



EDIS

EXPERIENCE DEMENTIA IN SINGAPORE

**HDB Virtual Reality Scenarios**  
**Facilitator's Notes**  
**(Web-based)**



# FOREWORD

This guide is meant to aid trainers, educators or care professionals in facilitating a group session using the EDIS (Experience Dementia in Singapore) Web-based videos.

Please use the notes in sequence to direct your group's participants to use EDIS. The questions and suggested answers guide the open-group discussion for comparing the experience of a person living with dementia in the two different HDB virtual scenarios. They can identify learning points for making the HDB environment and personal interaction ideal for a person living with dementia.

**Brought to you by:**



**Supporting Partners:**



## IT gadgets required:

- Laptop or Tablet
- Headphones
- Mouse
- WiFi



## 1. The Use of the Web-based VR

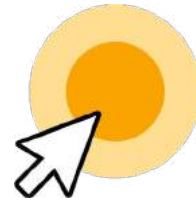
Familiarise the participants with the use of the web-based VR application:

- Explain to the participants that they will be given the link to access the VR Scenario. Please encourage them to wear headphones to provide a more immersive experience.
- Highlight to the learners that they will see the welcome screen once they enter the website.
- Direct the participants to click and watch the “Common” scenario only and select the fullscreen mode for better experiences.



d. Brief through the instructions for use:

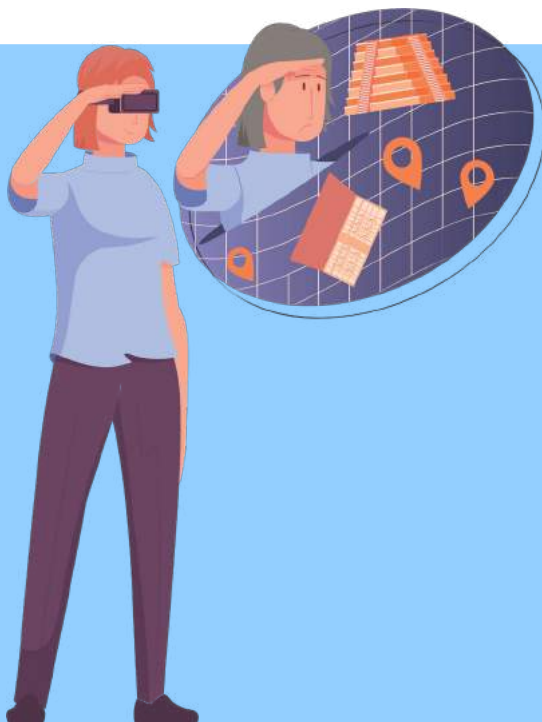
- **Look** – Look, listen and feel what the person might be experiencing
- **Scan** – Left click, hold the mouse button, and drag to look around the room
- **Immerse** – Allow oneself to immerse in the shoes of the person
- **Move** – Click the yellow icon when one is ready to move on



e. Provide the web-based VR link  
(<https://cloudexpo.hiverlab.com/DSG/?HDB>)

to the participants.

Advise them to follow the instructions on the website to enter Aunty Lucy's world and be in her shoes.





## 2. Walk-through and Discussion Points for Common Scenario

- a. Invite the participants to share their own personal responses during the VR activity.
- b. Explain to the participants that they are going to watch the common scenario again and they can make more detailed observations.
- c. Discuss with the participants on the following points:

*What observations did you make during the scenario?*

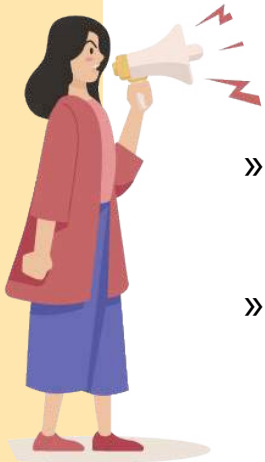
### i. Environment (Suggested Answer)

- » The patterned wallpaper, floor, bedsheet, and cushion covers make the environment confusing. There is insufficient lighting in the bedroom.
- » The living room is cluttered, with the footstool and standing fan, increasing the risk of falls.
- » The living room is noisy with the sound from the ticking clock, television, and phone – may cause agitation.
- » The bathroom door, light switch, sink, toilet bowl, shower head, lack contrast with the background.



## ii. Communicate (Suggested Answer)

- » The daughter's tone and choice of words impact the communication; she repeated herself several times.
- » Daughter does not validate her mother's intent of wanting to go to the market or searching for keys.
- » The helper does not communicate with Aunt Lucy at all.
- » Daughter does not provide assistance or guidance to ensure Aunt Lucy completes her shower.



## *What emotional impact did you observe for Aunt Lucy?* (Suggested Answer)

- » Increased anxiety and stress (heart beats faster) when she was not able to find her purse and when her daughter kept telling her to go shower.
- » May interpret the black floor mat as a hole and hesitate to walk across.
- » Shocked to see the helper, who she believed to be a stranger.
- » Frustration of not being able to carry out a simple task by herself, e.g. taking a shower; locating the keys



***What emotional impact did you observe for the daughter?  
(Suggested Answer)***

- » Struggles to cope with Aunty Lucy's condition.
- » Displays high levels of stress.
- » Feels communication is a challenge between her, Aunty Lucy, and the helper.
- » Lacks understanding of the condition and how to support Aunty Lucy in everyday activities



### 3. Walk-through and Discussion Points for Recommended Scenario

- a. Inform the participants to go back to the web-based VR site to experience the “Recommended” scenario.
- b. Remind the participants to select fullscreen mode and put on their headphones during the experience.



- c. Provide the web-based VR link to the participants again and remind them to enter the recommended scenario.
- d. Invite the participants to share and discuss the following points, once everyone has completed the scenario.





***What did you notice that was different?***

**(Suggested Answer)**

- » The bedroom area is bright and not confusing.
- » The wardrobe is labelled for Aunty Lucy to locate her things easily.
- » The living room is clean and uncluttered.
- » The helper acknowledged Aunty Lucy when she entered the kitchen.
- » The toilet bowl seat cover has contrasting colours.
- » All toiletry bottles are labelled.
- » Learn [how a home can be modified to create a dementia-friendly environment.](#)



***What was helpful to Aunty Lucy in this scenario?***

**(Suggested Answer)**

- » Aunty Lucy's daughter's tone made her calm.
- » She displays a positive mood while listening to her favourite song.
- » She is more confident in locating her items in the bedroom.
- » The house environment does not cause confusion to her.
- » She feels respected when the helper greets her.