

# It's Never 2 Late

*Dignity through technology*





# Agenda

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- Who / What is iN2L!
- Success as engagement tool
- Success as therapy tool
- CMP results nationally (specifically North Carolina)

# Story of iN2L

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- Colorado LLC founded in 1999
- Mission to improve quality of life for residents through adaptive computer technology
- Systems in 2,000 + communities, 50 states, 4 countries
- Solid research outcomes back up anecdotal success
- Dementia engagement & Therapy driving growth

# Examples of Customer Partnerships

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- Brookdale
- VOA
- Vetter Health Services
- Integrace
- Grace HealthCare
- Thrive Senior Living
- Vi
- Hundreds of references available

# Multiple Successes with CMP Funds

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- North Carolina
- Louisiana
- Iowa
- Minnesota
- Colorado

# What is an iN2L system?

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A system is made up of 3 core components

1. Touchscreen **Computer**
2. Picture-based **interface** that launches from the touch screen
3. Recreational, social and therapy **content** – (can be personalized)



# What are the system options?

**1. Resident Package:** includes adaptive keyboard, speakers and microphone



**2. Mobile Flex & Mobile Flex Lite:** Includes; flying, bike simulator, adaptive keyboard, speakers and microphone, flip video camera



**3. Shuttle:** 11.6" 1.8lb slate







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**As Dementia Engagement Tool**

# We have a problem – is it visible?



# Person Centered Technology = Unparalleled Resident Engagement

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- Adapt technology to fit with persons level of cognition
- Ability to stay connected with family and the outside world
- Ideal fit with regulatory guidelines
- Know the person for who they are
- Tell their story



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**Content and Individualization are  
the Key....**

# Rediscovering past experiences

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# Staying Connected with Family





**As Therapy Tool**



Therapy applications

Occupational

- Motor skills
- Memory
- Problem solving
- Hand eye coordination

Physical

- Standing balance
- Strengthening/endurance
- Range of motion

Speech

- Sequencing
- Cognition
- Language/word finding

Recreation

- Basic motor functioning
- Building confidence
- Reasoning abilities
- Socialize more effectively

