



Ronny Broekx
Founder of ePoint

Ronny.Broekx@ePoint.be

Emotions reconnect us



A concept of Professor J.Artur Serrano

30-08-2022



1



History of Snoezelen

A concept of Jan Hulsegge & Ad Verheul

What does the word 'Snoezelen' mean?

Named by two Dutch therapists in the 1970s, Snoezelen therapy is also known as Controlled Multisensory Environments, or MSE. The word Snoezelen itself originates from two Dutch terms: Snuffelen (to snuffle) and Doezen (to doze). Snoezelen therapy is popular across Europe, and is particularly common in Germany, providing multisensory experiences for children and adults with autism, alongside other conditions. Snoezelen, or MSE, does not rely on verbal communication, making it the ideal choice to promote relaxation and offer stimulation to individuals beyond typical play centres or therapies.



MSE = Multi Sensory Environments

Two Dutch therapists

- **Jan Hulsegge**
- **Ad Verheul**

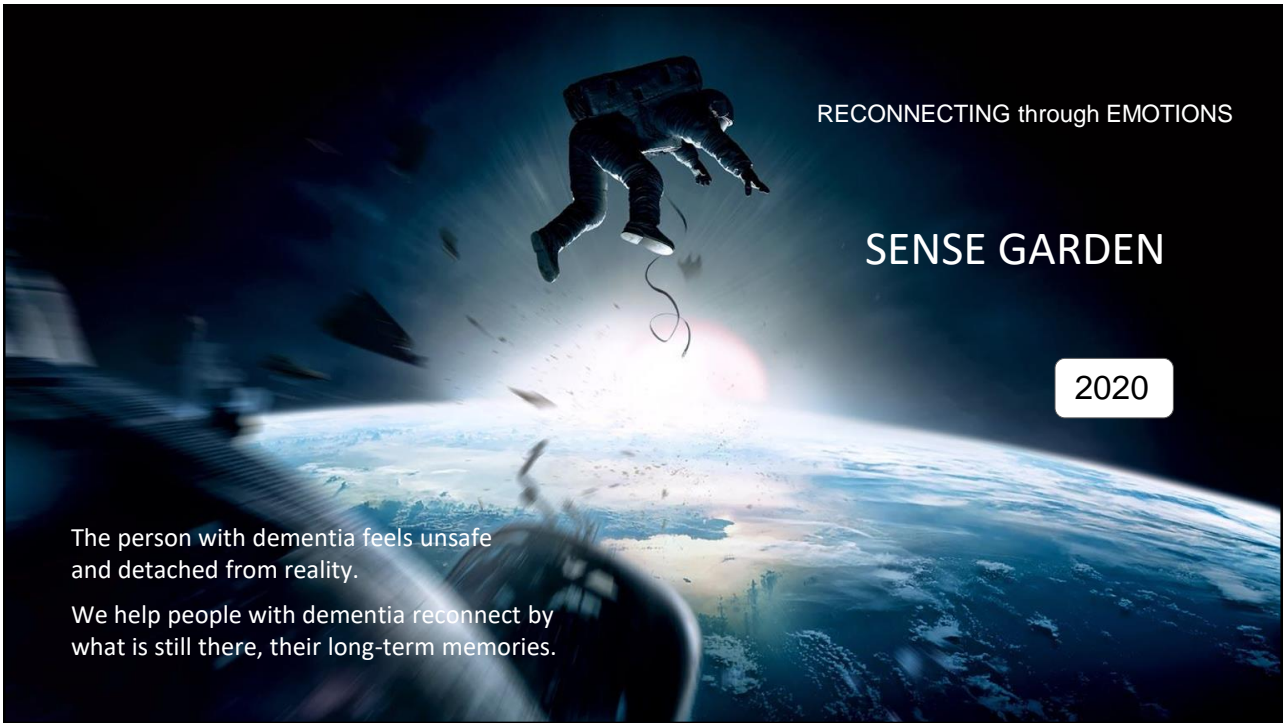
1970

Two Dutch terms

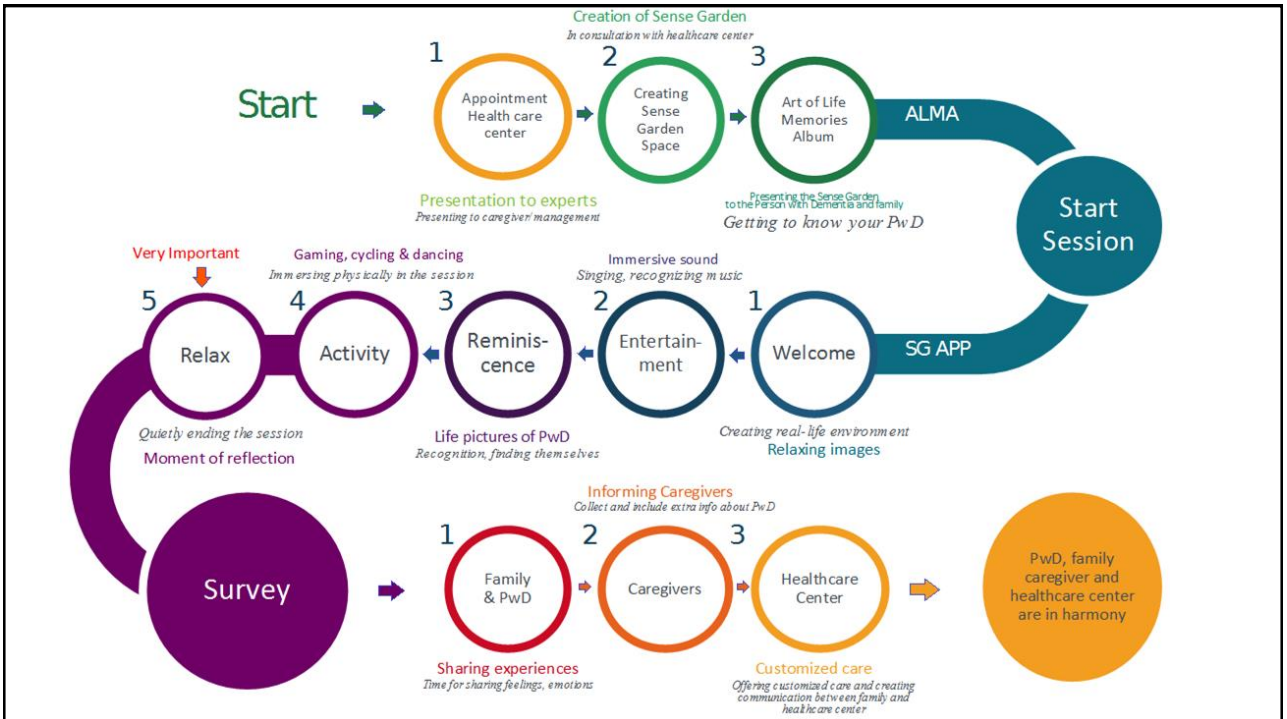
- Snuffelen (to snuffle)
- Doezen (to doze)

MSE, snoezelen does not rely on verbal communications for children and adults with autism

