







Unuttuysan Tıkla | Click me, if you forgot Project No: 2019-1-7R01-XA204-074782

A CROSS CULTURAL ANALYSIS of FACTORS INFLUENCING CARETAKER BEHAVIOR and ATTITUDE

Prepared by Assoc Prof Dr Gratiela Boca DANA Technical University of Cluj Napoca



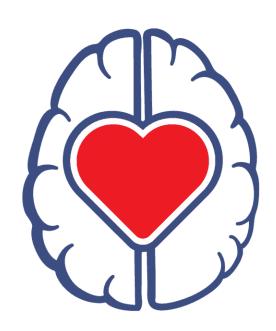




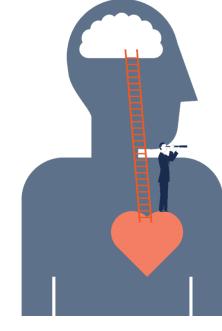












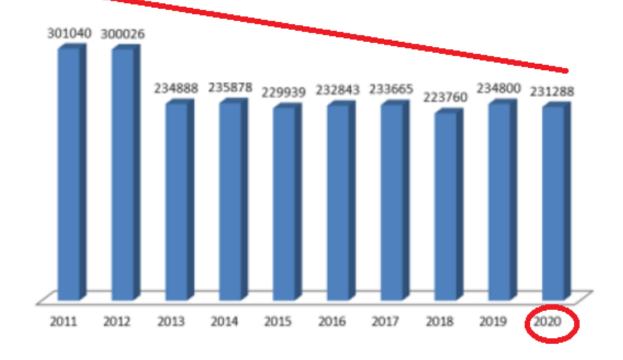
What?

As a motivation of project we want to mention at the beginning the 5W's:

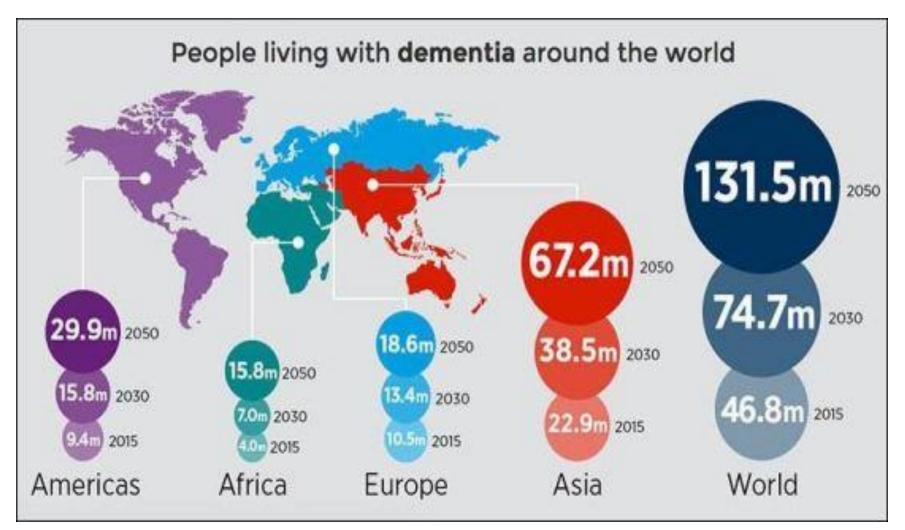
- •WHAT: a project was created using the new digital technology,
 - a mobile aplication,
 - a book guide for relatives;
 - a book for kids -a bridge between generations -child-parent-grandparent
 - a cross model section desease need solution she don't have barriers



Distribution of new cases in Romania 2010-2020



Sursa: Anuar de statistică sanitară 2020



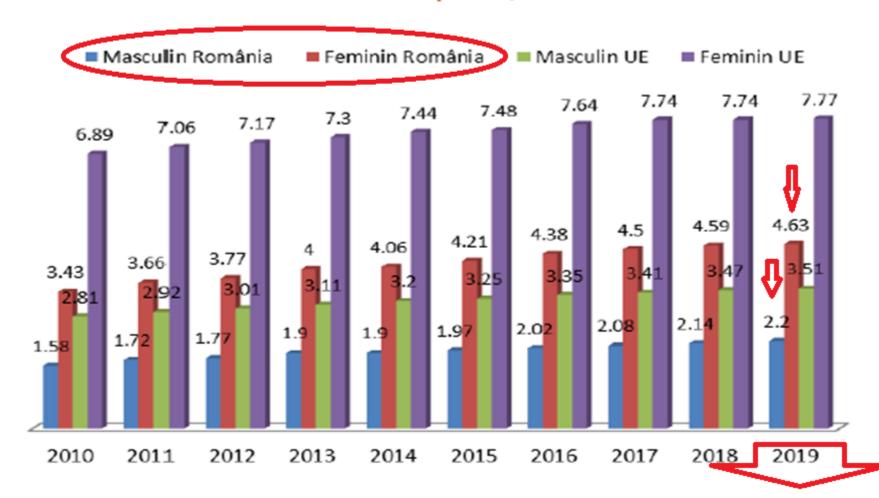
•WHY: to help patients and relatives, to help families and to obtain information,

