

MemoryHome

Getting started with the app





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1. Download the app

MemoryHome is a user-friendly and scientifically substantiated application to strengthen contact with people who have Alzheimer's disease and other forms of dementia.

MemoryHome helps you take a virtual walk with people suffering from dementia through their own familiar environment (their house, care home, etc.), during which you invite them to tell positive stories about their loved ones in relation to a series of fixed objects along your route. This mobile application supports this process in a simple manner:

It gives memories a place and allows you to walk through them together.

It helps to keep people for longer in their familiar environment or makes that environment feel more familiar.

It prompts new subjects for conversation via a short and shared activity.

It allows you to rediscover each other in a fascinating way.

Download the app in the App Store:

If you have a tablet or smartphone with the Android operating system >> <u>Download the app in the</u> <u>Google Play Store</u>.

If you have an iPad or iPhone (iOS) >> <u>Download the app in the Apple App Store</u>.

You can also find the app quickly and easily in the App Stores by searching on 'memoryhome'.

2. Try out the test version or buy the app

You can buy the app immediately (one-off purchase) or else you can first test it free of charge but with a limited number of functions, so that you can assess its potential in your circumstances.

You can find more information about the app and quick-start guidelines on memoryhome.com MEMORY PURCHASE YOUR ACCESS CODE € 4.99 (one-off purchase) TEST THE APP FOR FREE

The test version of the app is limited to the creation of just one memory palace with a maximum of 3 objects (instead of the usual 15).

If you have a problem to install the app, you can always contact us via <u>www.memoryhome.com</u> or <u>info@memoryhome.com</u>. We will be happy to help you.



3. Putting together a first memory palace

You are now ready to put together your first memory palace. In a memory palace it is you, the care-giver (whether voluntary or professional), who creates a route that leads past a number of fixed objects that prompt the care-receiver to remember and tell a positive story about a loved one.

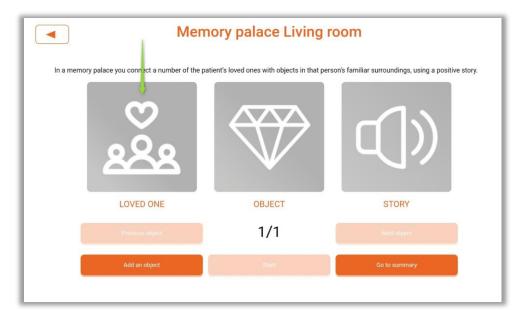
Choose 'Add memory palace' and fill in the name you have chosen for it in the 'New memory palace' window.

MEMORYHOME To create a new mem	The memory palace	EN/NL existing memory palace.
ကြေ	Semory palace you connect a Give a name to this memory palace.	CANCEL OK

Once you have done this, you can now add a first loved one and object to your memory palace.

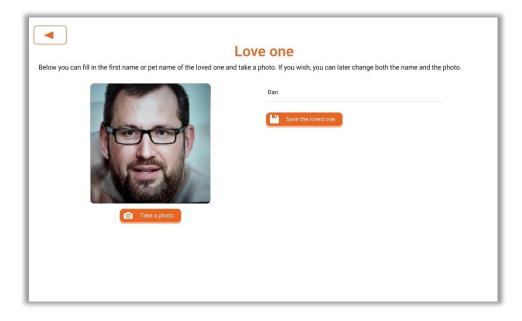
3.1 Adding a loved one

Click on the 'LOVED ONE' icon.



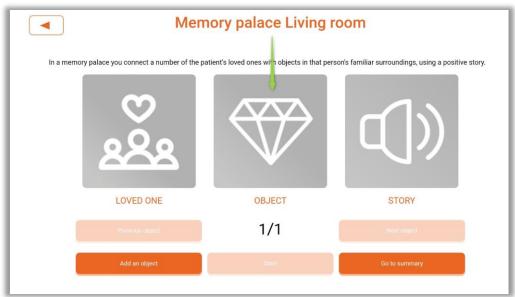
Fill in the name of the loved one and click on 'Take a photo' to add a photo of this person. Click on 'Save the loved one' and proceed further.





When you add a photo to the app for a first time, it is possible that your tablet or smartphone will ask for your permission to give the MemoryHome app access to photos, media and other files on your device. Choose 'Allow'.

