**Table 3**: Possible solutions derived from the Google jam session for each of the three major themes.

|  |  |
| --- | --- |
| **Major Themes** | **Solutions generated by the Idea Jam** |
| Communication and Responsive Behaviours | * Tools to support translation/communication – AI to translate, translation apps; iPad for non-verbal patients to write their needs/wants * Use of patient portal to communicate with family members regarding ADL’s and activities on the GDU * Remote video communication toolsand apts (e.g., WhatsApp and Skype) * Bio monitoring sensors to predict agitation or falls risk |
| Physical Environment | * Customized music during ADLs, sleep routine and/or personal care routines * Use of Snoezelen® multi-sensory environments and rooms and calming section of the main room - specially designed to deliver stimuli to various senses, using lighting effects, colour, sounds, music, and aroma therapy * Technology for wayfinding * Mood/customized lighting - Soft lighting (dimmer switch) in bedrooms, when a patient wakes up (e.g., help mood turned on); lighting technology to mimic sunrise/sunset, multicolour bulbs that can be changed in each room to suite patient preferences |
| Activities/  Stimulation | * E-Companion - AI companions for patients/family; avatar asks questions, feedback to families * Interactive gaming consoles (e.g., Xbox One, PlayStation 4) and AI games with personalized avatar guide * Visual screens/projections - calm environment; simulated visual boards, i.e. moving scenery (train); projector from the ceiling; Video picture frames on walls in pt.’s bedrooms * Make large digital screens look like windows; landscapes or calming projections (e.g., fish swimming, surf on a beach) on slide show or live stream * Interactive boards/projections that are personalized; something projected on the walls that patients can interact with; projector games that can be used within a group setting * Creative/Activity rooms (i.e. train, bus, plane setting); rooms that encourage multiple participants (reduce social isolation); |

**Legend:** Note AI = artificial intelligence; ADL = activities of daily living; see [https://sensory.flaghouse.com/snoezelen/?gclid = EAIaIQobChMI\_p2q4LfQ4gIViJyzCh3IHghyEAAYASAAEgJNyfD\_BwE](https://sensory.flaghouse.com/snoezelen/?gclid=EAIaIQobChMI_p2q4LfQ4gIViJyzCh3IHghyEAAYASAAEgJNyfD_BwE) for description of Snoezelen® multi-sensory environments and rooms.