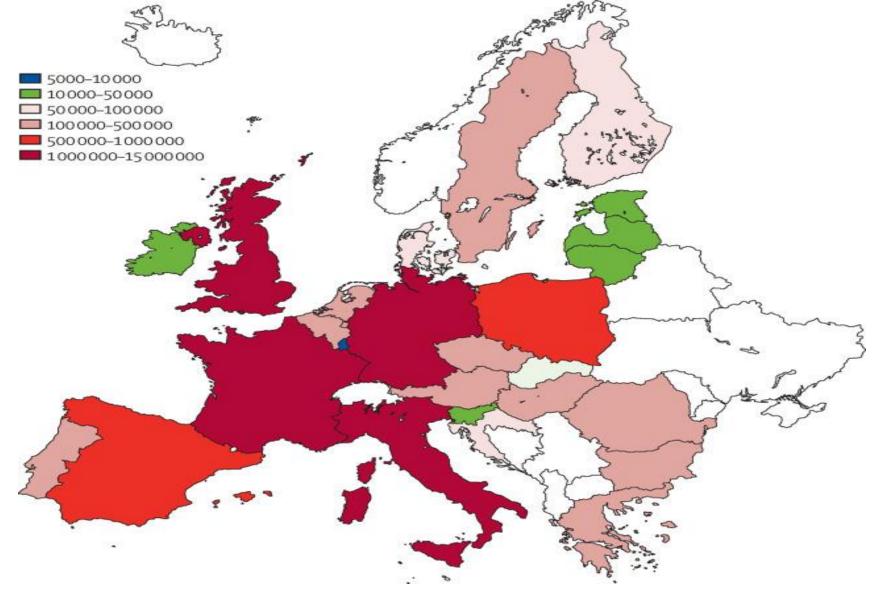


to help patience from earlier stage of desease; to create tools for communications between generation, to used tehenology for communication and solutions.



România – Uniunea Europeană, 2010-2019

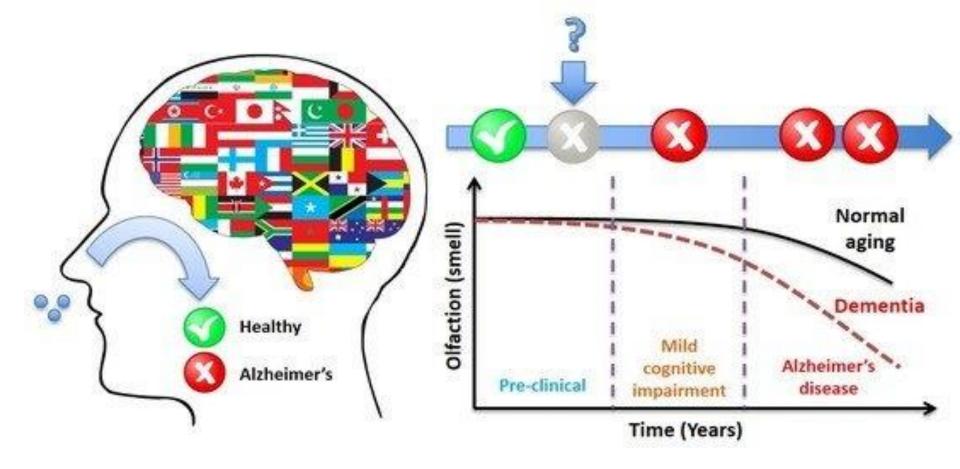




Where?

•WHERE: no cross borders: Turkey, Romania, Italy

•WHO: unversities from Turkey, Romania and Italy



When?

•WHEN: everytime it is necesary the project platform give informations, book guide conseling the relatives and families.



