
01 - Documentation

02 - Physical Objects

03 - Future Plans

- Serious play
- ETC Demo Project
- Other caverns or LED Volumes
- Continue Research on Empathy



Final Lessons

- **Physical movement** in the Cavern can indirectly enhance emotional experiences
- **Physical Props** as controllers in the CAVERN
- Very Focused **Audience** - Even if everyone can experience it
- Measure **empathy**
 - Repetitive Actions



Thank You!

Summary



Overview

An immersive experience in the CAVERN that explores the emotional toll on caregivers of dementia patients through an interactive garden metaphor installation.

“There is a emotional and physical weight on caregivers. Caregivers need time to themselves as it takes a lot of time and effort out of their lives.”

—Karen Kuntz, SME