

What did we do?

Impairment therapy using verbs has been commonly practised. We found that to engage people in therapy we were creating games, with the most commonly used game being a verb pairs game:

1. Identifying verbs that are commonly used/relevant to the patient, i.e. brush
2. Starting with pairs with a picture and a written word. Naming the card as it was turned over and then when finding a matching pair creating simple sentences
3. Stepping up to pictures without a written name and going a step further up to complex sentences if possible.

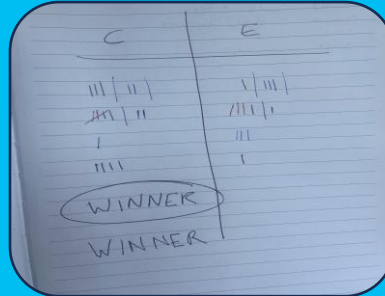


"We've played it every night!"

"We were playing all weekend with the kids"

"I played a game with {granddaughter} we talked!!!"

Making Therapy Fun Ellie Smith - Clinical Lead ESSD SLT



"We had fun and joked again - he's still just as competitive" (wife)

What have we found?

- Increased engagement with patients and family
- Helped maintain a 'normality' to therapy
- Involved family and particularly children in therapy. It removed some barriers for children and adults, that enabled them to engage in a more familiar way, with more fun!
- Reduced spousal strain when completing therapy
- Easy to informally see progress without assessment
- Can be used for people where English is a second language
- Became a popular therapy task that patients asked to complete (particularly those who were competitive)
- Cheap to produce
- Made failure less upsetting
- Aided memory
- Aided initiation
- Gave some power and control back to the person with aphasia
- Easily adapted and personalised.

Why 'Gameify' Therapy?

- 'Death by worksheets'
- To make impairment-based therapy less repetitive
- Change in the spousal relationship after stroke is well documented. One patient reported that completing therapy made his wife feel 'like a teacher'. Creating therapy games was a way to reduce this impact.
- To engage family in a way that doesn't impact further on what is already a changed relationship
- To give therapy a sense of 'normality'
- A way to engage all generations in therapy.

Where from here?

- Is there a way to measure change?
- We are linking in with a university to create an app for patients to download and personalise themselves..