Cross Model

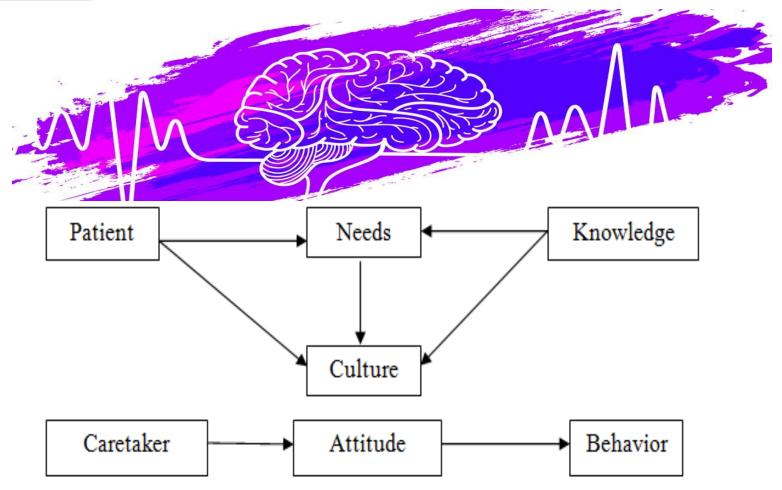


Figure 2. Research model



A Cross Cultural Model

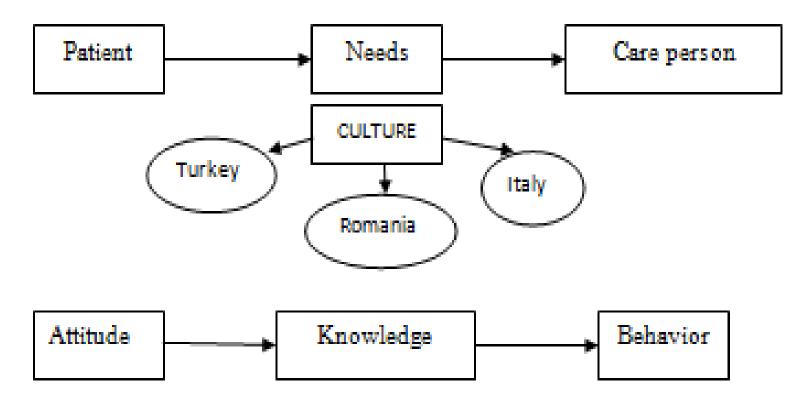


Figure 4. A Cross Culture Model research



Project scope and objectives

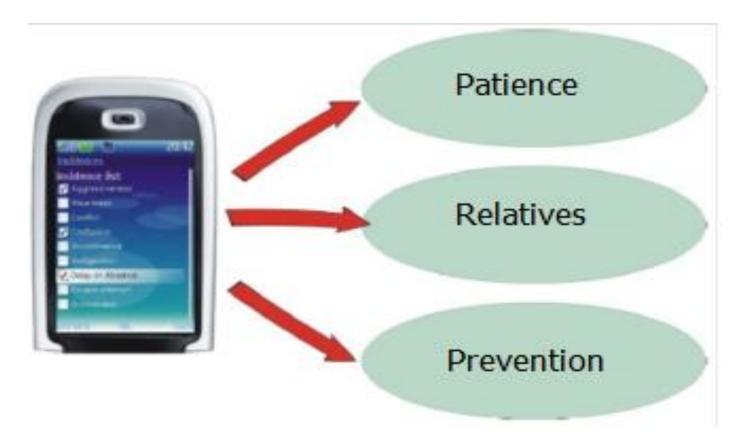


Figure 1. Direction of project development and implementation









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Study case

In this study, the following four factors that influence consumer behavior were taken into consideration:

- •Individual characteristics (A-age, G-gender, C-country);
- •Needs—frequency questions regrding the care of patient);
- •Culture—culture regarding patient, orientation for local and national organizations;
- •Knowledgeable care, direct participation (relatives, familiy), and selection of informatins needs in care process. (eating, protection, communication);
- •Support who gives support and help care persons in their activities?