2



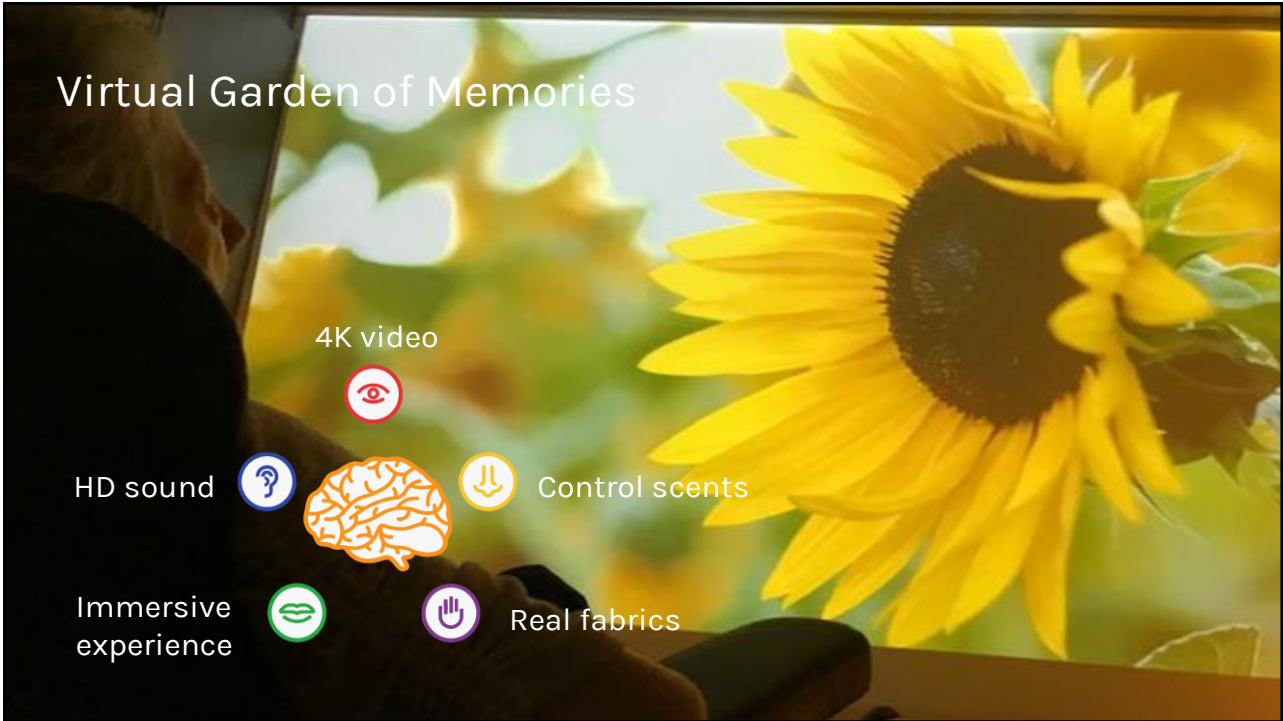
3



4




5



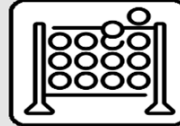






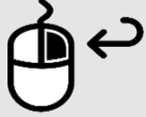
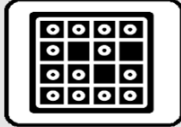




6



7

 sense garden

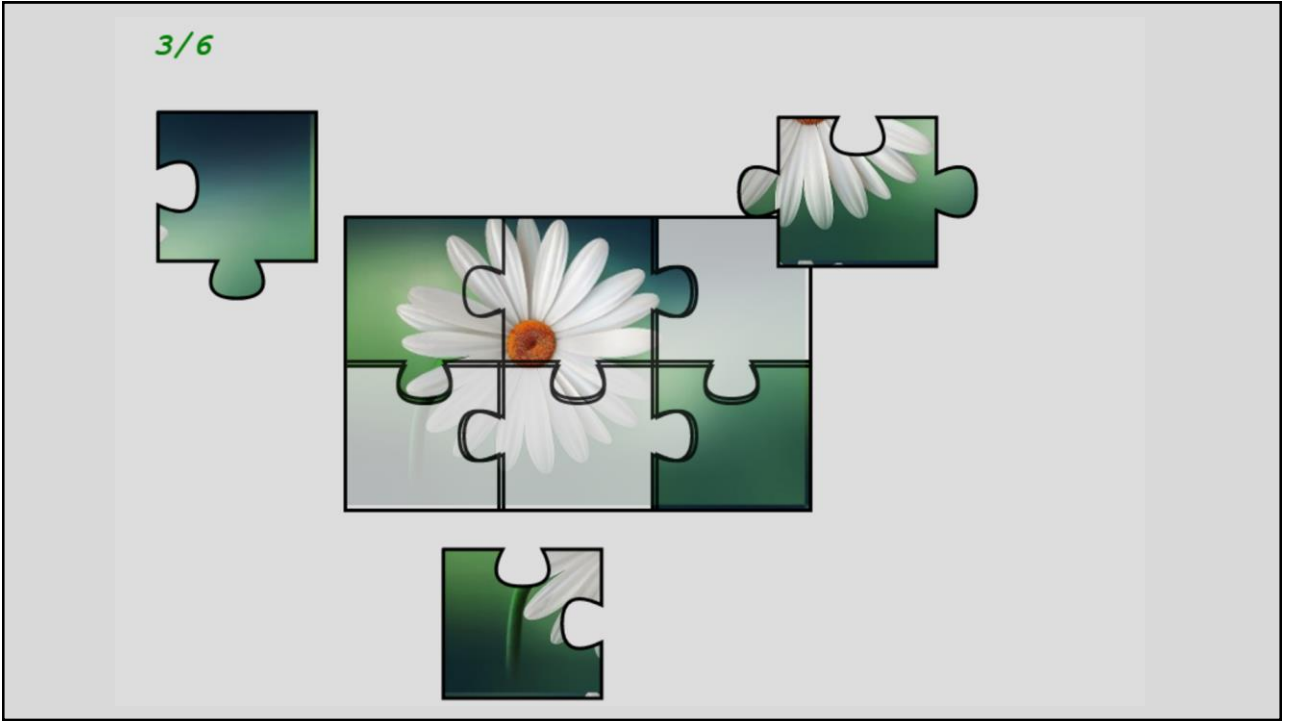
8



9



10



11



12

ReMember-Me aims to function in 3 main levels:

- Offering monitoring.
- Detection and personalized training.
- Being integratable in older adults' everyday life patterns.

