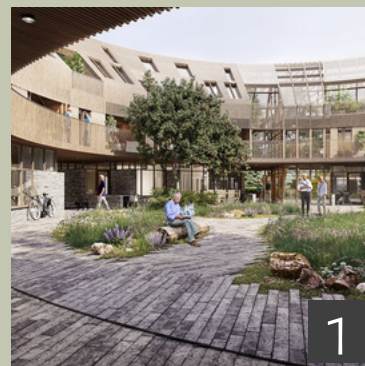
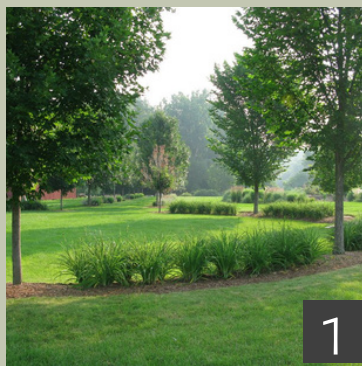


# MEMARGON

IS A PORTMANTEAU AND BLENDED FROM  
'MEMORY' AND 'HEXAGON'



THE INNER COURTYARD IS  
DESIGNATED TO NATURE. IN THE  
PARK AND GARDEN RESIDENTS  
ARE WELCOME TO ENJOY BEING  
IN NATURE OR HELP GARDENING  
TO KEEP THEMSELVES ACTIVE.

INVESTOR DECK  
FUTURE REAL-ESTATE

# — VISION

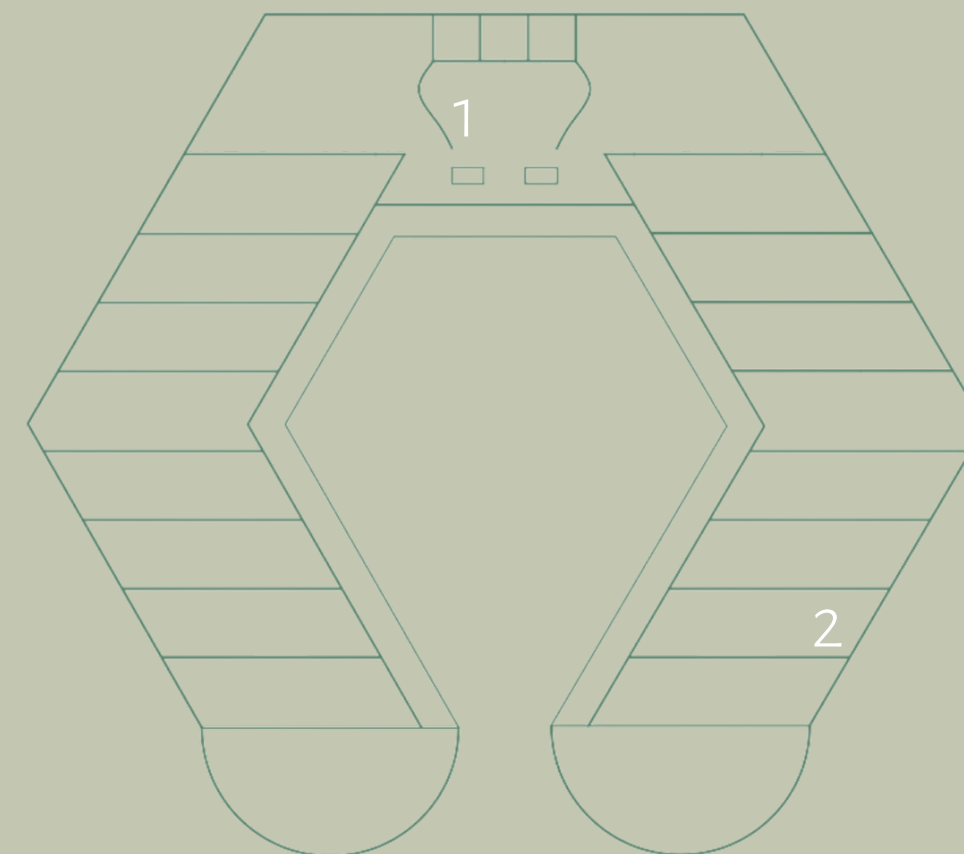
MEMARGON AIMS TO REVOLUTIONISE  
HEALTHCARE, PREVENT DEMENTIA BY USING VR  
GAMING TECHNOLOGIES AND ELEVATE THE LIFE  
QUALITY OF THOSE WHO ARE SICK, THROUGH  
INDIVIDUAL CONSIDERATION AND CARE.



IMMERSIVE WALLS THAT ALTER THEMSELVES TO  
THE NEED OF THE USER TO FEEL SAFE.



GUEST ROOMS WITH VIRTUAL WALLS TO CREATE  
A SAFE PLACE FOR RESIDENTS



"THE BUILDING IS DESIGNED TO ALTER ITSELF TO THE COMFORT OF THE USER, INSTEAD OF THE  
USER CHANGING THEIR BEHAVIOR TO THE BUILDING"

# /02 THE PROBLEM\*

\*IN 2050

152 MILLION

PEOPLE WILL SUFFER  
FROM DEMENTIA

(WORLD HEALTH ORGANIZATION, 2020)

25 PERCENT

PEOPLE ARE SOCIALLY ISOLATED,  
IMPLYING A 50% INCREASED  
RISK OF DEMENTIA

(CENTERS FOR DISEASE CONTROL AND PREVENTION, 2020)

1.1 TRILLION

ESTIMATED HEALTHCARE COST  
MAKE DEMENTIA THE  
MOST EXPENSIVE DISEASE

(DR WONG, 2020)

1.5 BILLION PEOPLE AGED 65 OR OLDER

(UNITED NATIONS, 2019)

