Arts & Culture Designing a Life-Worth-Living Community



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The I'm Still Here Foundation &
Hearthstone Alzheimer Care







In Healthcare & Design we each have a choice between

Despair & Hope

We Need to Change the Public Narrative of Alzheimer's

DESPAIR

HOPE

Facing the unknown & the ambiguous

- We are afraid &
- We get angry
- & we look for the quick fix

- We are curious &
- We become creative
- & start a campaign for the slow fix



A Self-Fulfilling Prophecy

See the negative

Worry about the future

Inactivity

Abandonment

Anxiety

Medicalization

Apathy

Aggression

Loneliness

Agitation

The "Hope" Model

Embracing the Present

Better relationships

Less aggressive

Less agitated

Less anxious

Less depressed

Less apathy

Feel less lonely

Do things together

Appreciate abilities

See the person

Be sad but live with it

Be in the present

Hope =

YCMAD

You Can Make a Difference

As "Designers" in the broadest sense

YCMAD

You Can Make a Difference

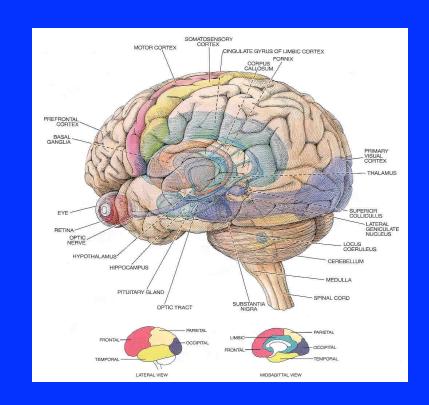
Where do we find hope? In our curious & hardwired brains

Our brains are made to explore & discover We are naturally curious & creative

The interpreter:
Makes sense of the
world

The actor(s):
Perceives, senses, & acts on the world

The comparer: Tests actions against experience



Hard-wired



Hard-wired, pre-set, universal,

• Feelings about trees and greenery



• Smiles & frowns—all facial expressions & the archetypal stories that make us happy, sad, frightened, angry,





 Using landmarks to find your way





Visual expression













To be healthy our hearts, minds & bodies need:

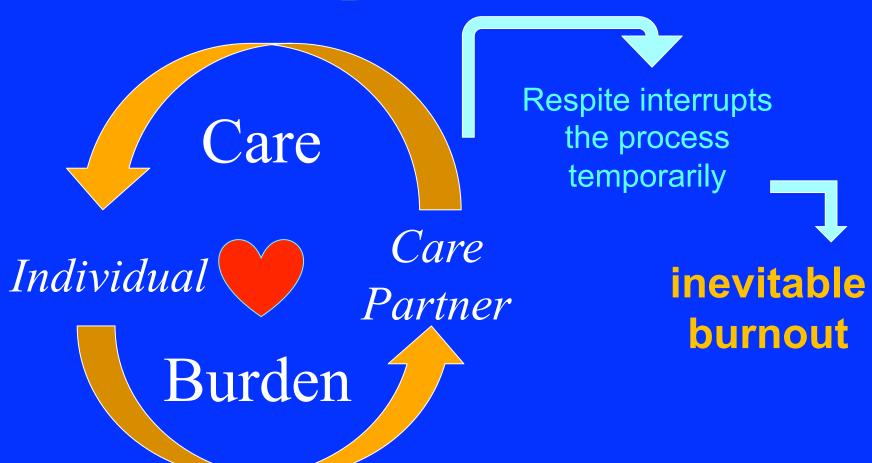


A Hopeful Community Program

It Takes a Village Program

• Guided Museum Visits, Meet Me @ the Movies, The Circus, Poetry, & every cultural venue a community has to offer from sports to museums to parks