# CPT Codes

**It's Never  
2 Late**  
*empowering lives through technology*



92507 Speech, Language, communication treatment

97532 Cognitive Skills Development

97530 Therapeutic Activities

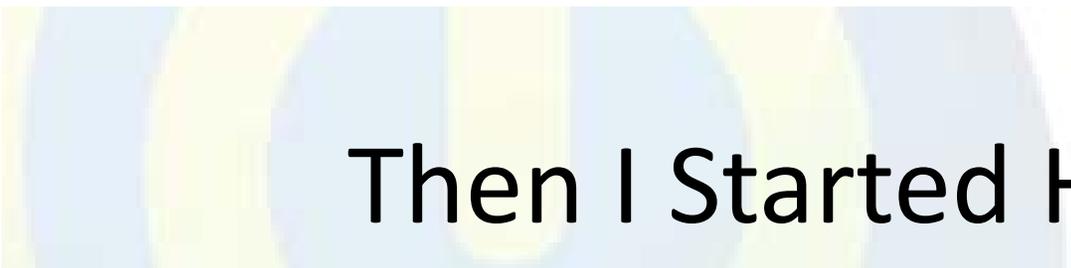
97112 Neuromuscular Re-education

97100 Therapeutic Exercise

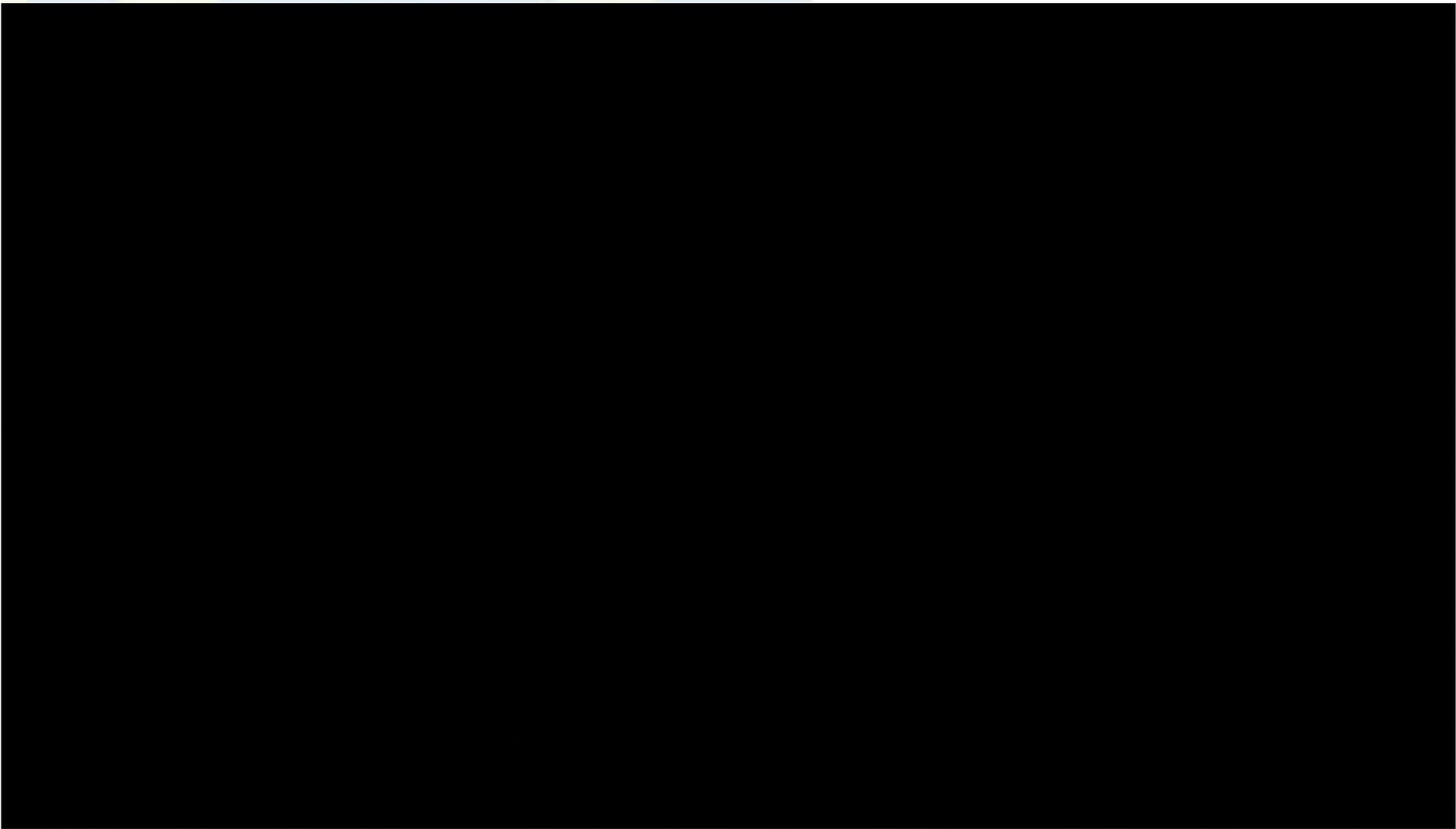
97150 Group Therapeutic Procedures

# Dancing, not Therapy



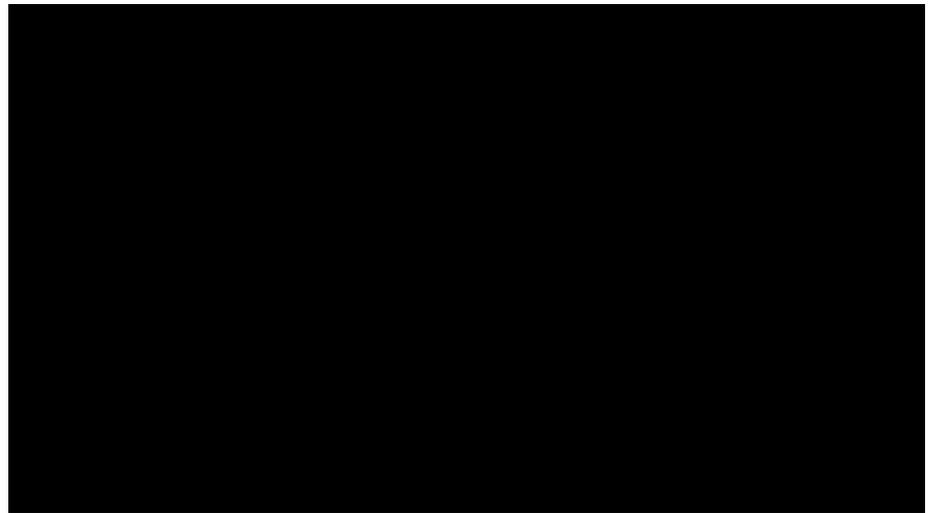
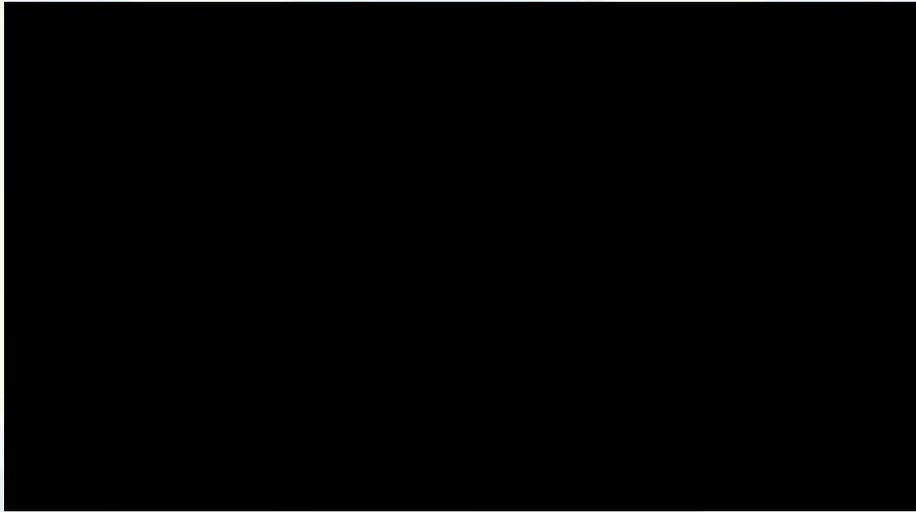


Then I Started Having Fun



# Forget About The Doctor!

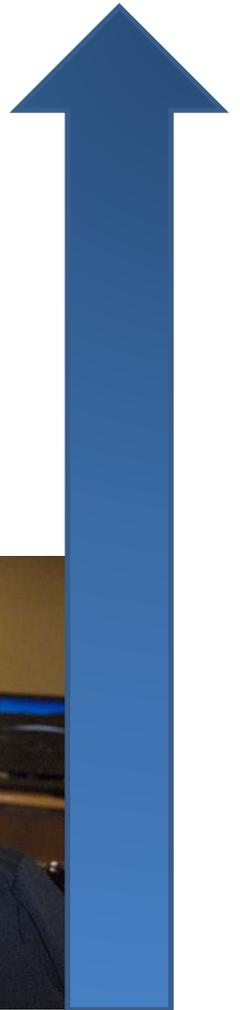
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# Benefits

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- Increased resident participation
- Increased RUGs scores and Part B caseloads
- Increased therapist job satisfaction
- Increased family satisfaction



# Quantifying the Benefits

## *University of Washington*

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### “Evaluation of a Technology-Based Therapy System to Engage Residents with Dementia.”

#### – Key Findings

- People with dementia enjoyed using adaptive computer technology (ACT) with staff particularly in one on one situations.
- Family members greatly appreciated that ACT offered opportunities for engagement to the resident.
- Staff found ACT very useful for playing music and videos and playing games.

### “Involving Family Members in the Implementation and Evaluation of Technologies for Dementia.”

#### – Qualitative Results

- Awareness of interests
- Awareness of limitations
- Promoting ongoing engagement
- Personally participating in activities
- Emotional activation
- Cultivation of positive emotions

*...benefited from using the technology by being able to augment her mother's usual care (e.g., through awareness of her mother's activity preferences, and facilitating her activities and including technology in her routine).*

# Quantifying the Benefits

## *LeadingAge CAST*

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“Reducing the Use of Psychotropic Drugs and Improving Quality of Life through Entertaining Technology-Driven Activities”

*Western Home Communities, Cedar Falls, Iowa*

- Address the behavioral and psychological symptoms of dementia (BPSD) for residents living with dementia in a non-pharmacological manner through technology-driven engagement and activities
- Reduce the use of as needed or PRN antipsychotics.
- Outcomes
  - 50% less residents requiring PRN antipsychotics.
  - 20% reduction in the total number of doses given to all residents with PRN psychotic medications.