# TARGET MARKET /03

## PEOPLE SUFFERING FROM DEMENTIA

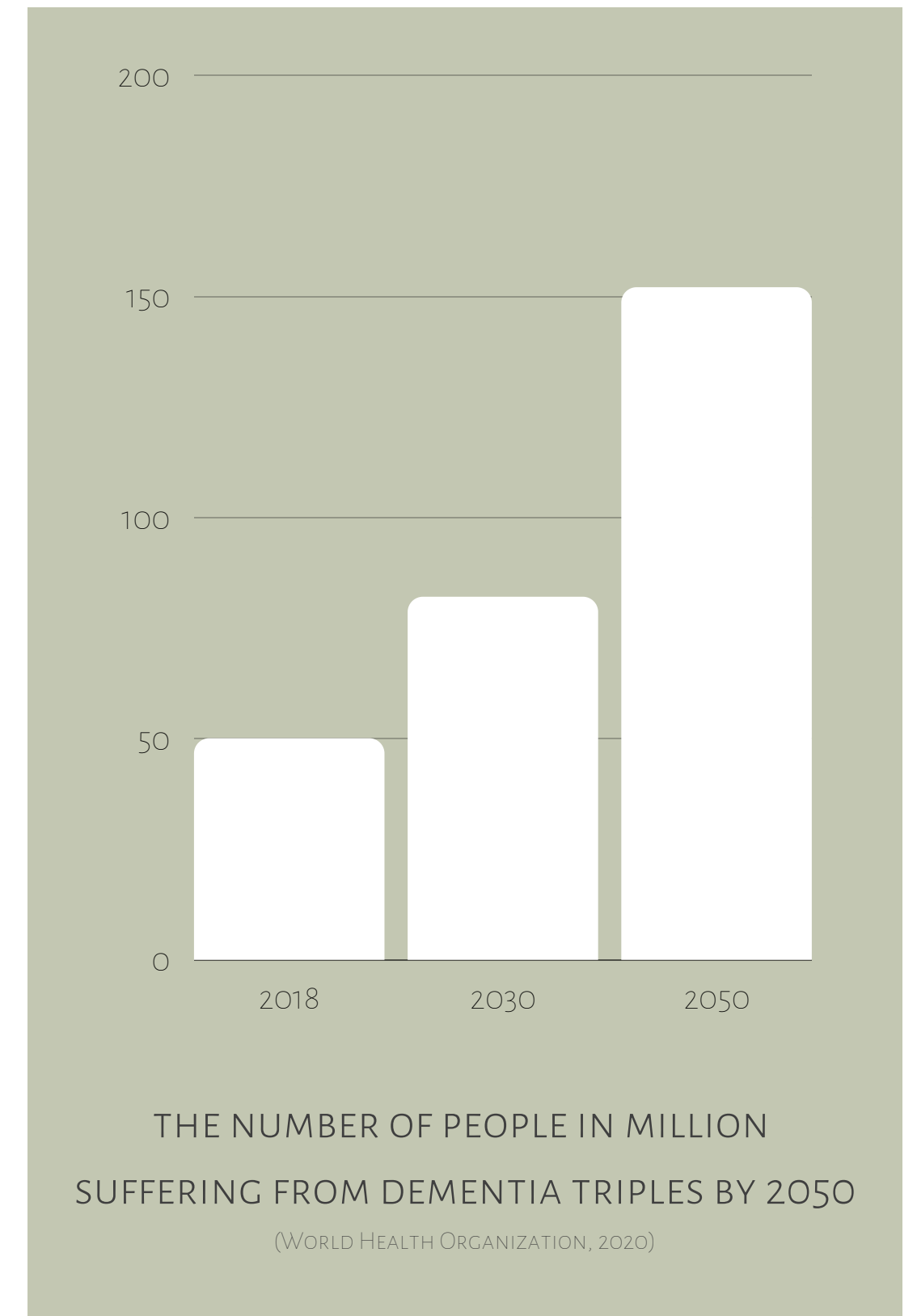
LIVE IN THE BUILDING WHILE GETTING ATTENTION ACCORDING TO THEIR INDIVIDUAL NEEDS AND BY RECEIVING TRAINING BY NEUROTECHNOLOGICALLY STEERED VR GAMES TO ENHANCE THEIR MEMORY

## PEOPLE PROSPECTED TO SUFFER FROM DEMENTIA

ARE INVITED TO LIVE IN THE BUILDING AND ACTIVELY TRAIN THEIR MEMORY BY PLAYING SPECIFIC VR GAMES TO STIMULATE BRAIN GROWTH

## PEOPLE AIMING TO ASSIST DEMENTIA PATIENTS

CO-LIVE IN THE BUILDING AND ACTIVELY ENGAGE WITH DEMENTIA PATIENTS AS THIS BETTERS THE DEVELOPMENT OF THE DISEASE





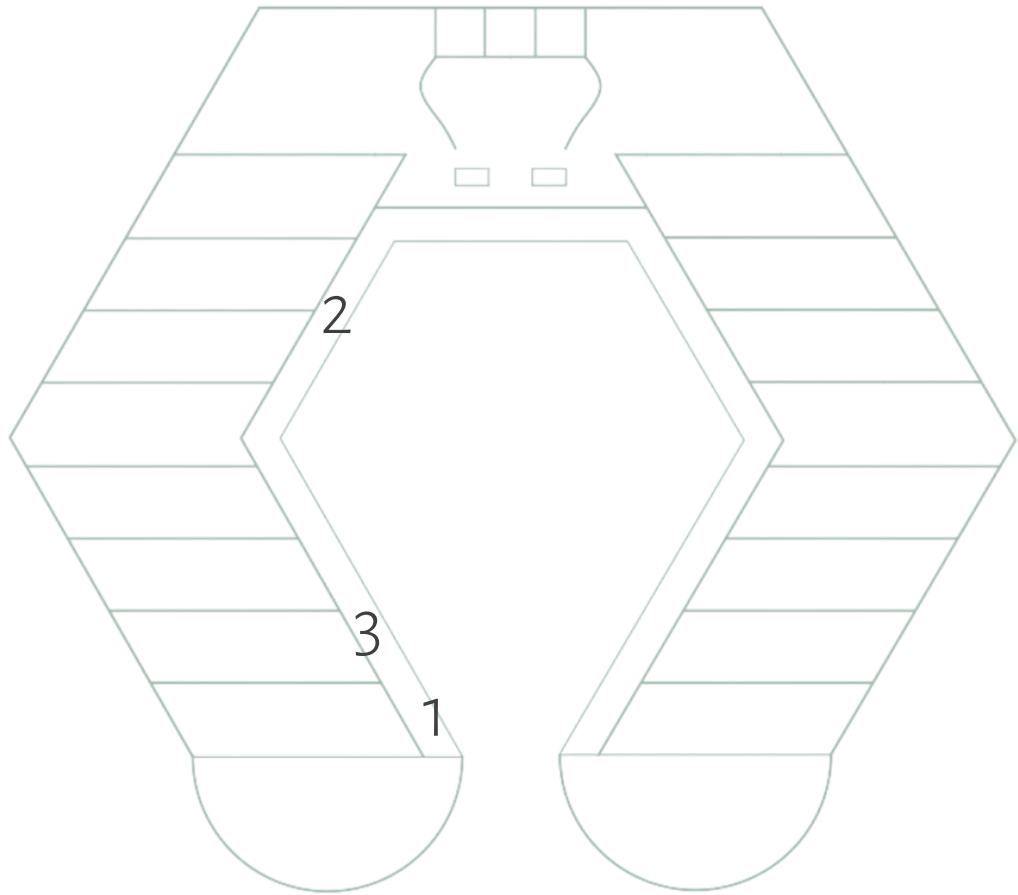
1  
ROUND BUILDING DESIGN FOR USER SAFETY, TO ALWAYS LET THE USER RETURN TO THE ENTRANCE