The Individual to Individual Mutual Dependence Dilemma



The Community Dementia Problem

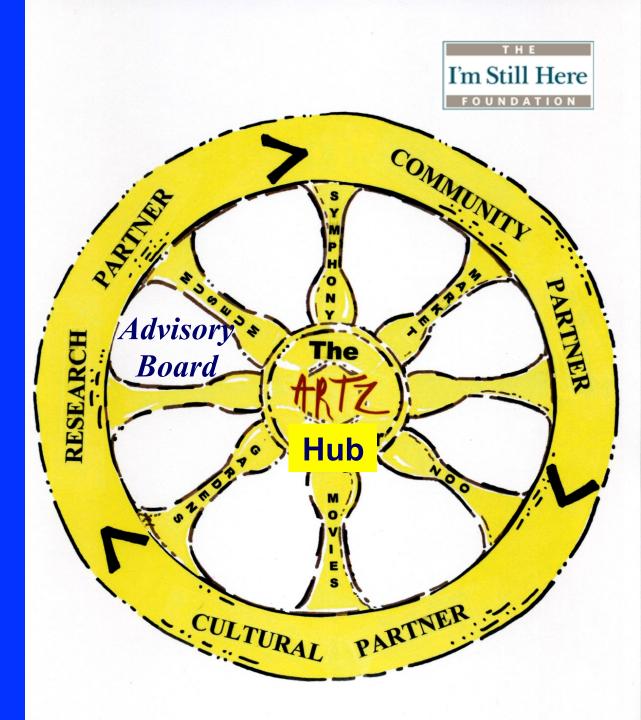
Fear

Stigma

Costs

Health care

Community Response: It Takes a Village hub, spokes & partners



The basis of the program

- People learn procedurally—and those with dementia maintain that
 - >Every Week
 - Same day of week
 - Same time of day
- Being in Community is a human right
- Most public resources are underutilized
- Engagement in community cues appropriate behavior

It Takes a Village Program Brookline, MA





Larz Anderson Auto Museum

Coolidge Corner Theatre



Brookline Arts Center



Brookline Senior Center



Yoga in the Village



Brookline Historical Society



Panera Bread Café

John F. Kennedy Birthplace



Brookline Booksmith



Frederick Law Olmstead National Historical Site





Brookline Music School

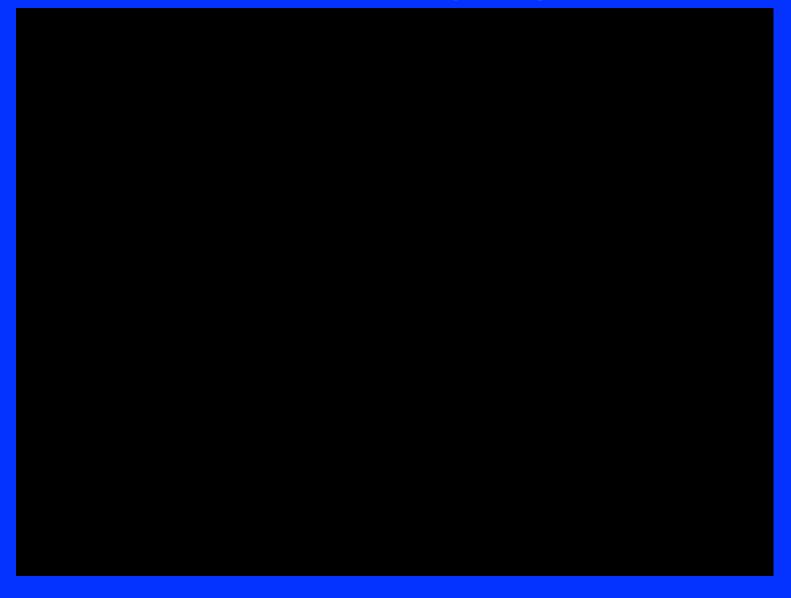
Inviting the community The Threshold Problem



Music & Community!

Brought to you by ARTZ

It Takes a Village @ JCHE



The latest participant

- Greater Manchester Fire Service with 41 Fire Stations.
- A place to visit, enjoy, & learn
- Firemen (& woman) will learn about dementia (more than just becoming "dementia friends")
- Meat on the bone for the Dementia Friends program
- Meat on the bone for the Dementia Friendly Communities program

The Human Rights Issue: The UN Declaration of Human Rights: Article 1

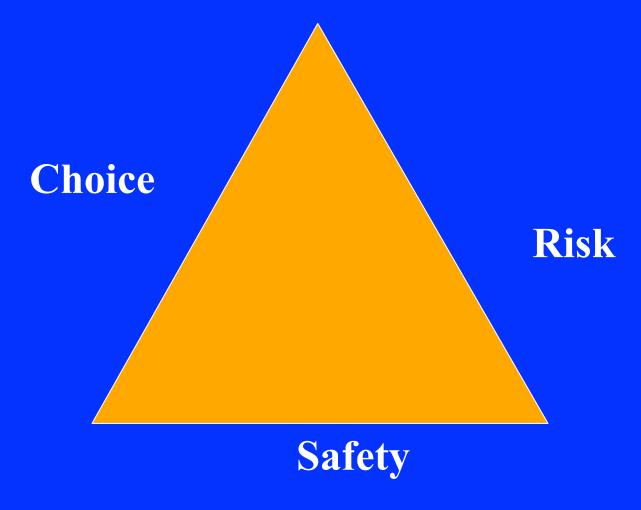
"All human beings are born free & equal in dignity & rights."

