In a scenario where a person has limited ability to be independent and lacks the means to travel, other than with the help of others, the desire to go somewhere nevertheless remains. The question, “Where would you like to go?”, centred our thinking when designing a proof of concept, virtual reality (VR) artwork. People with dementia often express the desire to go home and VR can help them to ‘go there’ but they may be afraid of the technology. The key aspect to this work relates to a particular focus on people with dementia in residential care, addressing the uncertainty for people with dementia in wearing VR headsets. The project is centred on the relationship between family, the care in wanting to help someone and the persuasiveness of a younger family member in the challenge of approaching new technology. The work to a proof of concept stage has required collaboration to bring many elements together, including technical production, acting, voice, animation, etc. This is a first stage that can be developed to assist the health sector in harnessing VR technology. This paper provides an overview of the factors involved in creating such a work, developing a proof of concept prior to extended study.

Keywords

Collaboration; Storytelling; Art and Science; Dementia

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