Tip: If the loved one is somewhere in the vicinity, you can ask immediately if you can take a photo of him/her. If the loved one is not immediately available, you can also take a photo of an existing printed photo, if you have one. You can do the same for the other photos that you will need for the app (see further).

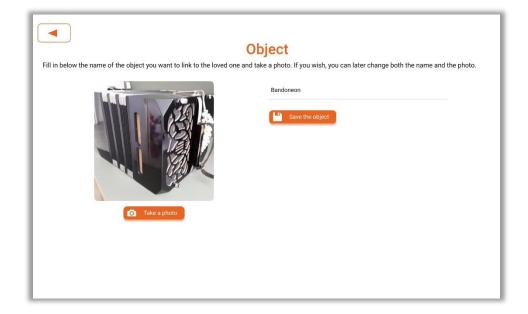


3.2 Adding objects

Click on the 'OBJECT' icon.

Fill in the name of the object that you want to link to the loved one and click on 'Take a photo' to add a photo. Then click on 'Save the object' before proceeding further.





3.3 Adding a story

Click on the 'STORY' icon to record a sound fragment with a positive story that explains the link between the loved one and the object.

Men Men	nory palace Living r	oom
In a memory palace you connect a number of the p	atient's loved ones with objects in that pers	ton's familiar surroundi gs, using a positive story.
LOVED ONE	OBJECT	STORY
Previous object	1/1	
Add an object		Go to summary

Take the following steps to record and save your story:

1. You can start your recording by clicking on the red 'record' button.





Sound recording Make a sound recording of a positive story or anecdote that explains the connection between the loved one and the object.
Delete the sound tecording Sere

When you want to record and upload a sound fragment for the first time with the MemoryHome app, it is possible that your tablet or smartphone will ask for your permission to do so. Choose 'Allow'.

Tell your story or ask the care-receiver to tell it.

When you have finished, click on the black 'stop' button to end your recording.

Sound recording
Make a sound recording of a positive story or anecdote that explains the connection between the loved one and the object.
Chaldes the exceeding Sove

2. You can play back the story you have recorded by clicking on the 'play' button.

Sound recording
Make a sound recording of a positive story or anecdote that explains the connection between the loved one and the object.
Delete the sound recording Save



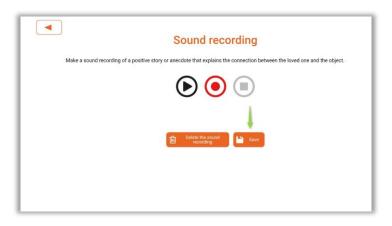
Lannoo'~

3. When you have finished listening, click on the black 'stop' button.



When you want to record a new story, click on 'Delete the sound recording'. You will then be able to make a new recording.

4. Once you are satisfied with your sound fragment, don't forget to keep it by clicking on 'Save'.



You have now completed the linking of a first loved one with an object and a positive story. Click again on 'Add an object' to add a further loved one and object to your memory palace.

	Mem	ory palace Living r	oom
In a memory palace you	a connect a number of the per	atient's loved ones with objects in that person that is a state of the	on's familiar surroundings, using a positive story.
L	OVED ONE Dan	OBJECT Bandoneon	STORY
	revious object	2/3	Next object
	Add an object	Start	Go to summary



Lannoo'~

Repeat the previous steps until you have added all the loved ones and objects you intend to include, and have linked them all to a positive story. When you have finished, click on 'Go to summary'.

	emory palace Living r	oom	
In a memory palace you connect a number of t	he patient's loved ones with objects in that pers	on's familiar surroundings, using a positive story.	i.
	£.		
LOVED ONE Paul	OBJECT Statue	STORY	
Previous object	3/3	Next object	
Add an object	Start	Go to summary	

3.5 The summary of your memory palace

	Memory palace
Living room	Modify
Walk with the patient through the m	nemory palace along the outlined trajectory. Click on 'Start' to begin the trajectory in the memory palace.
1. Mandoneon	
2. 🌌 🕼 Chair	
3. Statuette	
Start	
_	

Choose the option 'Modify' in the summary.