Table 1. Questionnaire structure and factors influencing care behavior factors

Question	Item	Factor		
Country		Patient		
Patience gender	I4	radent		
Patience age	12			
Relative gender	I3	G		
Relative age	I5	Care		
Relative grade with patient	I6			
For how long time you take care of patient	I7			
Do you know which are the patient problems in every stage of disease	I8			
Do you have enough knowledge's to be able to pass the confusion	19	Knowledge		
Do you have any knowledge's to overcome patience behavioral	I10			
Do you have enough information about the medicine for your patient	I11			
Do you know what entertaining and mental activities you can do with your patient	I12			
Do you know about the arrangement of the house for security	I13			
Do you know how to communicate with your patient	I14			
Do you have knowledge's to deal with hygienic patient problems	I15			
Do you have the knowledge to deal with your Alzheimer's patient's eating problem	I16			
Do you know what to do with the emergency physical illnesses of your Alzheimer's patient	I17			
Do you have information about which physical exercises you can do for your Alzheimer's patient	I18	Needs		
		- 1000		
Do you have information on ways to deal with Alzheimer's patients' disappearance problems?	I19			
	Y20			
Do you know what you can do legally regarding your Alzheimer's patient	120			
Do you have information about care of bedridden level Alzheimer's patient	I21			
Do you refer to any resources to be informed about the problems you have with your patient and about the disease? If you	I22			
are, please mark which of the following sources you are applying for.				
	122	C		
Have you received any help with your emotional and social problems as a patient relative? If you have, which of the following units did you apply for	I23	Support		





Target group



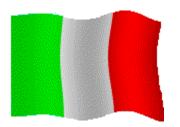




Table 3. Respondents from each country

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Romania	102	59,0	59,0	59,0
	Turkey	51	29,5	29,5	88,4
	Italy	20	11,6	11,6	100,0
	Total	173	100,0	100,0	