The Human Rights Ladder



(c) 2015 Hearthstone Alzheimer Care

For many the real conflict is between:



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Convention on the Rights of Persons with Disabilities (2013)

requires the abolishment of

- Substitute Decision Making—In the name of safety
 - DOLS—Deprivation of Liberty Statement
 - Guardianship & Trusteeship
 - Power of Attorney

IN FAVOR OF

- Supported Decision Making
 - Ways to help people with dementia make informed choices to fulfill their human needs—visual vs. verbal for example

And what are the choices we give up when we lose our rights?

- Sexual activity
- Getting up & going to bed
- Medications

AND ALSO

- Joy
- Play
- Learning

Some Village Examples

Evidence-Based Museum Visits

Excerpt

I Remember Better When I Paint

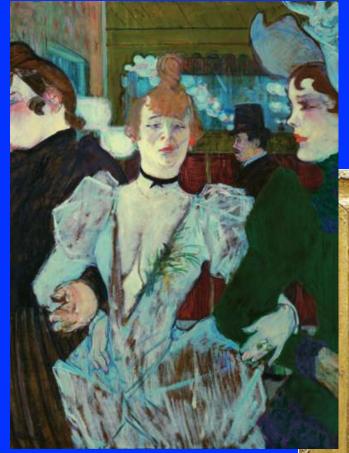
Eric Ellena & Berna Huebner



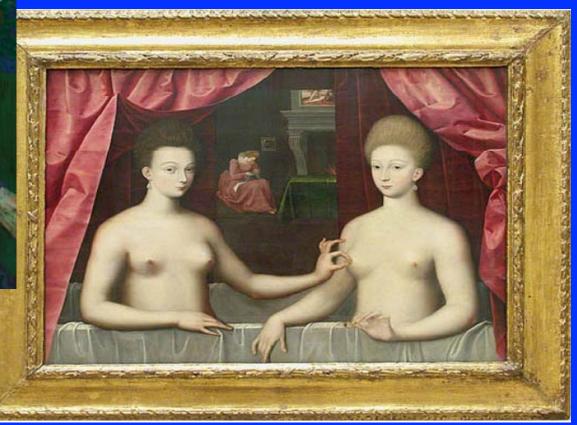
Universal categories emerge for paintings, music & other at forms

- Moral judgment
- Emotion
- Narrative
- Self-revelation
- Memory jogger
- Object identification

