

tover[®]
purposeful play



Tover Media Kit 2022

1. About Tover

Based in the Netherlands, Tover is a healthcare technology company committed to creating a more caring and inclusive world for people with cognitive challenges, including dementia and intellectual disabilities. In 2015, Tover launched the first Tovertafel, an award-winning serious games system that projects playful and interactive light animations on existing flat surfaces, like a table. Resulting in increased physical activity, social interaction, and joy; as well as a reduction of anger, fear, and sadness — for both players and their caregivers.

Who is the Tovertafel* for?

When translated to English, Tovertafel means “**magic table**”, and magic is exactly what this technology delivers. **Scientifically proven** benefits include:

Players* :

- Increases physical activity, social interaction, joy, and overall quality of life
- Decreases restlessness and anxiety
- Improves alertness and focus

Caregivers:


- Reduces stress and increases professional satisfaction
- Improves relationships between caregivers and players
- Eases difficult moments

Family & friends:

- More enjoyable, active, meaningful, and memorable family visits
- Reduced anxiety about care loved ones receive

Nursing home administrators:

- Reduces staff turnover, resulting in better CMS scores
- Saves money by retaining employees
- Shows investment in the wellbeing of residents and employees



“The great thing about the Tovertafel is the interaction it generates between our residents and to see how they respond and become more engaged. It really makes a difference!”

Bob Van Dyk
President and CEO
Van Dyk Health Care
United States of America

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* Seniors living with dementia and adults living with intellectual disabilities. This media kit focuses on the former.

About Tover's origin

The original Tovertafel was created by Tover's founder Hester Anderiesen Le Riche after her PhD research showed 90% of nursing home residents with dementia are affected by apathy, which negatively influences their physical, cognitive, and emotional wellbeing. Hester's early work was the foundation for Tover's mission: to create a more caring and inclusive world for people with cognitive challenges and provide care that is designed around memorable moments and quality of life.

To date, Tover is sold in Europe, U.S., U.K., Australia, New Zealand and Canada.

The Tover touch

The Tovertafel is the only product of its kind to boast a **co-design method**, meaning designers and non-designers worked closely together when developing the system, taking into consideration the end users and their environments.

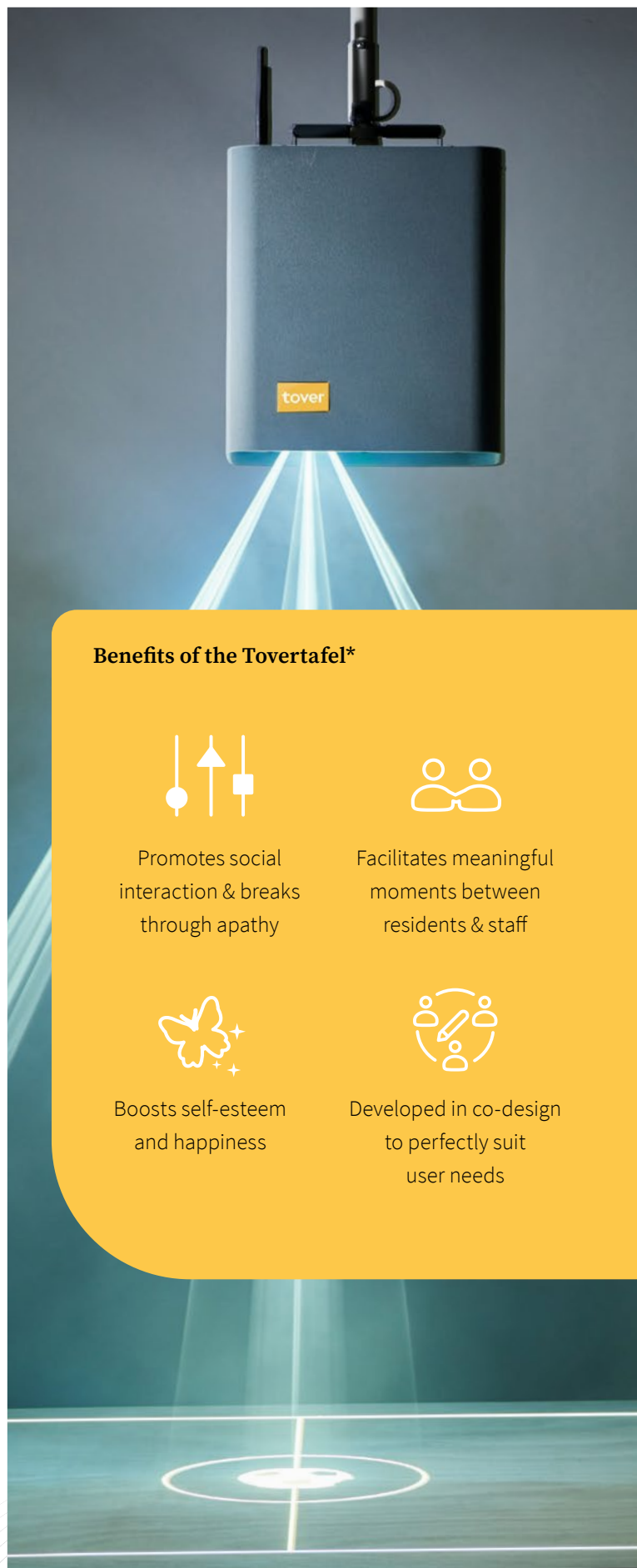
Players and their families were also involved in the design process.

"Playing together with the Tovertafel awakens dormant resources. The patients experience that I can do something."

