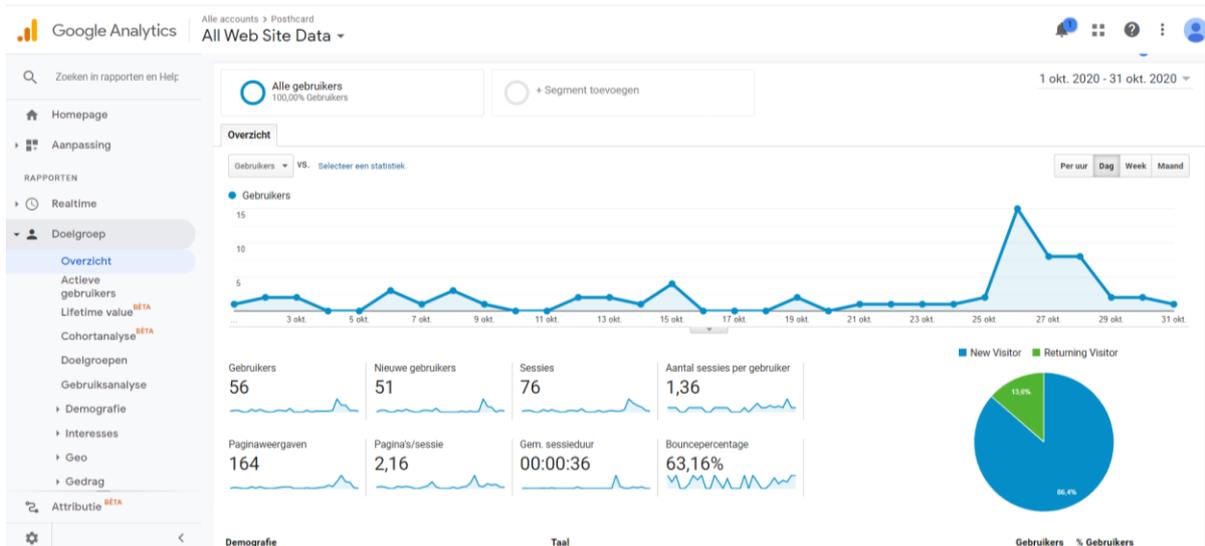
Overzicht Nieuws

Meer Zorg

- 'Corona stimuleert digitale acceleratie'

ANNEX 8: Google Analytics on POSTHCARD website.

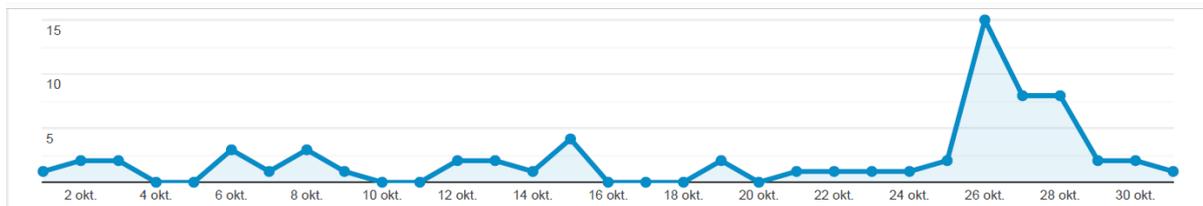
GA resulting PR campaign in the Netherlands, Belgium, and Switzerland (press release October 2020) - period 1 October 2020 - 31 October 2020.



Zoeken in rapporten en Help

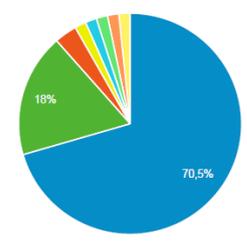
- Doelgroepen
- Gebruiksanalyse
 - Demografie
 - Interesses
 - Geo**
 - Taal
 - Locatie**
 - Gedrag
 - Technologie
 - Mobiel
 - Verschillende apparaten BETA
 - Aangepast
 - Benchmarking
 - Gebruikersstroom
- Acquisitie