2  
CLEVER LIGHTING DESIGN TO GUIDE THE USER IN THE RIGHT DIRECTION



3  
AI POWERED WINDOW PANELS OUTSIDE EACH DOOR TO REMIND USERS FOR IMPORTANT THINGS AND SCREEN THEIR HEALTH



"THE BUILDING USES AI FEATURES TO GUIDE THE USER THROUGH THE BUILDIGN AND TO ASSESS THE CONDITION OF THE USER"

## THERAPY & PREVENTION

USE EEG SENSORS AND DEVELOP SERIOUS VR GAMES FOR DEMENTIA CARE TO STIMULATE BRAIN GROWTH AND MEMORY (NING ET AL., 2020) (SEE APPENDIX NEUROTECHNOLOGY)

## CARE

FACILITIES DEVELOPED FOR THE DIFFERENT STAGES OF DEMENTIA AIMING TO KEEP PATIENTS INDEPENDENT WHILE CATERING THEIR NEEDS IN AN EMPATHIC AND CUSTOMIZED BUILDING

## LIVING

LIVING SPACES FOR NON DEMENTIA PATIENTS TO STIMULATE INTER-GENERATIONAL INTERACTION RESULTING IN A WEAKER DISEASE DEVELOPMENT



/05

# BUSINESS MODEL



ELEVATING PEOPLE'S LIFE QUALITY  
AND CONTRIBUTING TO SOCIETY AND  
THE PLANET IS CONSIDERED A SOURCE  
OF PROFIT SIMILAR TO MONETARY  
PROFIT (FRENCH, 2016)

## HOW DO WE GENERATE PROFIT?

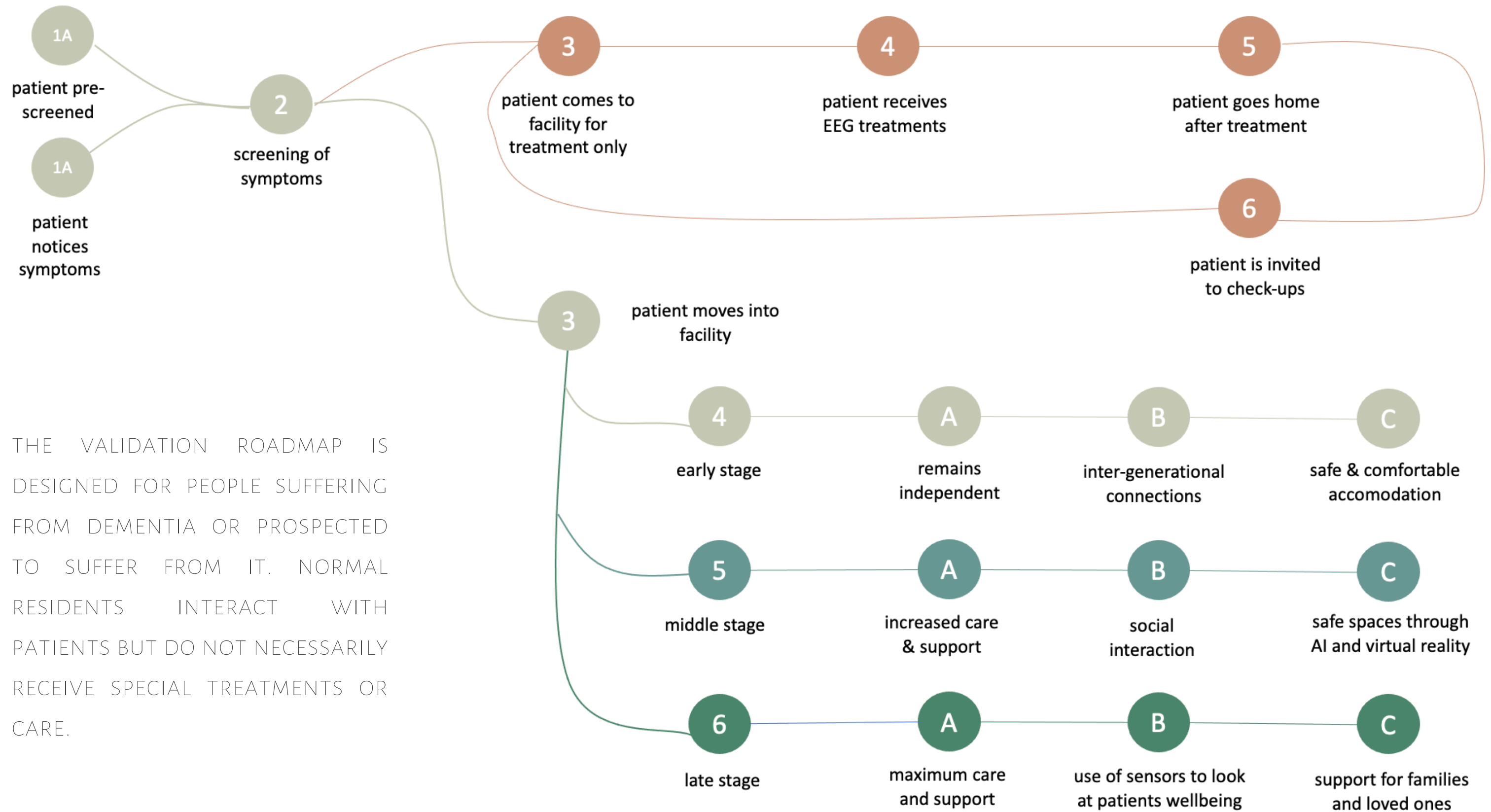
- RENTING OUT LIVING FACILITIES TO BOTH PATIENTS AND PEOPLE CO-LIVING WITH PATIENTS
- CARING ABOUT PEOPLE SUFFERING FROM DEMENTIA
- PROVIDING PREVENTIVE TREATMENT
- ENHANCE PATIENTS LIFE QUALITY
- CONTRIBUTE TO A BETTER TOMORROW

## WHO IS PAYING THE BILLS?

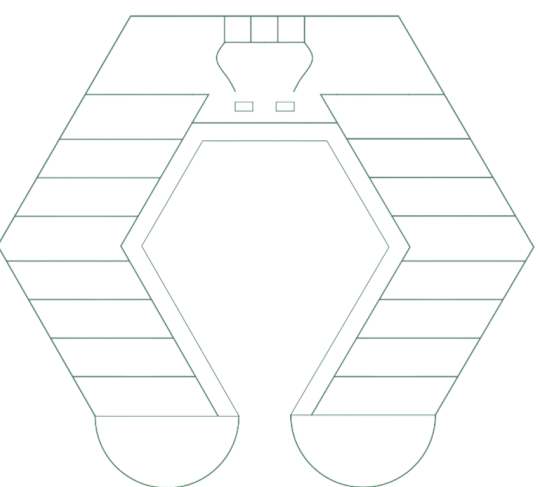
- UNIVERSAL HEALTHCARE SYSTEMS FOR PEOPLE SUFFERING FROM DEMENTIA AND PROSPECTED TO SUFFER FROM IT, AS PREVENTIVE THERAPY IS CHEAPER THAN THE TREATMENT
- GOVERNMENT BY MEANS OF SUBSIDIES FOR PATIENTS AND PEOPLE WANTING TO HELP AND CONTRIBUTE TO SOCIETY
- PRIVATE PERSONS WHO ARE CO-LIVING WITH PATIENTS AND THOSE WANTING MORE AMENITIES