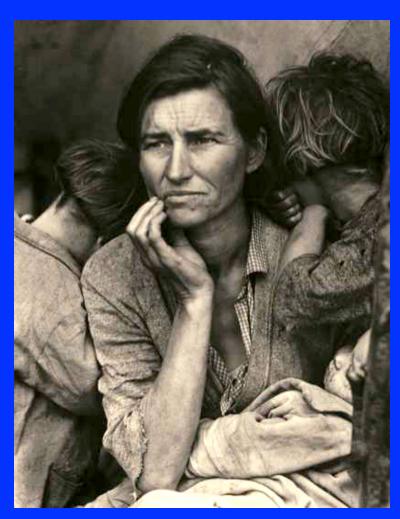
Moral Judgment

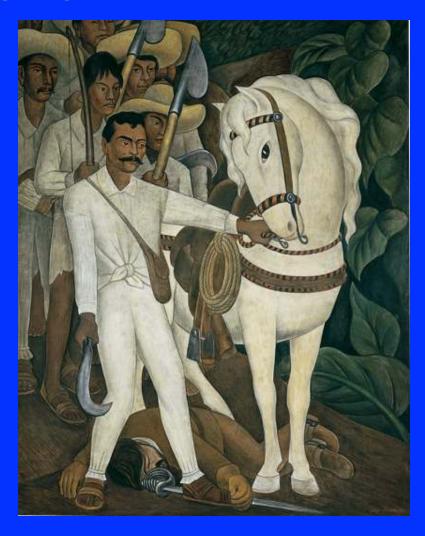


Henri Toulouse-Latrec, *La Goulue a la Moulin Rouge*



Emotion





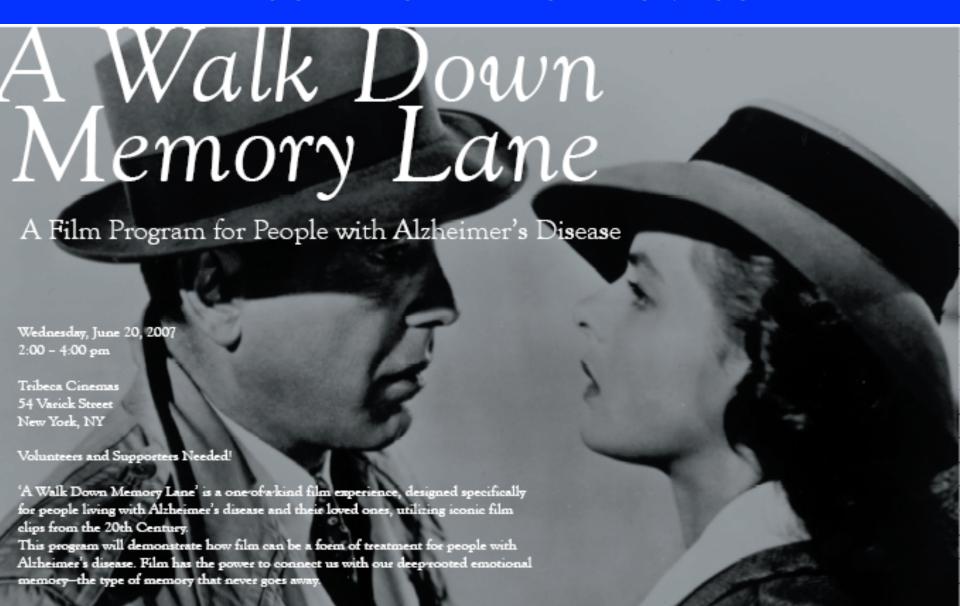
Narratives evoke focus of attention The favorite narrative painting at MoMA



Andrew Wyeth. (American, born 1917). *Christina's World*. 1948. Tempera on gessoed panel, 32 1/4 x 47 3/4" Purchase

Meet Me at the Movies

Meet Me at the Movies









Meet Me at the Coolidge...and Make Memories™

An interactive program for people living with memory loss that utilizes classic film clips to bring about increased feelings of self-esteem and social inclusion

A collaboration between

ARTZ: Artists for Alzheimer's®

&

The Coolidge Corner Theatre Foundation

A day at the Big Apple Circus





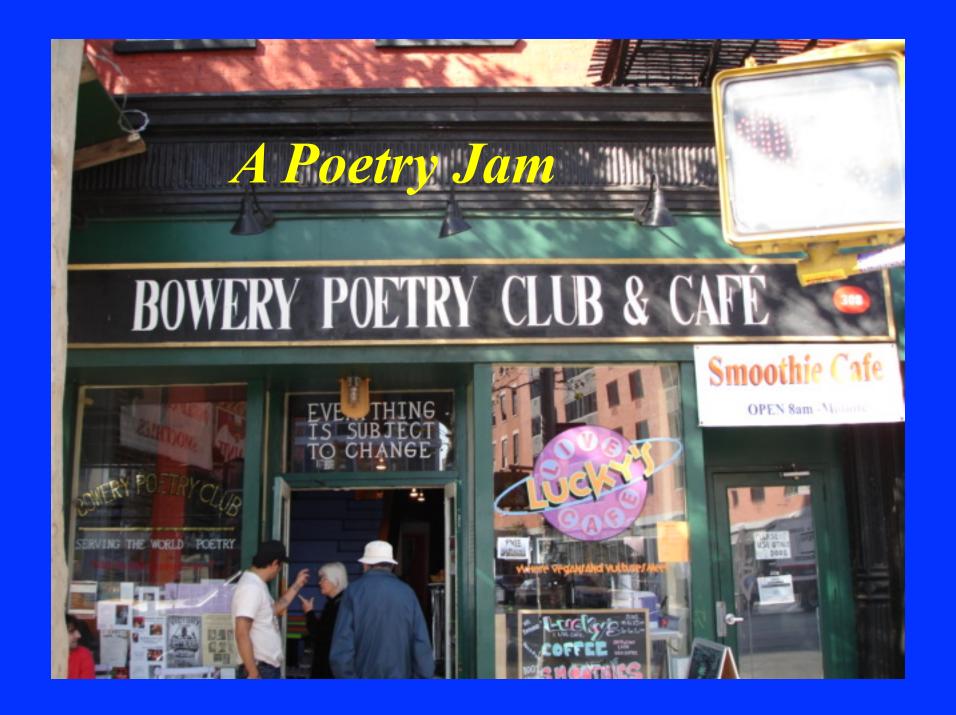
Would you like to participate? Everyone says "yes"

- Why don't we?
- Because it is more difficult to cross the threshold with persons with dementia than any of us acknowledge.