Land ?	Acquisitie		
	Gebruikers ? ↓	Nieuwe gebruikers ?	Sessies ?
	56 % van totaal: 100,00% (56)	51 % van totaal: 100,00% (51)	76 % van totaal: 100,00% (76)
1. Netherlands	14 (25,00%)	13 (25,49%)	16 (21,05%)
2. Belgium	8 (14,29%)	5 (9,80%)	26 (34,21%)
3. Switzerland	7 (12,50%)	6 (11,76%)	7 (9,21%)
4. Finland	6 (10,71%)	6 (11,76%)	6 (7,89%)
5. France	6 (10,71%)	6 (11,76%)	6 (7,89%)
6. United States	4 (7,14%)	4 (7,84%)	4 (5,26%)
7. Spain	3 (5,36%)	3 (5,88%)	3 (3,95%)
8. (not set)	3 (5,36%)	3 (5,88%)	3 (3,95%)
9. Germany	1 (1,79%)	1 (1,96%)	1 (1,32%)
10. Egypt	1 (1,79%)	1 (1,96%)	1 (1,32%)



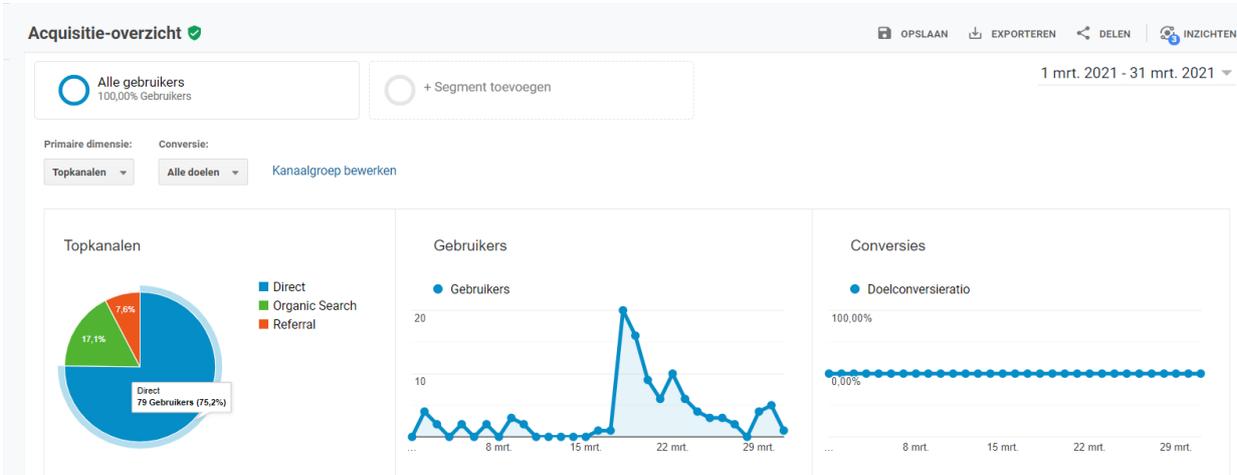
Bron/medium	Gebruikers	Gebruikers
	56 % van totaal: 100,00% (56)	56 % van totaal: 100,00% (56)
1. (direct) / (none)	43	70,49%
2. google / organic	11	18,03%
3. computable.nl / referral	2	3,28%
4. computable.be / referral	1	1,64%
5. facebook.com / referral	1	1,64%
6. qwant.com / organic	1	1,64%
7. t.co / referral	1	1,64%
8. tecfa.unige.ch / referral	1	1,64%