# VALIDATION ROADMAP

/06



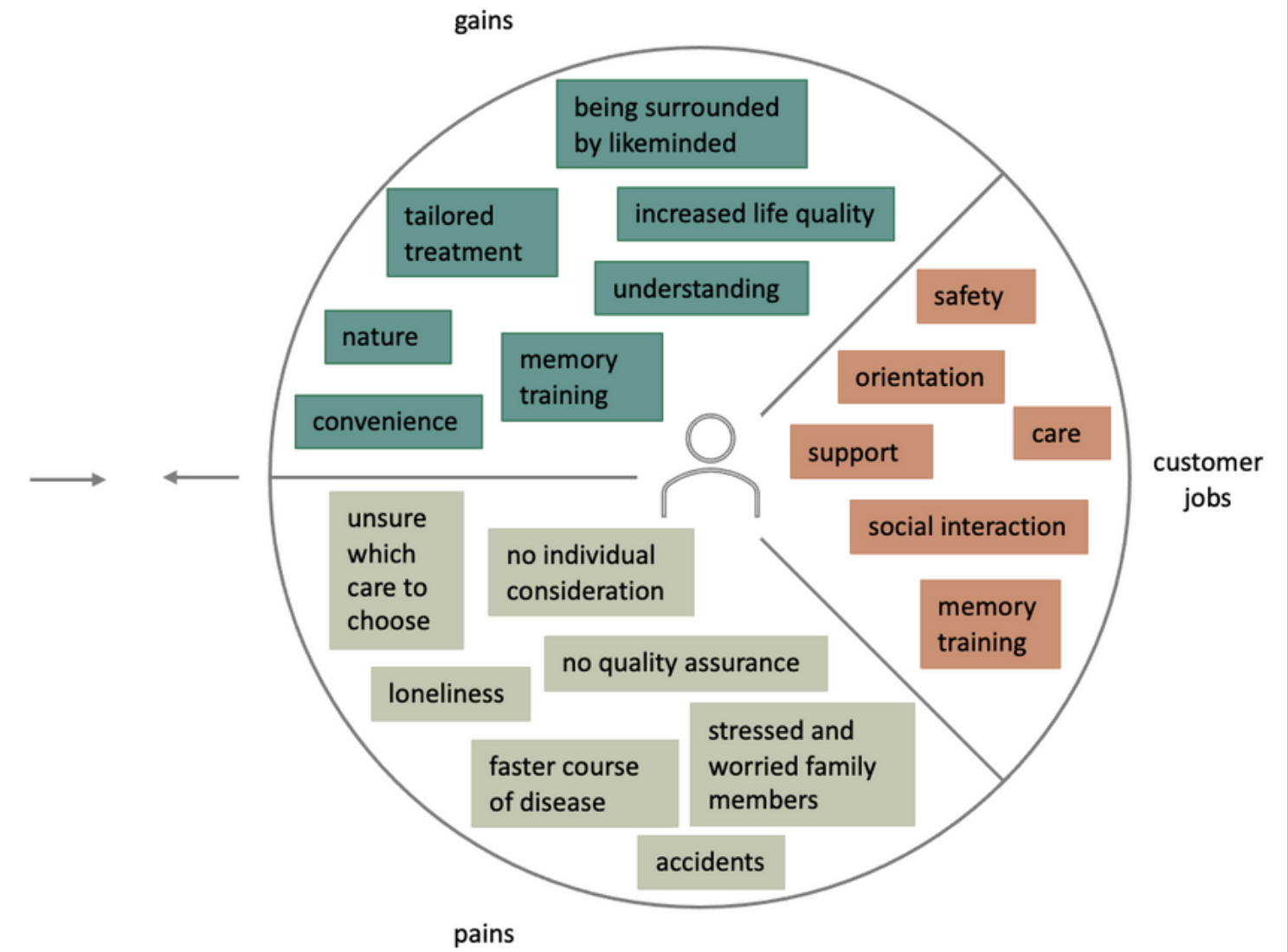
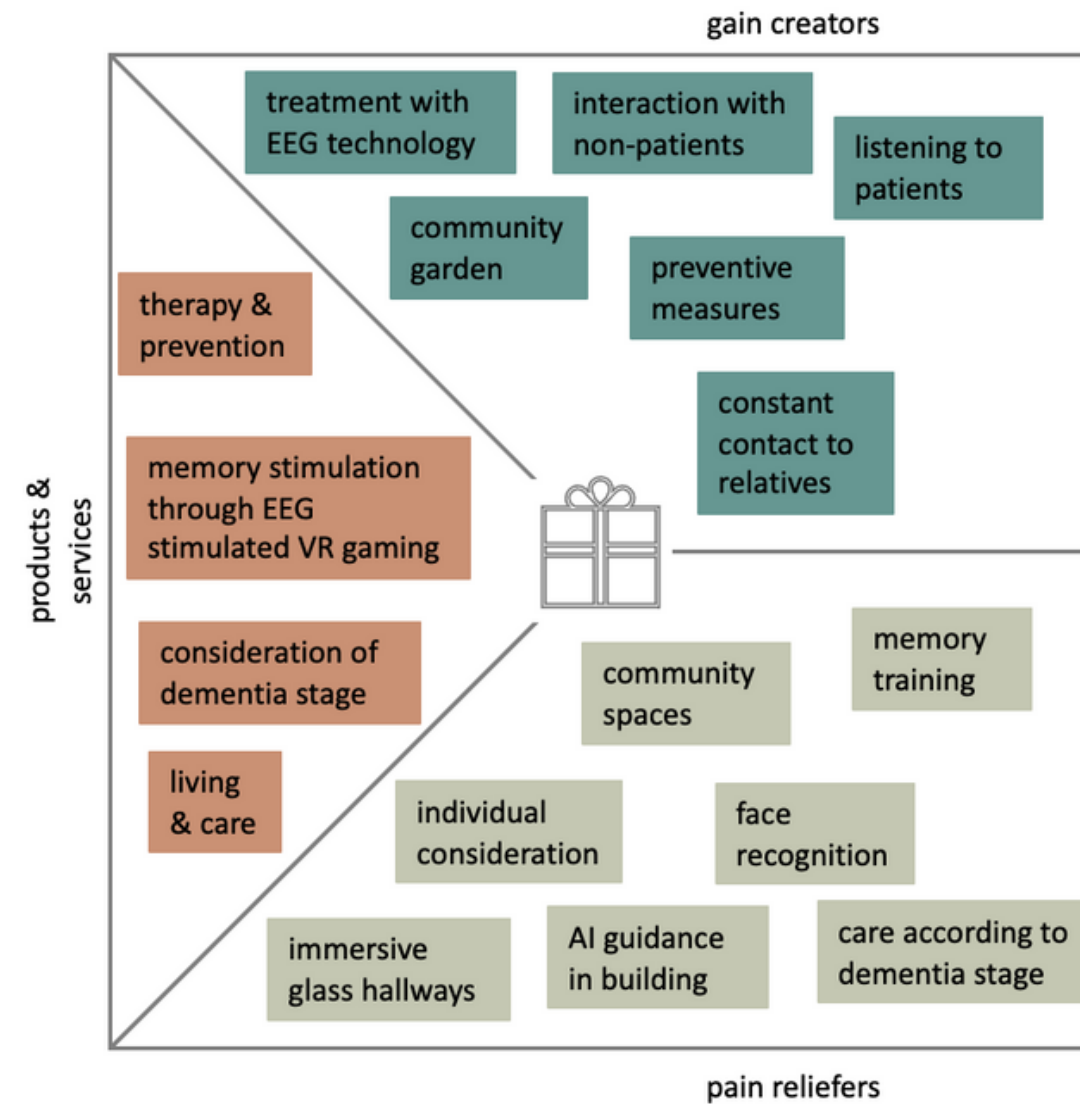
THE VALIDATION ROADMAP IS DESIGNED FOR PEOPLE SUFFERING FROM DEMENTIA OR PROSPECTED TO SUFFER FROM IT. NORMAL RESIDENTS INTERACT WITH PATIENTS BUT DO NOT NECESSARILY RECEIVE SPECIAL TREATMENTS OR CARE.



