

Co-translating evidence into a boardgame: The Dementia Inequalities Game

Clarissa Giebel, PhD

Department of Primary Care & Mental Health, University of Liverpool & NIHR Applied Research Collaboration North West Coast, UK

Key highlights:

- Collaboratively creating a board game from existing evidence is a useful way to translate evidence
- 40 people living with dementia, unpaid carers, health and social service professionals, and Third Sector representatives attended workshops to co-produce a game on dementia inequalities
- The Dementia Inequalities Game is the first game to translate evidence on inequalities in dementia, and provides a useful learning tool for both healthcare professionals and the general public

Receiving a diagnosis of dementia can be challenging, and is affected by many factors, including education, culture, stigma, the knowledge of the medical provider, age, and dementia subtype (Burkinshaw et al., 2023; Mukadam et al., 2011). When people do receive a diagnosis, the subsequent journey is often characterised by several challenges, which may include inequalities inherent to dementia subtype, socioeconomic factors, geographical differences in service provisions ('postcode lottery'), availability of family support, educational background, et cetera (Giebel et al., 2021a,b, 2023a,b). While these inequalities are reported in the literature and by professional organizations like Alzheimer's Disease International, little is being done to address these barriers.

In order to initiate a novel approach in disseminating evidence on dementia inequalities, our research group set out to create a game on dementia inequalities. We wanted to co-develop a game on dementia inequalities which would allow for learning and socializing at the same time. Funded by the Wellcome Trust, we hosted four virtual and in-person workshops which included 40 people living with dementia, unpaid carers, health and social service professionals, and Third Sector representatives. In the first two workshops, attendees were asked to initially discuss their own experiences with inequalities surrounding dementia diagnosis and care; they were then provided with a blank virtual canvas asking them for ideas on how such a game should be designed. Our team produced a very basic sketch of a potential boardgame, and at the 3rd workshop asked attendees to prioritise the highlighted inequalities, and match them to the game. Attendees were also asked to adapt the design of the board. Following these discussions, we worked with a

game design company to fully develop the game, which prototype was tested by attendees at the 4th workshop.

Designing this game with professional and voluntary experts was crucial to create a game that was both user friendly and up-to-date on key concepts. The game is currently in production, and will be available for sale via the Lewy Body Society webpage starting in September 2023, aptly timed for World Alzheimer month. The game will be of particular value to health and social service professionals and those training to become healthcare professionals. It will also be appropriate for the general public and offers players the opportunity to learn about dementia and associated inequalities in a social format. Full-scale evaluation with students, healthcare professionals, and the general public is scheduled to follow. If you are interested in the game or using it for training purposes, please get in touch.



For further reading:

[[up to 6 references](#) , hyperlinked when possible]



Dr Clarissa Giebel [Clarissa.giebel@liverpool.ac.uk; [@ClarissaGiebel](https://www.instagram.com/ClarissaGiebel)] is Senior Research Fellow at the University of Liverpool & NIHR ARC NWC, leading her own research group on dementia inequalities. She leads national and international research in the field, and is the host of the public Liverpool Dementia & Ageing Research Forum and The Ageing Scientist podcast.