Co-funded by the Erasmus+ Programme of the European Union

TÜRKIYE ULUSAL AJANSI
TURKISH NATIONAL AGENCY

REMEM

Unuttuysan Tıkla | Click me, if you forgot

Project No: 2019-1-TR01-KA204-074782

PAMUKKALE ÜNİVERSİTESİ DENİZLİ 1992

DERNEĞİ İNOVASYONI DİDER DENİZLİ

KIRKLARELİ ÜNİVERSİTESİ 2007

cosvitec Università & Impresa

TECHNICAL UNIVERSITY OF CLUJ-NAPOCA ROMANIA

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REMEM Partners

Pamukkale University , Turkey

Kırklareli University , Turkey
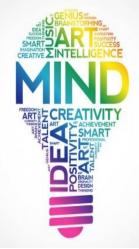
Denizli Innovation Association (DİDER) , Turkey,

COSVITEC Societa Consortile Arl , Italy,

Technical University of Cluj Napoca, Romania

REMEM project

- Within REMEM project, it is aimed to develop a mobile application for the patients in the early stages.
- This application will include
- individual reminders,
- family video and family picture albums,
- various intelligence and personal skill games modules that will provide personal comfort to the individual in his daily life.
- An information book will be created for their relatives/the person responsible for the patient's care, also.

Project Objectives

1. To compile and analysis of current data and treatment methods using new technology related to specific disease in and Europe as a report;
2. Development of an online and mobile application;
3. Development of a user guide for mobile application;
4. Preparation of an information book for relatives;
5. Raising social awareness.

Project Outputs

- O1- Compilation and reporting of existing mobile applications;

- O2 - Mobile application development;

- O3 - Preparation of mobile application user guide;

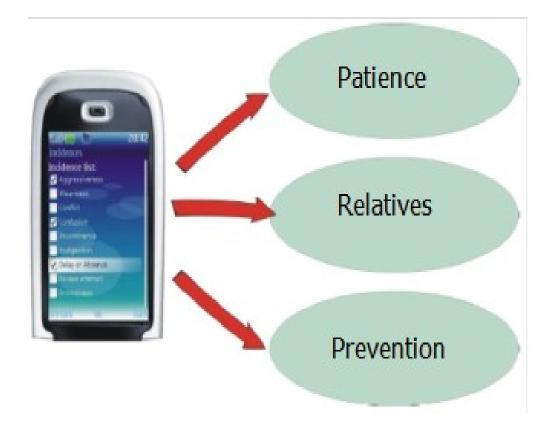- O4 - Preparation of information book for relatives.

Project motivation

- New provocation for mobile application ;
- Games to improve the peoples agility;
- Making appointments;
- Manage travels and meetings;
- Family memories;
- Music golden storage;
- Storage books;
- Storage videos and movies.

Motivation

Direction of project development and implementation
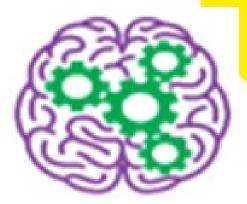
Results

A strong point of project is that research has shown that technology instruments such as iPods, help stimulate :

- connecting people to resources that are available;
- healthcare groups providing support;
- new research has proven that the use of brain, memory, and solving problem games help stimulate the brain and reduce symptoms of AD.
- develop and create new games for patience
- create online a platform for relatives
- prepare a book for relatives and give them all the informations
- apply a survey and identify the commoun issues between countries TR, IT and ROU
- opportunity for digital innovation;
- monitoring work;
- participatory design;
- the rise of brain inteligent industry;
- brain training;
- cognitive training.

SWOT ANALYZE OF REMEM

STRONG POINTS

specialists in the field;
there are a lot of applications which can be used ;
there are application for patience;
there are applications for relatives ;
significant target group;
interactive monitoring;
backup memory;
connected patience;
communucation tools;
portofolio of services;
resources in educational community

Weak points

- family resources/support for head injury;
- no adult day care certification;
- financial ruin;
- low natural supports;
- not awareness that many times it is grandchildren taking care of grandparent;
- lack of communication to some people in their homes, isolation ;
- families do not stay in one place anymore;
- family has no way to review what resources available;
- not using educational resources to expand opportunities for high school students to increase health workforce
- not a long-term plan;
- lack of support from policy makers;
- access to information and service;
- connecting people to the wrong resource

Opportunities

- mobile platforms only need to turn to their desktop predecessors;

- many computer assistive technologies have been developed under the desktop platform.

TREATS points

- unfortunately, most mobile tablets, including Android and iPad, use a capacitive touchscreen panel.

- unlike traditional resistive panels that only require an object to exert pressure on the panel, usually a stylus; capacitive touchscreen panels require an electrical conductor from an object, e.g. fingertip, to respond.

- lack the capacity to understand this difference; thus, they can become easily frustrated with the application and concede using the mobile app.