# /07 SALES & MARKETING STRATEGY

EXPERIENCE  
ENGAGEMENT  
EXCLUSIVITY  
EMOTION

MEMARGON USES ITS GAIN CREATORS AND PAIN RELIEFERS TO ADVERTISE THE BENEFITS FOR DEMENTIA PATIENTS. HENCE, EMOTIONALLY COMMUNICATING THE ASSOCIATED VALUE PROPOSITION.





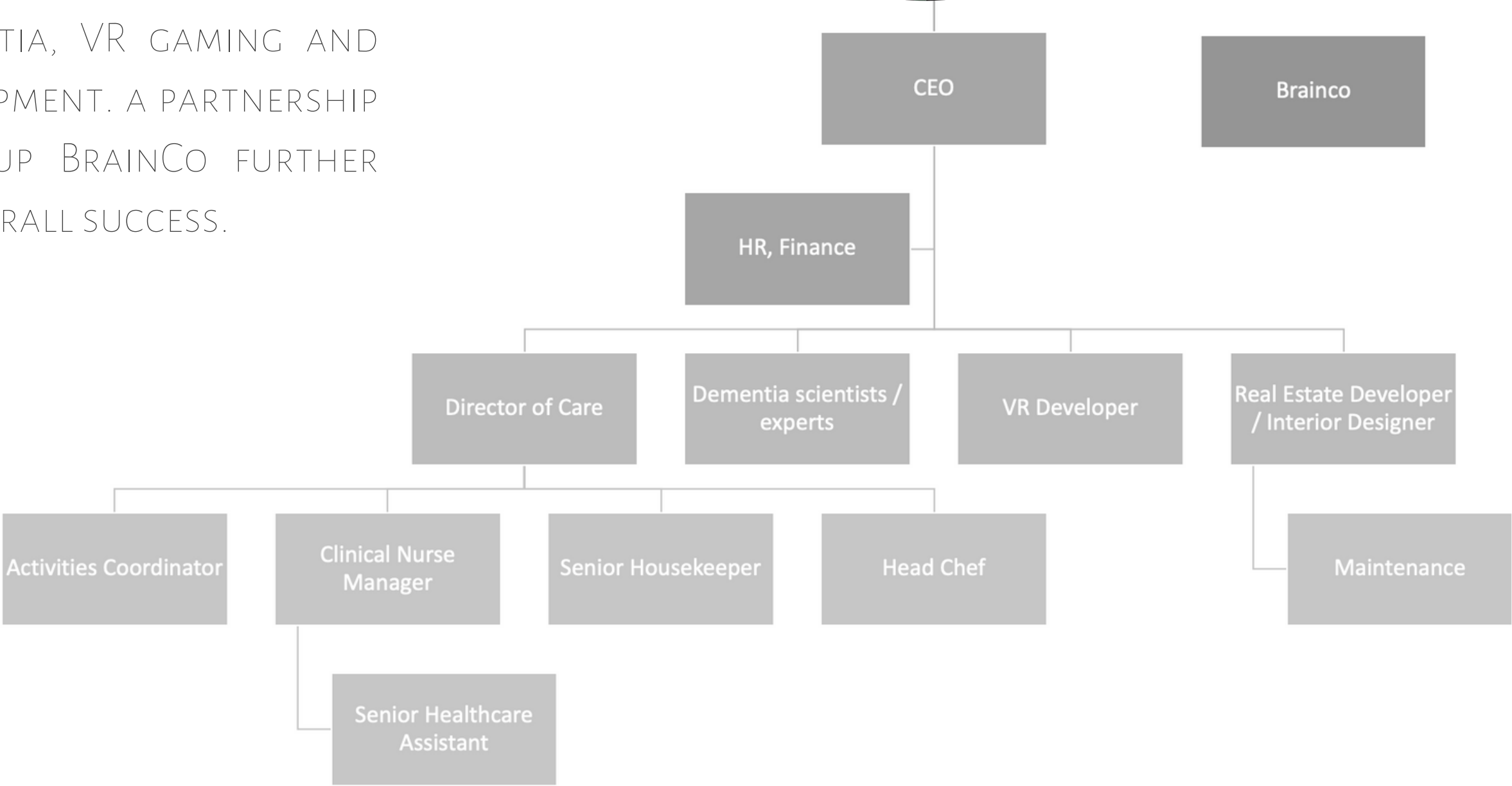
# TEAM /08

## ORGANIZATIONAL DIAGRAM TO SUCCE

EXTERNAL EXPERTISE IS NEEDED TO ENHANCE KNOWLEDGE IN MEDICAL ISSUES RELATED TO DEMENTIA, VR GAMING AND REAL ESTATE DEVELOPMENT. A PARTNERSHIP WITH TECH START-UP BRAINCO FURTHER CONTRIBUTES TO OVERALL SUCCESS.



FOUNDERS WHO CHALLENGE THE STATUS QUO, THINK INNOVATIVELY AND ALWAYS PUT THE CUSTOMER FIRST.



