



# Dementia Simulation Toolkit

Scenario: **Gianni's Adventures Roleplay**

**socialIT**  
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MARTIN-LUTHER-UNIVERSITÄT  
HALLE-WITTENBERG

Co-funded by the  
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## **Communication**

The cognitive impairments associated with dementia often impact communication. This can lead to agitation and frustration, so it is important to be as calm, friendly and patient as possible.

## **Agitated Behaviours**

Some people may become upset and display behaviours like pacing and fidgeting – this may become aggressive behaviour, such as verbal threats or physical violence.



## When communicating with a person with dementia, ask yourself...



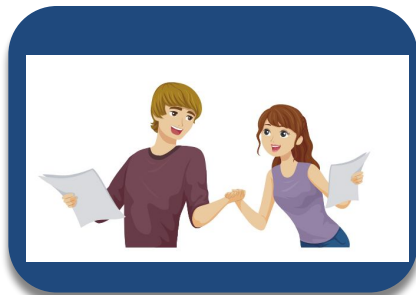
Am I asking too many questions or making too many statements at once?

Are my instructions simple and easy to understand?

Are they picking up on *my own* stress or irritability?

Am I giving enough time for them to respond?

# Gianni Roleplay



**Assign roles**



**Perform**



**Discuss**



10-15 mins

# Group reflection

What emotions did you feel during the roleplay?

In what ways were the characters good towards Gianni? In what ways could they have been better?

Did this roleplay help you to understand the symptoms of dementia?



## References



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