

PARTICIPATION OF PEOPLE WITH PARKINSON DISEASE IN A PROGRAM WITH TRADITIONAL ADAPTED-GAMES INCLUDING INTERGERATIONAL APPROACHES – 3 STUDY CASES IN CAREGIVERS' PERSPECTIVE

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Programs including traditional games and intergenerational methodologies, have a potential impact on chronic patients' and respective caregiver's health dimensions. Goal: To describe the most relevant caregivers' self-reported health domains during the implementation of a program with traditional games, including intergenerational dynamics for people with Parkinson Disease. Methods: Three sessions were held with adapted traditional games, including nine elderly people with Parkinson Disease and their caregivers. Additionally, a session with intergenerational dynamics was also organized. At the end, feedback from three caregivers was collected, using a structured interview based on questions about personal feelings and perceptions during games' sessions. The analysis of this interview involved codification of health-related domains using the International Classification of Functioning, Disability

and Health by two independent ratters. Results: At the end of the program, 19 relevant health-related domains were reported by the caregivers: 70% were body structures and functions domains (s7, structures related with movement - muscles of upper arm, structure of the hand- b2 mental functions - agreeableness; motivation; sustaining attention; retrieval and processing of memory; cognitive flexibility; b2 sensory functions - touch function - b7, neuromuscular control - movement functions), 30% were contextual factors domains (e.g., e3, support and relationship; e4, attitudes; e5, services, systems and policies). Conclusion: Caregivers' perspective demonstrated that this program is potentially important for physical and societal well-being in Parkinson Disease.

Keywords: *Well-being, chronic disease; burden; physical activity; games.*