Bijdrage aan totaal: **Gebruikers**

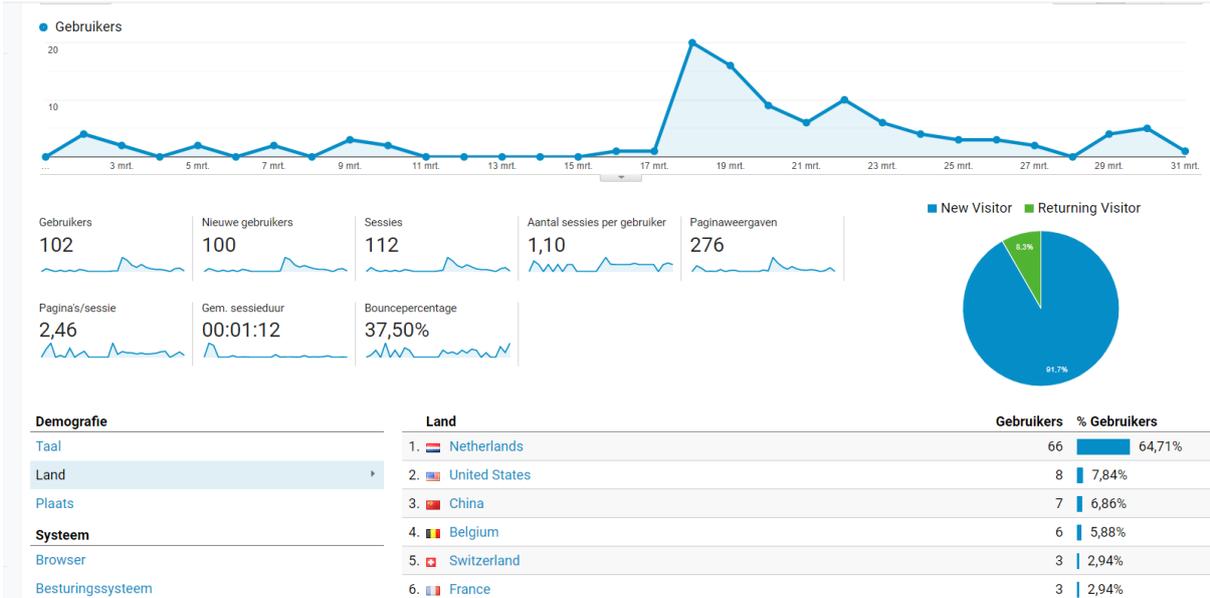


GA resulting recruitment campaign in NL (evaluation - March 2021) - period 1 March 2021 - 31 March 2021.

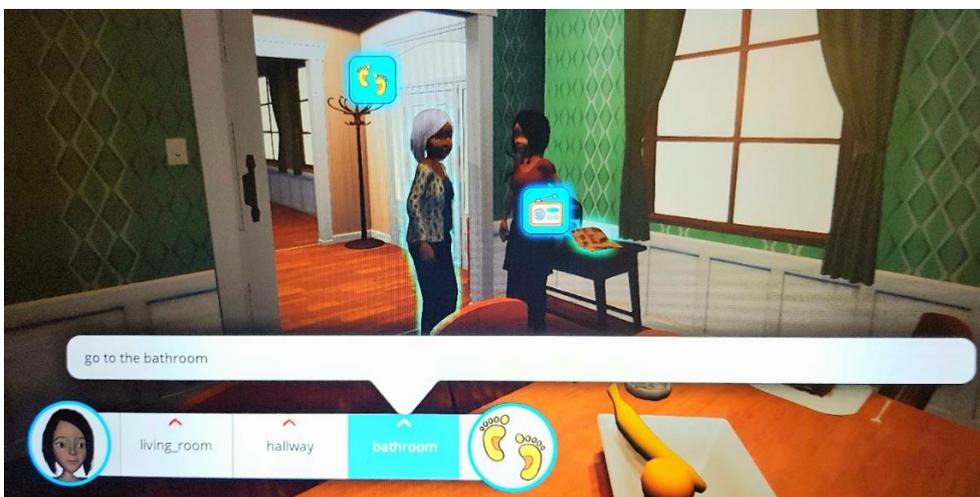
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All Web Site Data