The Threshold Problem

- Perceptual Barriers
- Inertia
- Perceived difficulties
- Stigmatized attitudes
- Belief that persons with dementia do not benefit from such things
- Extreme risk-averse attitudes

- Practical Barriers
- Lack of transportation
- Not enough staff
- Difficulty getting residents ready
- Potential risks
- Participant safety
- Lack of knowledge that such events are available



Alzheimer's Poetry Day

Bowery Poetry Club in NYC outlet for self-expression





Before



Boris "knows" who he is We all should be Boris the poet



After

Thank you John Zeisel

www. ImStillHere. org

www. The Hearth . org

Twitter: @johnzeisel

How complicated it is!

- Help everyone realize how much we all would lose if we had this attitude towards everything we do.
- Allow family members and residents to be involved in deciding whether the risks of community outings outweigh benefits.
- Train and retrain staff on how to safely bring residents into the community.
- Carry out training in the community on how to interact with persons with dementia.

Pre-Planning

- Make sure everyone realizes that it's not just about the museums, musicians, or movies, but more **about the trip as a whole.**
- Leave a note the night before (in a communication log) so your morning staff is aware who you plan on taking Arrange a proper vehicle
- Make sure that all facilitators know when to step back and just observe, but know when to step in to allow for interactive engagement. The goal of many events is the discussion itself.
- Be flexible and plan for disruptions. Give yourself 30 minutes leeway in case anything comes up. Things can happen that are out of your control, like the weather or participants not feeling well the day of the trip

- Have a contingency plan if the weather does not agree with your plans
- Make sure the organizer and driver **are comfortable** with going out.
- **Know your limits!** Do not take too many residents just because you have space. Rather take the right number to allow for that group to get the most out of it
- Meet with and educate the people you will be interacting with to give them tips about their interaction.
 - Most of all be sure to educate them that you all are there to have fun and do not want to be treated as if your folks are sick.

Timing

• Consider the prep time of getting into the vehicle, traffic, distance from the best drop off location to the front door venue and then even from the door of the venue to the seat or meeting point.

• Look at timing implications of: Is the walkway/ pavement smooth for walkers, are you walking on grass, are there stairs, is there a ramp, are there refreshments if needed.

- Getting to and from the location: Take a trip to the place beforehand to get an understanding of the layout
- Make note of where the transportation vehicle will drop off participants and pick them up
- Make certain that the *lunch* to go includes appropriate diets for the each residents going, i.e. if someone requires a softer diet or is diabetic.
- Know if there are bathrooms, are they handicapped accessible and not down or up a flight of stairs, and where they are located.
- To maintain participant dignity bring a none-see-through professional type bag of incontinent supplies, NOT a plastic see-through bag.

- Role-call all by name, not by number, multiple times throughout the trip—essential for a safe outing. Counting heads is not accurate enough to prevent elopements.
- Give the job of calling role by name to person you trust the most, if it is not yourself.
- Make sure all staff and volunteers and family members who have cell phones with them, (and that are silent during any production) turn them on after the production and make sure they all have exchanged phone numbers beforehand.
- Make getting out in the community for an event the highlight of the day—something to look forward to. This will ensure that the focus and energy level for all who will be joining will be only about having a good time.

Create events that give back to the community. When residents themselves create the giving event it is a way for everyone to make a difference.

- Every outing is about the meaning behind, not about how many people you can take.
- The trip is only over when all your participants are back in their home safe and smiling! Enjoy the moment!
- Again, the trip as a whole is what it's all about. From the moment you leave the building, till the moment you return home.

Inquire Beforehand

- Where exactly is the best place or handicapped accessible entrance, and
- Will there be someone there to help/welcome us when we arrive.
- Are there bathrooms along the way?
- Are there chairs or benches while you are waiting?
- Are there coat checks, storage areas for wheelchairs / walkers / canes for your specific group

Thank you

John Zeisel

www.TheHearth.org www.ArtistsForAlzheimers.org