# Quantifying the Benefits

*University of Toledo*

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“Rejuvenate Activities Program (RAP) & ROCK: Comparing Three Activities Strategies for Effects on Outcomes of Residents with Dementia”

*Funded by the American Medical Directors Association*

- Reduction of antipsychotics
- 4 wks - Brief Interview Mental Status (BMS) - 20% improvement

*Mather LifeWays Institute on Aging*

“Evaluation - Use of iN2L in The Green House® Project”

- energy level - 37% increase
- general health - 30% increase
- social engagement - 23% increase
- self-efficacy - 26% increase

# Quantifying the Benefits

## *Current & upcoming research*

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- Westminster-Canterbury & Eastern Virginia Medical School and Virginia Wesleyan College
  - Examine whether greater engagement with the world through customized technology can positively affect the behavior and moods of those with dementia as well as alleviate caregiver stress
- St. Paul's Hermitage & the University of Indiana
  - The use of adaptive technology for functional maintenance plans to reduce falls for older adults with Mild Cognitive Impairment
- Erickson School - University of Maryland Baltimore County
  - Technology as a tool for individualized positive psychosocial intervention for the behavioral symptoms of dementia in retirement home residents
- PACE New Orleans & Xavier University
  - Test the hypothesis that listening to music paired with visual stimuli will enhance cognitive improvements

# Our model

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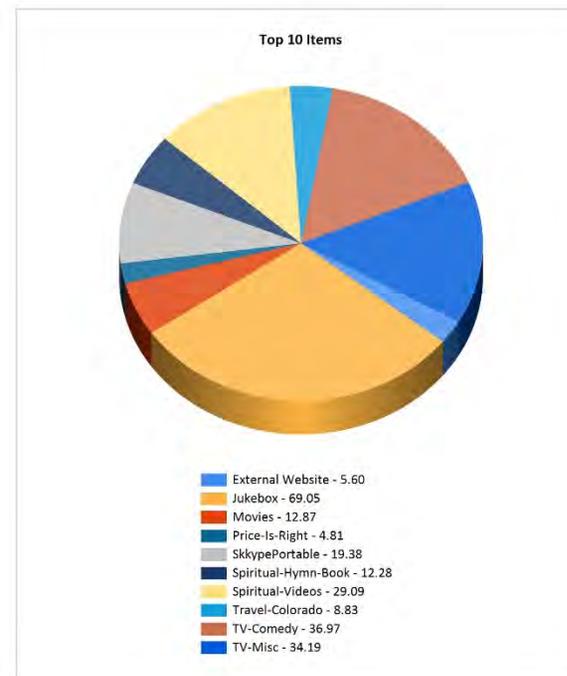
- Hardware / Software
- Installation / Training
- Monthly Subscription Per System
  - Unlimited Individualization

# Detailed Usage Reports

Usage reports are available on a monthly basis.



**Usage Report**  
6/1/2015 - 6/30/2015  
Sample Community  
NE0025-TLT-TS1



## Daily Usage

Day	Hours
1	9.69
2	20.99
3	9.13
4	15.01
5	21.95
6	2.60
7	9.88
8	0.00
9	0.26
10	0.07
11	10.93
12	16.09
13	4.75
14	9.91
15	10.62
16	8.06
17	11.98
18	4.40
19	0.03
20	4.59
21	13.41
22	0.00
23	0.04
24	11.03
25	9.91
26	5.06
27	15.38
28	11.39
29	10.32
30	2.78
<b>Total Hours</b>	<b>250.25</b>



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# CMP Success Stories and Outcomes

# “Guaranteeing” Success

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- Corporate Champion
- Site Champion
- Top Down and Bottom Up Buy in
- Set Objectives

# Wrapping Up

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- Improving quality of life attainable through iN2L technology
  - Research backs it up
- It's not about aging, its about staying meaningfully connected
- If your staff buys in lives are changed dramatically