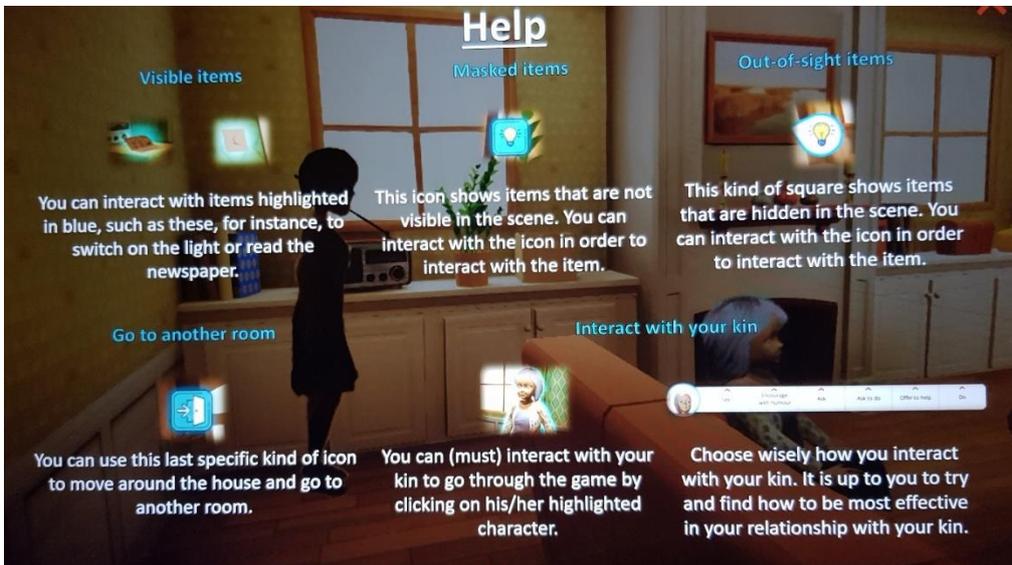
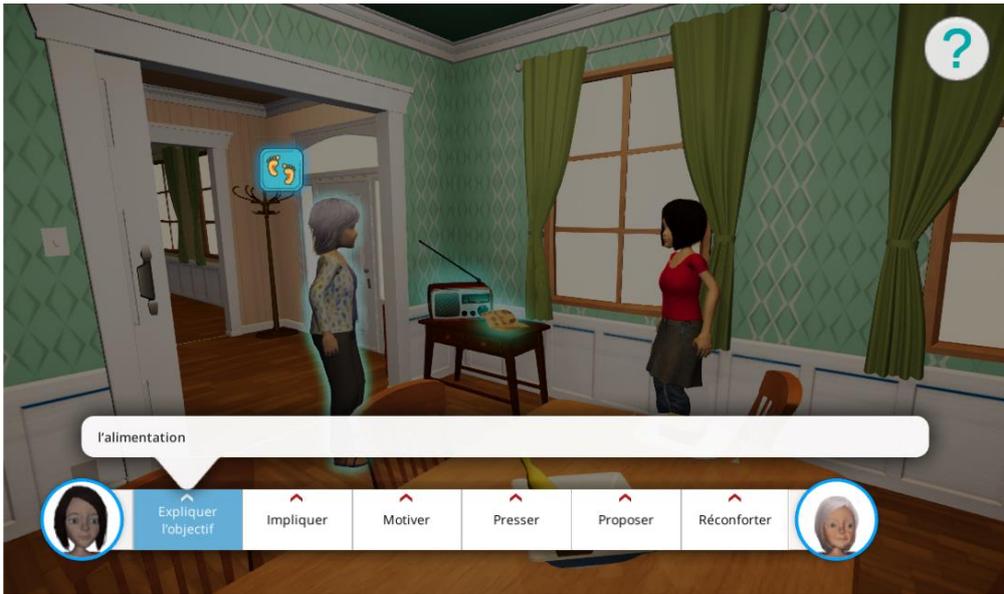


Alle accounts > Postcard
All Web Site Data



ANNEX 9: pictures of the serious game.





Ce rapport d'activités spécifique est à lire en complément d'autres documents :

- **Rapport d'activités de Brusano**
- **Plan stratégique - cap 2026**
- **Plan d'action annuel**

À consulter sur brusano.brussels, rubrique "à propos"



Vers des soins intégrés de proximité
Op weg naar integrale buurtzorg

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ER/VU : Michel De Volder, rue de l'Association 15 Verenigingstraat, 1000 Bruxelles/Brussel

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