# FINANCIALS

		Year 1	Year 2	Year 3	Year 4	Year 5
Revenue						
	Patient treatment	€ 2.592.000,00	€ 2.851.200,00	€ 3.136.320,00	€ 3.449.952,00	€ 3.794.947,20
	Patient therapy	€ 1.440.000,00	€ 1.612.800,00	€ 1.806.336,00	€ 2.023.096,32	€ 2.265.867,88
	Regular residents	€ 288.000,00	€ 311.040,00	€ 335.923,20	€ 362.797,06	€ 391.820,82
Total revenue						
		€ 4.320.000,00	€ 4.775.040,00	€ 5.278.579,20	€ 5.835.845,38	€ 6.452.635,90
Direct Costs						
	Payroll Patient treatment	€ 1.740.960,00	€ 1.915.056,00	€ 2.106.561,60	€ 2.317.217,76	€ 2.548.939,54
	Payroll Patient therapy	€ 360.000,00	€ 403.200,00	€ 451.584,00	€ 505.774,08	€ 566.466,97
	Payroll Regular residents	€ 49.920,00	€ 53.913,60	€ 58.226,69	€ 62.884,82	€ 67.915,61
Other direct costs		€ 129.600,00	€ 143.251,20	€ 158.357,38	€ 175.075,36	€ 193.579,08
Total Direct costs		€ 2.280.480,00	€ 2.515.420,80	€ 2.774.729,66	€ 3.060.952,02	€ 3.376.901,19
Gross operating profit		€ 2.039.520,00	€ 2.259.619,20	€ 2.503.849,54	€ 2.774.893,35	€ 3.075.734,71
Fixed costs						
	Depreciation	€ 1.098.846,15	€ 1.098.846,15	€ 1.098.846,15	€ 1.098.846,15	€ 1.098.846,15
	Interest	€ 1.999.900,00	€ 1.933.236,67	€ 1.866.573,33	€ 1.799.910,00	€ 1.733.246,67
EBT		-€ 1.059.226,15	-€ 772.463,62	-€ 461.569,95	-€ 123.862,80	€ 243.641,89
	Tax					€ 73.092,57
Net Income		-€ 1.059.226,15	-€ 772.463,62	-€ 461.569,95	-€ 123.862,80	€ 170.549,32



ONYX SOLAR - TRANSPARENT SOLAR PANELS  
GENERATING ELECTRICITY TO POWER THE BUILDING



WATER FILTRATION SYSTEMS HELP TO "UPCYCLE"  
80% OF ALL WATER USED. REDUCING THE NEED FOR  
FRESH WATER AND REDUCING COSTS FOR UTILITIES.

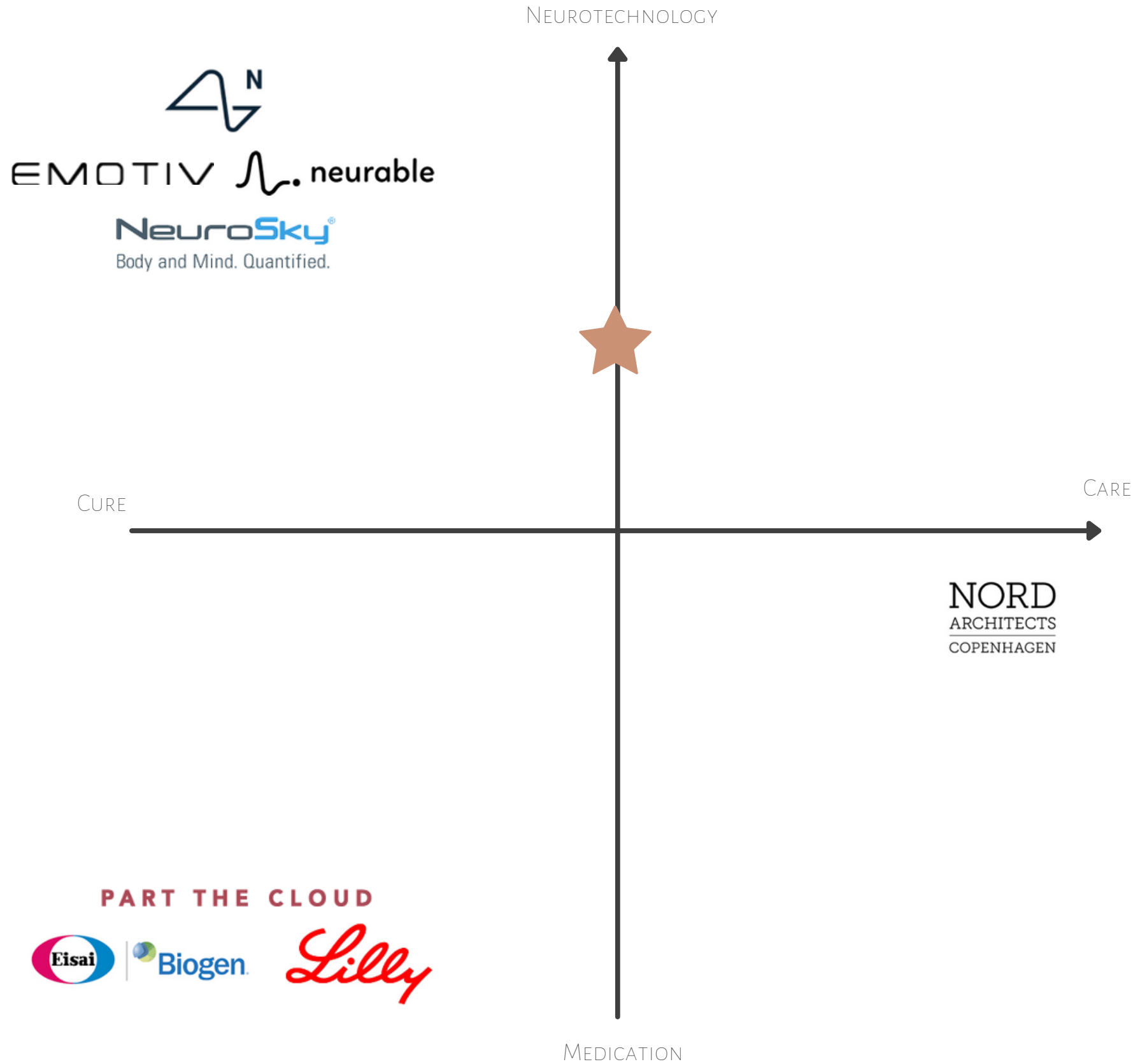


THE BUILDING IS CONSISTING OUT OF OFF-SITE PRE-  
FABRICATED COMPONENTS. DECREASING THE TIME  
OF CONSTRUCTION AND OPTIMISING EFFICIENCY.

# COMPETITION

MEMARGON USES NEUROTECHNOLOGY TO PREVENT DEMENTIA AND PUTS THE PATIENT AT THE CENTRE OF ATTENTION IN HEALTHCARE.

