

# Effectivity of a mixed-reality dementia simulator: does it enhance empathy and reduce burden in informal caregivers?

No registrations found.

<b>Ethical review</b>	Positive opinion
<b>Status</b>	Recruiting
<b>Health condition type</b>	-
<b>Study type</b>	Interventional

## Summary

### ID

NL-OMON26892

### Source

NTR

### Health condition

Dementia, Informal Caregivers, caregiver burden  
Dementie, Mantelzorgers, zorglast

## Sponsors and support

**Primary sponsor:** Tilburg University

**Source(s) of monetary or material Support:** Tilburg University, ZonMw, Alzheimer Nederland

## Intervention

## Outcome measures

### Primary outcome

Caregiver burden, Empathy, Care competence, Relationship quality, Social engagement, Anxiety and depression, Subjective and Objective health and Quality of life of informal caregivers of people with dementia.

## Secondary outcome

Change of the living situation of the care receiver

## Study description

### Background summary

Informal caregivers of people with dementia are often overburdened by the care they provide. This burden can lead to diminished quality of life, worse health and stress for the informal caregiver and is the most important reason for institutionalization of their demented patient. The Into D'mentia simulator simulates what it is like to have dementia, probably heightening the empathy for the patient and more knowledge of dementia, by which the caregiving burden diminishes. The aim of this study is to research the effectivity of the simulator on various outcome variables, leading to a prediction model as to for whom, when and why the simulator is the most effective.

### Study objective

We expect that the use of the Into D'mentia simulator leads to better health and less caregiver burden for informal caregivers of people with dementia. Also, we expect that the people with dementia can live longer at home because of better, longer, care delivered by their informal caregivers.

### Study design

1 month, 3 months, 12 months

### Intervention

The intervention is a mixed-reality dementia simulator training. The training consists of three parts: the simulation, a individual conversation after the simulation and a group discussion. In the simulator, participants experience what it is like to have dementia.

## Contacts

### Public

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## Eligibility criteria

### Inclusion criteria

- Informal caregivers for community-residing people with dementia, who spend at least 8 hours a week on informal care;
- Enough understanding of the Dutch language to understand the simulator and questionnaires

### Exclusion criteria

- Physical disabilities which make entering the simulator impossible
- Severe psychiatric problems which interfere with the simulator

## Study design

### Design

Study type:	Interventional
Intervention model:	Parallel
Allocation:	Non-randomized controlled trial
Masking:	Open (masking not used)

Control: Active

## Recruitment

NL  
Recruitment status: Recruiting  
Start date (anticipated): 01-12-2015  
Enrollment: 70  
Type: Anticipated

## Ethics review

Positive opinion  
Date: 19-04-2016  
Application type: First submission

## Study registrations

### Followed up by the following (possibly more current) registration

No registrations found.

### Other (possibly less up-to-date) registrations in this register

No registrations found.

## In other registers

Register	ID
NTR-new	NL5703
NTR-old	NTR5856
Other	ZonMW : 733050608

## Study results