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An entertaining card game that addresses social isolation and stimulates learning and memory through cognitive sequencing.

## Development



## Affordances

-  adaptable
-  low-cost
-  portable
-  simple
-  stimulating



## Supporting theory

New research findings show that when healthy speakers are involved in in-the-moment (ITM) activities like playing a card game, they take as many speaking turns as in other forms of conversation (Figure 1) (Williams et al., 2023). Compared to the long turns speakers take when telling a joke or a story, they become more interactive.

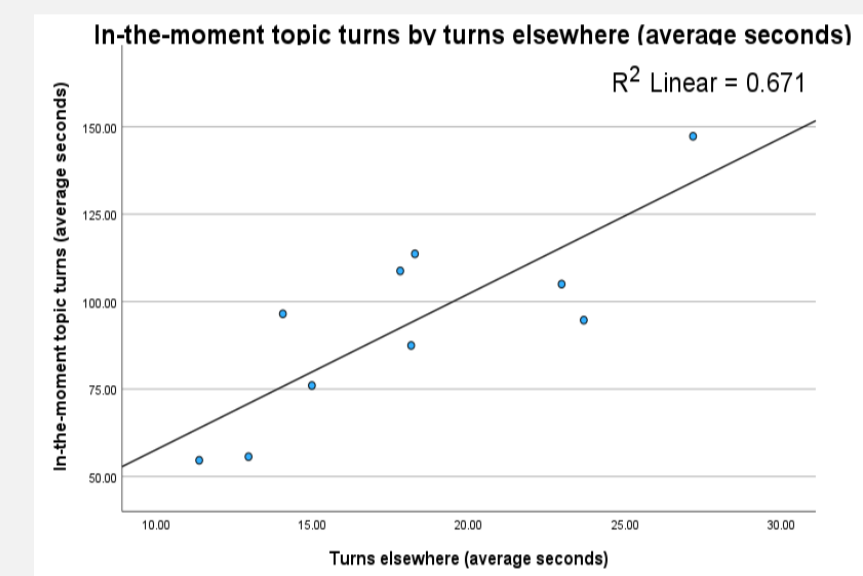


Figure 1. Healthy speakers' speaking turns in-the-moment vs other conversations

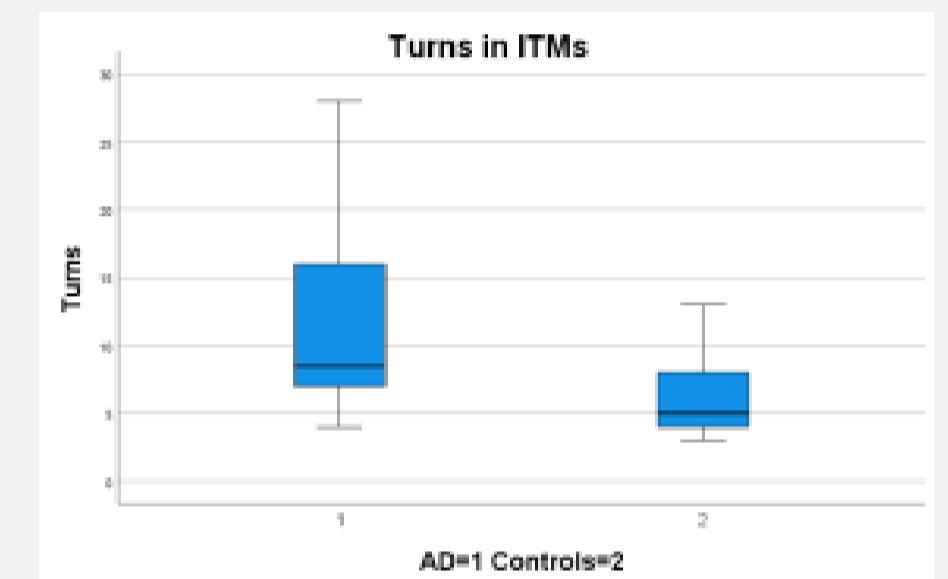


Figure 2: Participant turn-taking within in-the-moment episodes

People with memory problems perform particularly well in this kind of in-the-moment talk, in which their turns were found to be more numerous than healthy controls' (Figure 2). They asked significantly more questions and used first person pronouns 'I' and 'We' more often than healthy controls. All participants are supported by the shorter turns and more interactive structure of this conversation type. Because of their in-the-moment orientation, activities like Storytelling Connects® are good for everyone: healthy speakers and speakers with memory problems.

**Reference:** Williams, S.A., Bird, C., Sandow, R., and Tanner, C (2023). In-the-moment episodes as structuring devices in the conversation of people with Alzheimer's Disease [Manuscript submitted for publication], School of Media, Arts and Humanities, University of Sussex.