IT DIFFERENTIATES ITSELF EFFECTIVELY FROM THE COMPETITION AIMING TO CURE DEMENTIA WITH EITHER NEUROTECHNOLOGY OR MEDICATION, OR SOLELY CARE ABOUT THE PATIENTS





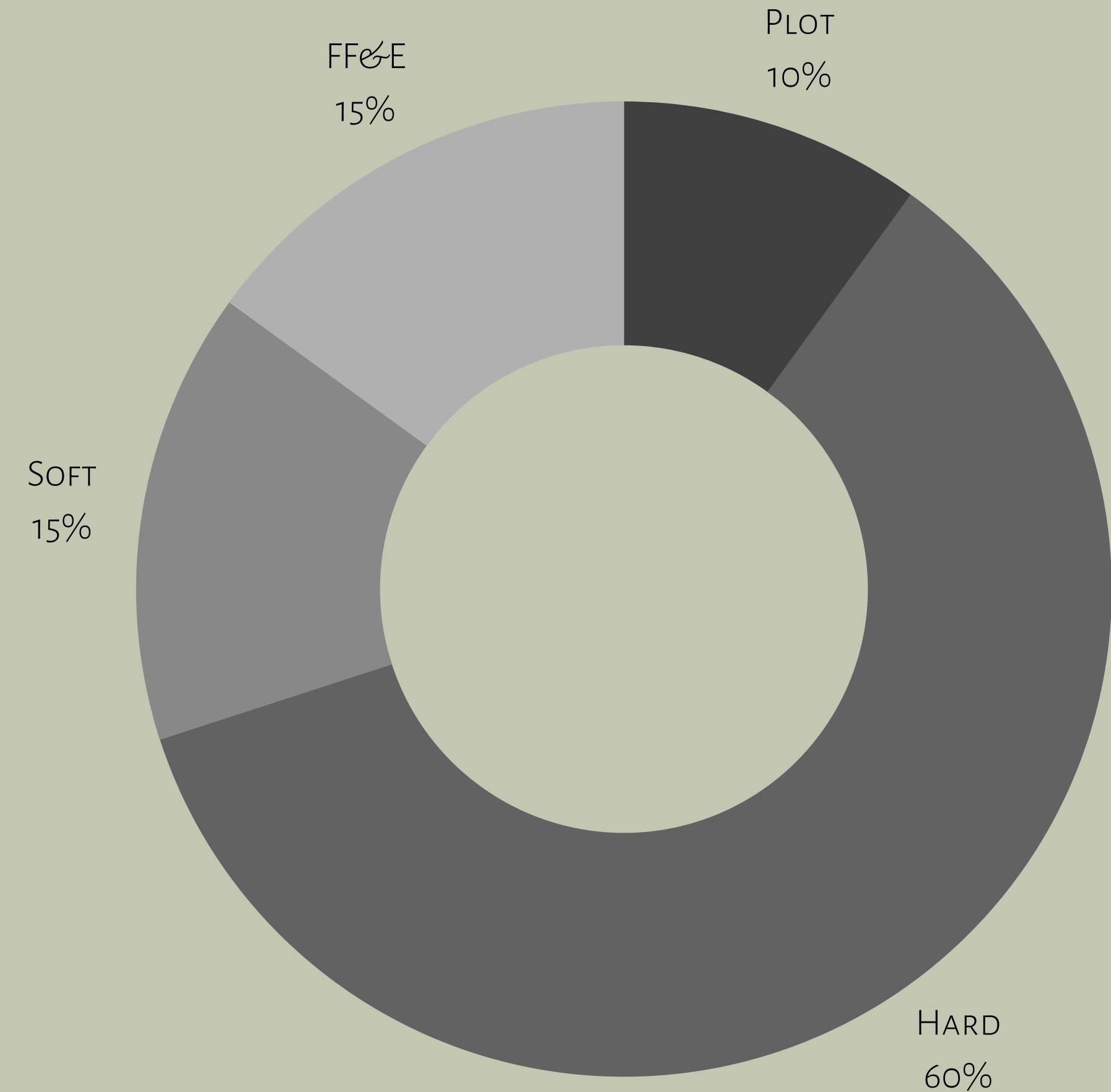
# INVESTMENTS

/11

PLOT:	5.71 MILLION €
HARD:	34.28 MILLION €
SOFT:	8.57 MILLION €
FF&E:	8.57 MILLION €
TOTAL:	57.14 MILLION € *

\* COSTS ARE CALCULATED WITH AN ESTIMATED CONSTRUCTION COST OF 259.733 € PER ROOM WHICH IS THE AVERAGE COST OF A MODERN DEMENTIA CONCEPT AS WELL AS 3/4-STAR HOTELS (NORD ARCHITECTS A/S, 2021; FIXR, 2021).

THE SPREAD BETWEEN PLOT, HARD, SOFT AND FF&E COSTS IS ESTIMATED USING ACTUAL NUMBERS OF TWO REAL ESTATE ADVISORIES. THE FF&E COSTS WERE ESTIMATED HIGHER AS USUAL AS ONLY STATE-OF-THE-ART TECHNOLOGIES ARE IMPLEMENTED (CBRE, 2020; FIXR, 2021)

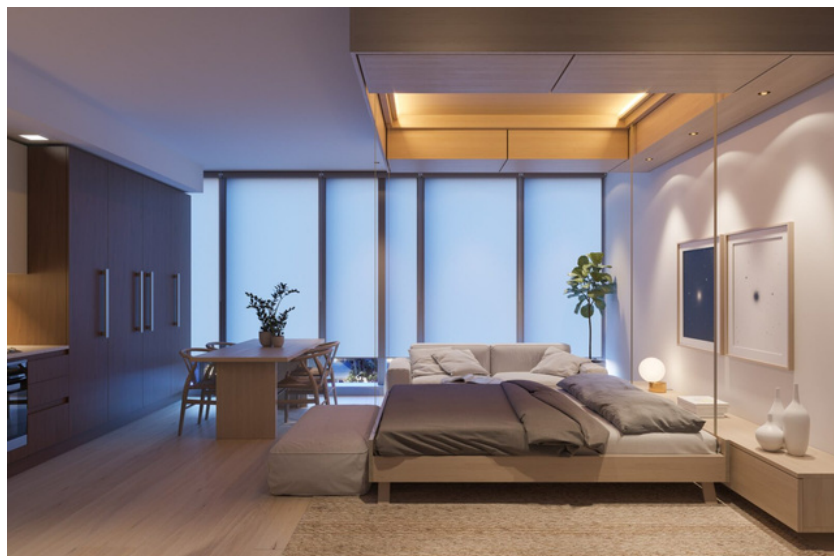




INTUITIVE LIGHTING AND AUTOMATICALLY LOCKING DOORS THAT GUIDE RESIDENTS IN THE RIGHT DIRECTION AND IMPROVES THEIR SAFETY.