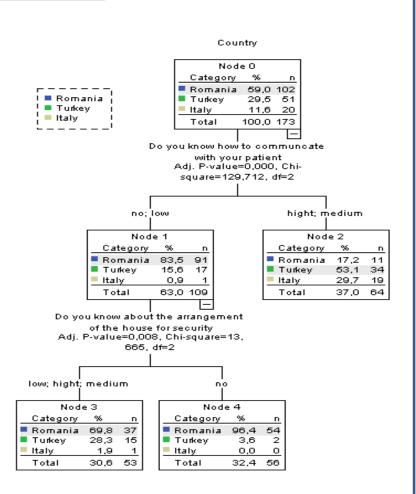


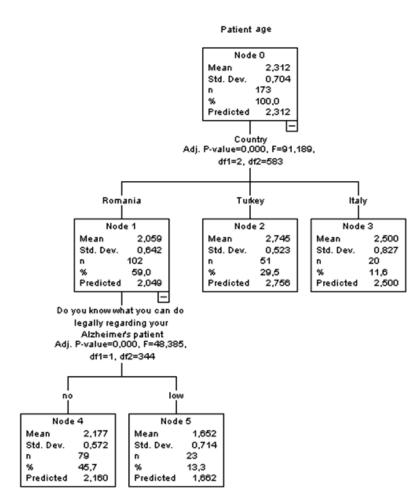
Patience age between countries

M

B

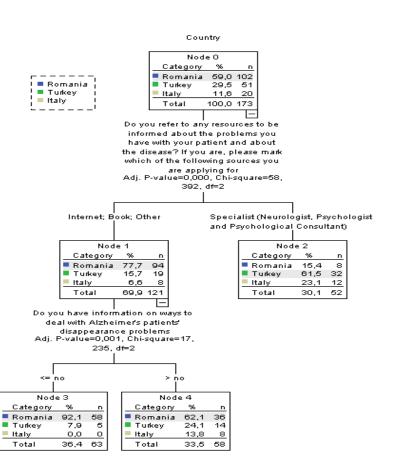
M

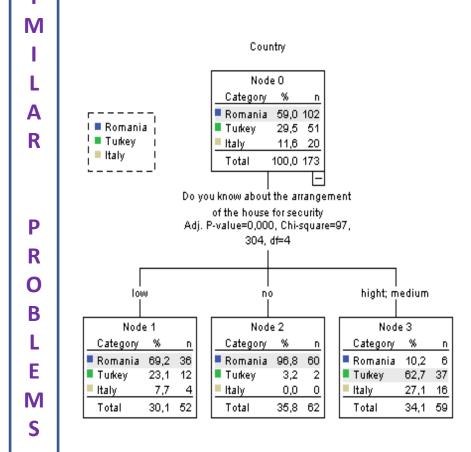


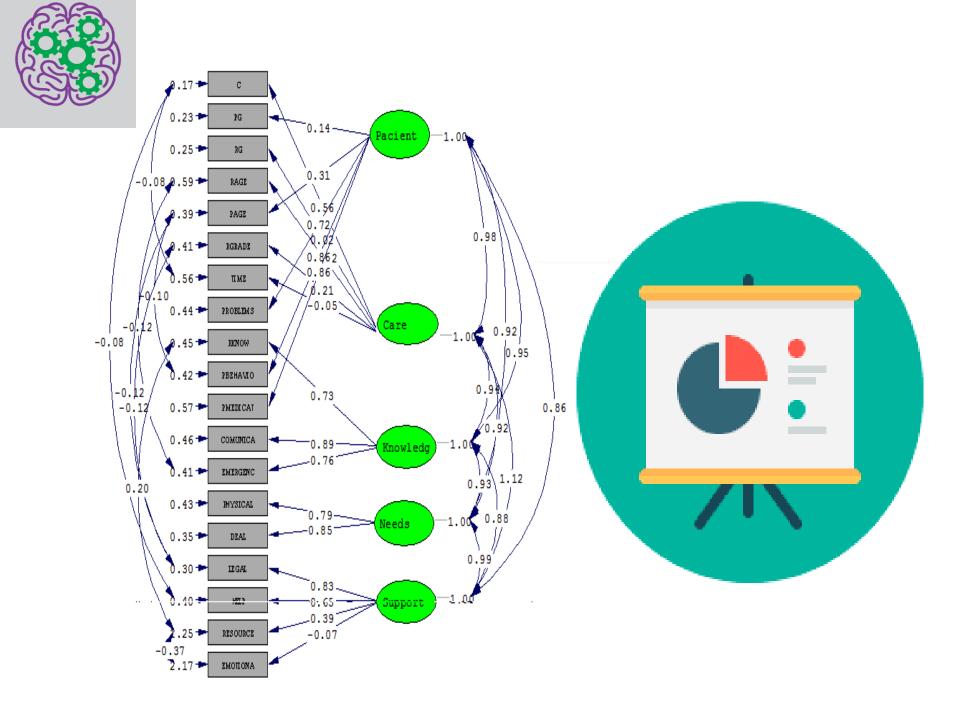




Source of information







A SWOT ANALYZE OF PROJECT REMEM



STRENGTH

- •Strong point of project is that research has shown that technology instruments such as iPods, help stimulate those with dementia.
- •connecting people to resources that are available;
- •healthcare groups providing support;
- •new research has proven that the use of brain, memory, and solving problem games help stimulate the brain and reduce symptoms of AD;
- •develop and create new games for patience;
- •create online a platform for relatives;
- •prepare a book for relatives and give them all the informations;
- •apply a survey and identify the commoun issues between countries TR, IT and ROU;
- opportunity for digital innovation;
- •monitoring work;
- participatory design;
- •the rise of brain inteligent industry;
- brain training;
- •cognitive training.





- •Issues may be the virtual magnifying glass that helps visually impaired users and their small text readability. In addition, dictation software and text-based web browsers may be too complicated for patients and their ability to use applications.
- •In addition, the app buttons should not be too close to the Android taskbar.
- •While the touch accuracy of tablet screens can be difficult to solve,
- •Android platforms allow users to change the sensitivity of the touch interface, as well as provide vibration feedback when the screen is touched.
- •Screen protectors can help reduce glare, especially in areas that are exposed to large amounts of sunlight.



OPPORTUNITIES

- Opportunities for the project are despite these challenges:
- •there are many simple solutions to these challenges;
- •mobile platforms only need to turn to their desktop predecessors;
- •many computer assistive technologies have been developed under the desktop platform.
- ✓ connecting people to resources that are available;
- ✓ healthcare groups providing support;
- new research has proven that the use of brain, memory, and solving problem games help stimulate the brain and reduce symptoms of AD.
- ✓ develop and create new games for patience
- ✓ create online a platform for relatives
- ✓ prepare a book for relatives and give them all the informations
- ✓ apply a survey and identify the commoun issues between countries TR, IT and ROU
- ✓ opportunity for digital innovation;
- ✓ monitoring work;
- ✓ participatory design;
- ✓ the rise of brain inteligent industry;
- ✓ brain training;
- ✓ cognitive training



THREATS

- ✓ unfortunately, most mobile tablets, including Android and iPad, use a capacitive touchscreen panel.
- unlike traditional resistive panels that only require an object to exert pressure on the panel, usually a stylus; capacitive touchscreen panels require an electrical conductor from an object, e.g. fingertip, to respond. In addition, older adults, especially AD or dementia
- ✓ patients, lack the capacity to understand this difference; thus, they can become easily frustrated with the application and concede using the mobile app.
- ✓ in addition, operating system layout and touchscreen panels can create new challenges;
- ✓ caregivers aging out;
- ✓ quality of information for caregivers and care recipients;
- ✓ family units falling apart;
- ✓ financial interest conflicts;
- ✓ numbers over 65 increasing dramatically;
- ✓ caregivers aging out/dying with no resource for care recipient;
- ✓ not asking for help leads to big problems;
- ✓ a generation who does not care.