This system will include:

- Sleep, activity and mood assessment, orientation in time.
- Alternating-daily, short-assessment exercises.
- And socialization through knowledge sharing.

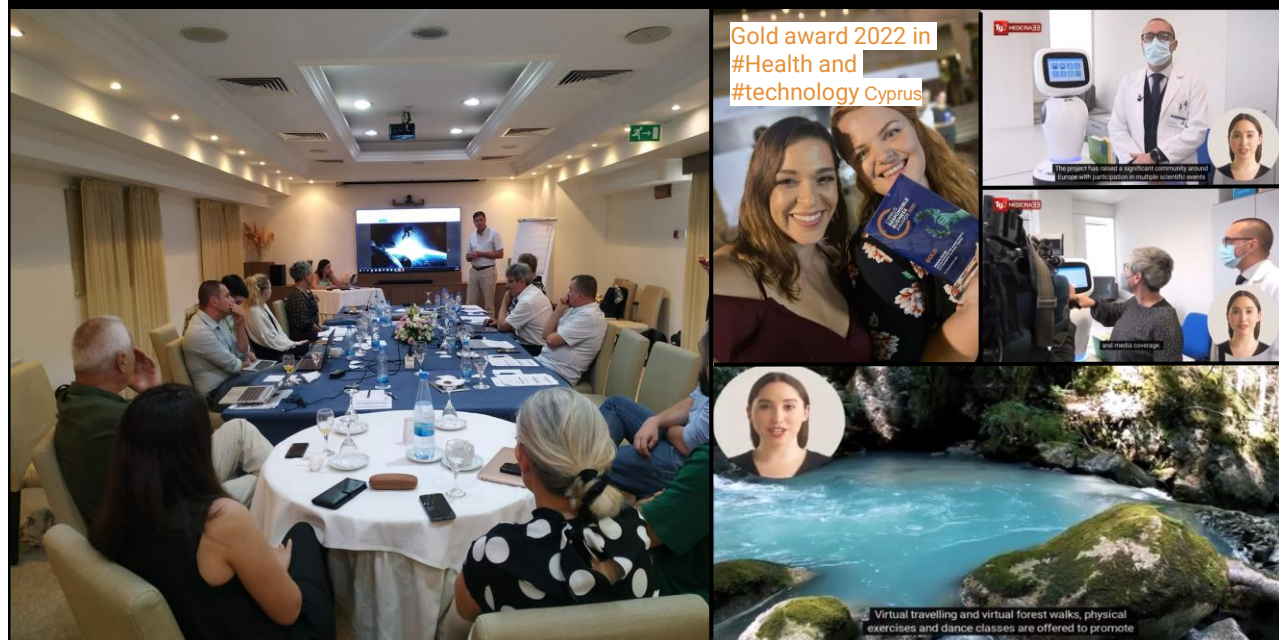


Cognitively Fit individuals N=5		Pre good/ excellent	Post good/ excellent	Pre poor	Post poor
Perceived Usefulness	effectiveness	60%	70%	40%	15%
	learnability	80%	70%	20%	20%
Antecedents of acceptance- hedonic qualities	stimulation	80%	70%	15%	20%
	novelty	70%	80%	30%	20%
Antecedents of acceptance- usability	dependability (reliable)	70%	60%	30%	40%

Table 4. Cognitively fit individuals' ratings of aspects potentially impacting acceptance of the social robot. Pre: at first interaction; Post: after 4 weeks of continuous usage in their home environment. Remaining quota to reach 100% corresponds to the middle/neutral point in the likert-scale.
Legend: CF: Cognitively Fit.

13

Implementation of the games in the @ReMemberMe_AAL Social Robot



14

Serious Gaming Platform for research: next challenges

- Inviting peers to join this platform in 5 countries: NO-BE-RO-NL-PT
- Test case for easy recruitment of MCI patients and persons with dementia to test the developed serious gaming and exergames
- Anonymization of data for general research and publications about serious gaming for the older adult with MCI
- Solving language and translation issues with icons or language translation tables per game

15

Please register for the [Sense Garden association](https://sense-garden.eu/association) to stay in the loop

<https://sense-garden.eu/association>



A concept of Professor J.Artur Serrano



16