Sabine Schulz

Founder and first chairwoman of the Alzheimer Society Mannheim E. V.
(Tovertafel donor)
Germany

* The Tovertafel is not intended to cure, treat, mitigate, prevent, or diagnose any diseases or medical conditions. Therefore, the Tovertafel is not a medical device and is not subject to review or regulation by the U.S. Food and Drug Administration.



Benefits of the Tovertafel*



Promotes social interaction & breaks through apathy



Facilitates meaningful moments between residents & staff



Boosts self-esteem and happiness



Developed in co-design to perfectly suit user needs

2. Meet the Founders



Hester Le Riche

CEO & Founder

Combining Industrial Design Engineering with Clinical Psychology during her PhD at the Delft University of Technology, Hester explored and developed how games and “purposeful play” could help patients with dementia. Her discoveries began the journey to her creation of the pioneering cognitive stimulation system — the Tovertafel.

Hester’s mission is to create 10 million “moments of joy” per day in care and education settings. She continues to create next-generation products which are specially adapted for people with dementia and those with learning disabilities.



Mathijs Konings

Co-Founder & Chief Product Officer

Together with Sjoerd Wennekes, Mathijs Konings started Monabanda: an innovating company specialized in making fusion play. Through the interdisciplinary project CRISP, they were linked to Hester Le Riche. Together they investigated how they could bring about behavioral change in people living with dementia through serious games. That was the start of Tover, where Mathijs, as Chief Product Officer, now is responsible for Tover’s existing and future products.



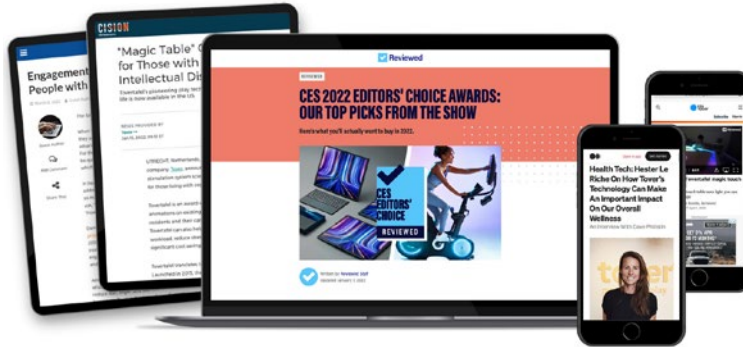
Sjoerd Wennekes

Co-Founder & New Business Manager

Sjoerd started the award-winning game development company, Monobanda, which specializes in projects that combine virtual and tangible elements. As Monobanda’s CEO, Sjoerd was responsible for acquiring new projects and clients, and as fate would have it, one of those projects involved a research consortium where he met Hester LeRiche. That chance meeting eventually led to them joining forces and co-founding Tover. Today, Sjoerd serves as the International New Business Manager at Tover.



3. Media Coverage and Awards



“CES 2022 Accessibility Awards: Our Top Picks from the Show”

“CES 2022 Editors’ Choice Awards: Our Top Picks from the Show”

“The Tovertafel “Magic Table” Unlocks Quality of Life for Autism Care”



“Hester Le Riche On How Tover’s Technology Can Make An Important Impact On Our Overall Wellnes”



“CES 2022 Gives Health-care Providers a Glimpse into the (Possible) Future”



“Engagement for Improvement: Drawing in People with Dementia or Disabilities”



“New Tech-based Game System Shines a Revolutionary Light on Memory Care”



“The Tovertafel “Magic Table” Unlocks Quality of Life for Autism Care”



“NPR Cool Science Radio Interview”



Editor’s Choice for Accessibility
2022 CES Editor’s Choice Awards

Top Picks for the Show
2022 CES Accessibility Awards



Silver Eco & Ageing Well International Festival
Product Innovation

4. Studies and White Papers

Research regarding the effects of the Tovertafel



Coping with Challenging Dementia - Related Behaviors

White paper • 2022



Playful Design for Activation.

Co-designing serious games for people with moderate to severe dementia to reduce apathy

Thesis • Delft University of Technology • 2017



5. Recent Videos

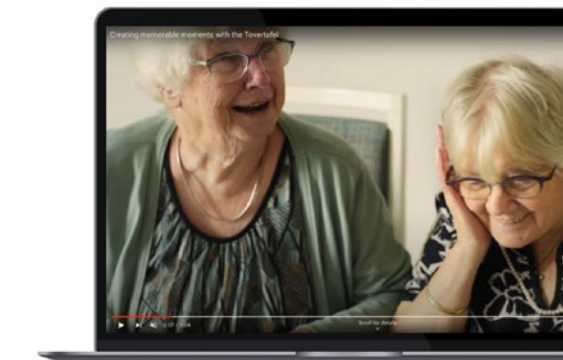
Tovertafel testimonial



For seniors living with dementia



Creating memorable moments



Ultimate solution for memory care



6. FAQ (frequently asked questions)

What sets the Tovertafel* apart from other gaming systems?

Tovertafel is the only product of its kind to boast a co-design method, which combines industrial design engineering with clinical psychology.

What if users have varying degrees of cognitive function?

The Tovertafel not only has a variety of games, but each game can be played at five different levels. The system allows high-functioning residents and more cognitively impaired residents to participate in activities together.

Do I need a special table to use the Tovertafel?

No, you can use any type of table you like. Light and matte surfaces work best with the projections.

“Our staff finds the Tovertafel easy to use, helpful, engaging and they use it quite often throughout their shift.”

Stephanie Rodgers

Recreation therapist, St. Teresa Place,
Covenant Care
Canada



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