Memory palace		
Living room	Delete memory Delete memory palace Save memory	
Click on a previously added obje object' if you wish to add an obje Add new object	ct to adapt it, delete it or to change its position in the trajectory (using the 'up' and 'down' arrows). Choose 'Add new ct to the memory palace.	
1. 🛃 🅡 🕬	Dan Bandoneon	
2. 🛐 🜌 🗇	Laura Chair	
3. 🗑 🔬 🕬	Paul Statuette	

In this screen you will be able to check quickly and easily that every loved one and all the objects have a name and a photo, and whether or not you have added a sound fragment with a positive story. This latter aspect is indicated by a red (= no sound fragment) or green (= sound fragment recorded) loudspeaker icon.



It is also possible to amend or remove a loved one and/or object via the summary. Select the loved

one or object in the list and click either on the 'Amend' click or on the 'Delete' icon if you wish to remove this element from the memory palace.

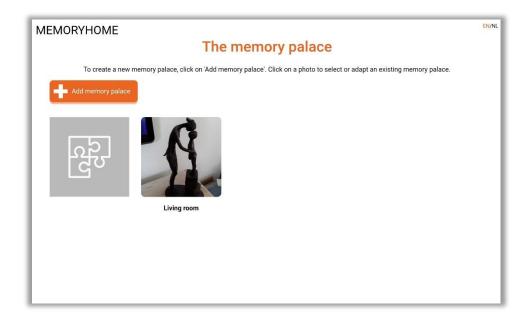
You can also use the summary to change the order of the loved ones and/or objects in the walking route by selecting the required element in the list and moving it to the required position by using the arrows $^{\wedge}$ (arrow up and arrow down).



Lannoo'~

4. Walking through a memory palace

Return to the 'Memory palace' page, where you can find a summary of your various memory palaces. Click on the memory place through which you wish to walk with the care-receiver.



You will be shown an overview of all the objects and their position on your planned route through the memory palace you have chosen.

Click on the 'Start' button at the bottom to activate the route and begin your walk.

	Memory palace
Living ro	OM C Modify
Walk with the patient thr	rough the memory palace along the outlined trajectory. Click on 'Start' to begin the trajectory in the memory palace.
1. 🚮 🕬	Statuette
2. 🖤 🔿	Bandoneon
3. 🜌 🔿	Chair
Start	

The first object on the route will now be shown. Search together with the care-receiver until he/she has found the object. Once this has happened, click on 'Object found'.

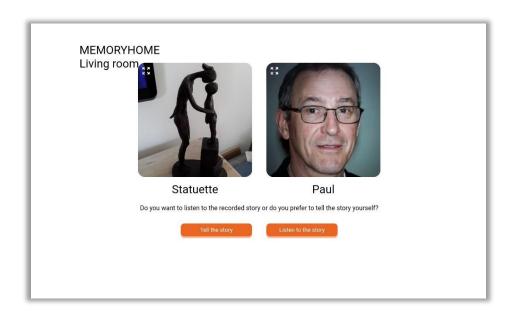




Walk around and look for this object together.
Fiatuette
Skip Object found

Tip: Clicking on the button in the top left corner of the photo will allow that image to be enlarged on the screen. Click again on the photo to reduce it to its original size.

Next, you can listen to the recording of the positive story that explains the link between the loved one and the object. Alternatively, you can always ask the care-receiver to tell the story himself/herself. Click on 'Continue' to move on.



The care-receiver can select the appropriate name of the loved one simply by clicking on it.



MEMORYHOME Living room
Choose the name that matches this photo.
Michael Paul David James

Once this has been done, the care-receiver will see four possible personal characteristics of the loved one displayed on screen. He/she then chooses the characteristic that best describes the loved one and should then be asked to say something about the choice he/she has made. Click on 'Continue' to move on to the next object on the memory palace route.

HEMORYHOME	Which of these characteristics best describes the loved one? Can you tell something
Living room	more about him/her?

When all the objects have been found in this manner, your walk through the memory palace is complete.



	End of the second	h
	End of this route.	
You	have completed your walk through this memory palace. Well done! See you next time!	
	Continue	
Laura		
	Continue	

Do you have questions to ask or suggestions to make about MemoryHome or do you wish to share your opinions about the app? Please feel free to contact us via <u>www.memoryhome.com</u> or <u>info@memoryhome.com</u>. We will get back to you as soon as we can.