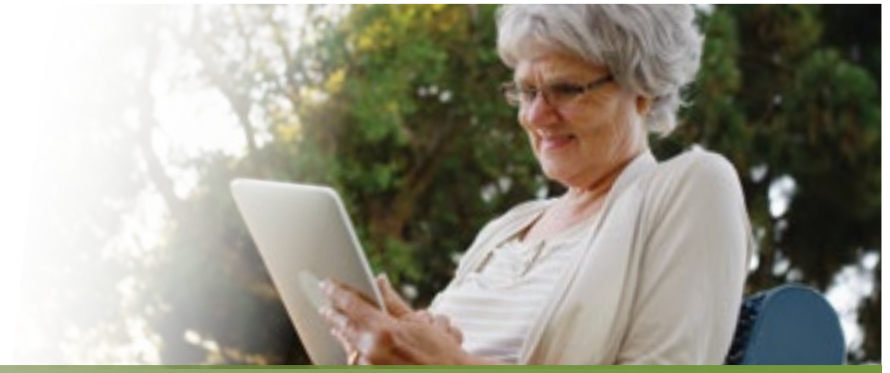


iNSPIRE



Quality of Life Improvement Project

What is the iNSPIRE Project?

The California Department of Public Health has awarded a grant of \$2.6 million to the LeadingAge California Foundation to implement the iN2L engagement technology program in skilled nursing facilities across the state. This project is the first of its kind in California.

The iNSPIRE Project provides skilled nursing facilities with iN2L engagement technology, which offers thousands of technology-based experiences aimed at improving quality of life, reducing antipsychotic drug use, providing stress relief, and much more.

The three-year project will support a study including 30 residents at 60 skilled nursing facilities for a total of 1,800 study participants and includes an evaluation to determine changes over time.

The iNSPIRE project will evaluate improvement in quality of care and quality of life through two clear and measurable objectives:

- Reduce antipsychotic use by twenty percent (20%)
- Increase participation in person-centered activities by twenty percent (20%)

At No Cost, Participating SNFs Receive:

- One iN2L Mobile FLEX system, a 23" touch screen computer on a motorized, height-adjustable cart with an articulating arm loaded with over 4,000 social, educational, and spiritual content options including games developed specifically for individuals undergoing cognitive decline.
- Three iN2L tablets with 1,000 games, puzzles, movies, audio books, and applications specially designed for one-on-one activities; as well as Video Chat, an easy one-tap application for virtual visits.
- The iN2L Engagement package including drive simulator, bike simulator, and flight simulator.
- 24-month subscriptions for the iN2L Mobile FLEX and tablets
- iN2L Program Launch/Implementation session, including system installation and project rollout
- Competency Building training to ensure program sustainability
- iN2L training and content update webinars throughout the duration of the project



Through the implementation of iN2L's person-centered engagement technology, the project will connect and engage older adults with the world around them.

Jeanne Parker Martin
President & CEO, LeadingAge CA



iN2L's technology-enabled content helps improve resident quality of life by equipping staff, administrators, and stakeholders with technical tools and assistance to enhance care.

- Provide person-centered engagement by addressing the unique abilities, interests, and needs of residents.
- Improve quality of life by decreasing isolation and increasing residents' active engagement.
- Enhance staff-resident interactions.
- Offer staff the opportunity to learn new ways to engage residents in meaningful activities.



Proven Results of iN2L Person-Centered Engagement

Improvement in self-reported resident QOL¹

Reduction in antipsychotic usage²



¹Ennis Care Center ²Western Home Communities



Wellness Content: A wide variety of exercise videos, cognitive, and therapy content.



Engagement Content: Thousands of technology-enabled experiences and activities, including games, puzzles, virtual travel, spiritual content, and history.



Reminisce Content: Experiential and relaxation videos, easy trivia games, and movie memories. Each resident has a My Page profile on iN2L that shortcuts to their favorite activities, personal pictures, and videos.



Digital Biographies: Family and staff can set up a snapshot of the resident's life, including interests, accomplishments, preferences, pictures, and music.



Memory Coach: Memory care training for staff and volunteers, including Best Friends™, Positive Approach to Brain Change™ by Teepa Snow, and Cognitive Pathways by Vertis Therapy.



CMS Content: Direct access to medicare.gov and cms.hhs.gov to access nursing home data and information.

Interested in joining the iNSPIRE Project?

Contact Amanda Davidson, Grant Manager
adavidson@leadingageca.org | 916-469-3385

<http://leadingageca.org/inspire-grant>