## Data attached to Work Package 4 of the Designing for Healthy Cognitive Ageing (DesHCA) Project

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## Data Archive Link and Reference

McCall, V; Rutherford, A (2024): Serious game data archive for the Designing for Healthy Cognitive Ageing (DesHCA) Project. Version 1. University of Stirling, Faculty of Social Sciences. Dataset. http://hdl.handle.net/11667/227

## Background

The Designing for Healthy Cognitive Ageing (DesHCA) aimed to test, understand, and identify facilitators and barriers for various stakeholders, including older people, in achieving cognitively sustainable housing, in both new-build and retrofit contexts.

The DesHCA project has developed a co-produced legacy tool called ‘Our House’ as part of its Work-Package 4, led by Professors McCall and Rutherford. The archived data attached to this work-package has been generated from 10 playtests of the serious game legacy tool that was developed. Our House is a serious game that was developed to generate research insights on how to deliver housing for older people that is cognitively sustainable and inclusive.

## Overview

These are the third set of notes (3 of 3) from playtest session 5, which took place on the 14th of June 2023. The playtest comprised of 8 participants.

These notes have been fully anonymised, with all identifiable characteristics, including the participants’ names, removed, or replaced with pseudonyms.

**Notes on SG Participants Conversation**

**Round 1**:

Being true to the vignette but bringing in some personal preferences. Attempting to match the home design to their perception of what that type of property would be like from the vignette (e.g. home previously used to care for a family member before care home admission -so accessibility probably ok in key places).

Negotiation to fit the budget (lots of swapping spaces in and out).

Already future proofing the initial home - anticipating future changes (even though the original 'vignette' may not have done so). Possibly bringing in professional knowledge and possibly anticipating what will happen in the game.

**Round 2**:

Considering adaptations beyond absolute needed (Ben) towards those that would improve/protect longer term wellbeing including when costs were well beyond personal budget.

Asking about joining rooms together. Making a bedroom ensuite by joining to bath.

Negotiation of which spaces to widen doors.

Staying put seen as maintaining wellbeing. Connecting to neighbourhood/community.

**Round 3**:

Too many spaces to adapt (Shawn and Kerry). Concerned about moving with cognitive 5 but feel moving is needed.

Uncertainty around meeting accessibility needs in new build when base card scores do not go high enough.