

## A unique story-telling game found to **reduce loneliness**



As it has been well established in health-related circles, the sense of belonging and togetherness is central to the wellbeing of all humans, especially so for adults in old age. Notably, the reduction of loneliness has been proven to reduce health expenditures by 40% among the elderly in replicable, peer-reviewed research.



In our game-set
"Kioku-Friends for
Life" the players
build a common
story, and in doing
so, they get to know
each other, sharing
ideas, developing
imagination, and
playing memory
games in which
every player wins.
As our CSO Prof.
Yoram Barak(1)

advocates: "Kioku friends for life is a team game that simultaneously activates cognition, emotion and especially creativity, while making it possible to express a rich emotional world. In doing so, the game applies the principles of optimal aging, revealing itself as a tool with unique potential for increasing the sense of belonging and alleviate the feeling of loneliness." In the graph we proudly show the results of a pilot research conducted amongst 151 adults aged 65–93, which found that the game **reduces loneliness and improves wellbeing** after 12 weeks of interaction.

We are searching for Japanese partners: Municipalities, Health Institutions, Game Companies, and the like to bring *Kioku, friends for life* to Japan.

Please see attached, pictures from our project in Pardes Hanna, Israel, September 2022.



(1) Prof Yoram Barak, a world-renowned psychogeriatrician, is Kioku Studio's Chief Scientific Officer. He is a Senior Fellow at the Brain Health Research Institute at the University of Otago in New Zealand.



Our English web site: <a href="https://www.kioku.studio/en">https://www.kioku.studio/en</a>



A prototype of our game in Japanese

Will be glad to meet you via zoom or in Japan!

「zoom」または日本でお会いできるのを楽しみにしています!

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