AI BASED CEILING RETRACTABLE FURNITURE. FACIAL RECOGNITION ANALYSES THE CURRENT NEED AND BEHAVIOUR OF THE RESIDENT TO PROVIDE THE BEST POSSIBLE SOLUTION.



# APPENDIX | CONCLUSION

AI HELPS MEMARGON TO ADAPT TO THE NEEDS AND COMFORT OF THE USER, INSTEAD OF THE USER ADAPTING ITS BEHAVIOUR TO THE BUILDING. RESULTING IN INCREASED LIFE-QUALITY, INDEPENDENCE AND SAFETY FOR RESIDENTS WITH MENTAL HEALTH ISSUES

INVESTING IN US MEANS INVESTING IN AN UPLIFT IN LIFE QUALITY FOR PEOPLE SUFFERING FROM DEMENTIA OR PROSPECTED TO SUFFER FROM IT. IT IMPLIES A BETTER FUTURE FOR US AND OUR CHILDREN.



# APPENDIX | NEUROTECHNOLOGY - #1

NEUROTECHNOLOGY AIMS TO STUDY THE BRAIN, EXPAND ITS ABILITIES AND TREAT ILLNESSES BY BRINGING TOGETHER THE HUMAN CENTRAL NERVOUS SYSTEM AND MACHINES VIA BRAIN-COMPUTER INTERFACES (BCI) (MARTÍN, 2019). FREQUENTLY, IT IS DISMISSED AS SCIENCE-FICTION BUT GAINED MORE AND MORE ATTENTION DUE TO ITS ACHIEVEMENTS (IBID). NEUROTECHNOLOGY ENABLES POSSIBILITIES TO ENHANCE THE ABILITIES OF THE NERVOUS SYSTEM. THERE ARE NONINVASIVE ALTERNATIVES TO THE SURGICAL ENRICHMENT OF THE BRAIN. THE MOST WIDELY SPREAD NONINVASIVE ALTERNATIVE IS ELECTROENCEPHALOGRAPHY (EEG). THIS TECHNOLOGY RELIES ON SENSORS PLACED ON THE SCALP TO REGISTER BRAIN WAVES CREATED BY NERVOUS IMPULSES IN THE BRAIN (IBID).

A STUDY CONDUCTED BY THE MIT MEDIA LAB IN CAMBRIDGE, MASSACHUSETTS USA, TESTED WEARABLE EEG AND ITS ABILITY TO MONITOR AND REDIRECT A HUMAN'S ATTENTION IN REAL TIME (KOSMYNA ET AL., 2018). SPECIFICALLY, THEY PROOFED THE FEASIBILITY TO NUDGE A PERSON TO BECOME ATTENTIVE AGAIN BY USING REAL TIME SUBTLE, HAPTIC OR AUDIO FEEDBACK. HENCE, THE PARTICIPANTS ATTENTION AND PERFORMANCE INCREASED SIGNIFICANTLY BY USING NEUROFEEDBACK WHICH IS A SPECIFIC FORM OF BIOFEEDBACK (IBID).

NEUROFEEDBACK IS BASED ON MEASURING BRAIN WAVES, WHILE USING FEEDBACK TO REWARD DESIRABLE BRAIN WAVES AND INHIBIT UNDESIRABLE ONES (SITARAM ET AL., 2017). OVER TIME, THE BRAIN IS TRAINED TO FOCUS ON THE PRODUCTION OF THE REWARDED BRAIN WAVES (IBID).

A STUDY CONDUCTED BY VINCENT MONASTRA, PHD FROM BINGHAMTON UNIVERSITY AND HIS TEAM, USED THIS PRINCIPLE TO PROOF THE INCREASE IN ATTENTION AMONG CHILDREN WITH ADHD THROUGH NEUROFEEDBACK (MONASTRA, 2005). THE STUDY REVEALED THAT CHILDREN WHO ARE NO LONGER MEDICATED BUT RECEIVED NEUROFEEDBACK HAD LEARNED BEING ATTENTIVE JUST AS CHILDREN WITHOUT ADHD (IBID).

# APPENDIX | NEUROTECHNOLOGY - #2



BRAINCO IS A STARTUP FOUNDED IN 2015 AND INCUBATED AT THE HARVARD INNOVATION LAB (BRAINCO INC., 2020). THE COMPANY LEVERAGES ITS R&D EXPERTISE IN ARTIFICIAL INTELLIGENCE TO CULTIVATE COGNITIVE TRAINING TECHNOLOGY. THEIR AIM IS TO DEVELOP CUTTING-EDGE EEG SCIENCE, ENGINEERING, AND ALGORITHM DEVELOPMENT TO SOLVE REAL-WORLD CHALLENGES (IBID). FURTHER, THE STARTUP IS RESPONSIBLE FOR THE DEVELOPMENT OF EEG DIADEMS AND THE RESPECTIVE VIDEO GAME 'FUTUREOASIS' TO IMPROVE CONCENTRATION AMONG CHILDREN WITH A CONCENTRATION DEFICIT (MARTÍN, 2020). THIS PROOFS THAT PRINCIPLES OF THE GAMING INDUSTRY CAN BE USED TO ACTUALLY TREAT PATIENTS AND SIMULTANEOUSLY REVOLUTIONIZES THE WAY WE PERCEIVE HEALTHCARE NOWADAYS.

EVEN THOUGH EEG SENSORS WERE DEVELOPED AND RESEARCH FOR MEDICAL REASONS, THE TECHNOLOGY PROOFED ITS POTENTIAL IN THE GAMING INDUSTRY (MARTÍN, 2020). IN THE VIDEO GAME 'WORLD OF WARCRAFT' ONE IS ABLE TO MENTALLY CONTROL AN AVATAR USING A BCI. AWAKENING, WHICH IS A VIDEO GAME DEVELOPED BY NEURABLE ELIMINATED ALL PHYSICAL CONTROLLABLE. THE PLAYER IS FORCED TO FOCUS HIS ATTENTION TO LEVITATE OBJECTS IN THE GAME. HOWEVER, ADAM MOLNAR, FOUNDER OF NEURABLE, SEES HIS INVENTION NOT SO MUCH AS A GAME BUT RATHER AS APPLICATION TO UNDERSTAND THE POWERFUL POSSIBILITIES PROVIDED BY BCI TECHNOLOGY (IBID).

# APPENDIX | FINANCE

## ASSUMPTIONS OCCUPANCY

Occupancy	Year 1	Year 2	Year 3	Year 4	Year 5	
Patients Treatment relative	60%	66%	73%	80%	88%	180 Residences available
Patients Treatment Absolute	108	119	131	144	158	
Patients Therapy Absolute	50%	56%	63%	70%	79%	360 spots per year availalbe
Patients Therapy Absolute	180	202	226	253	283	
Regular Residents Relative	60%	65%	70%	76%	82%	40 Residences available
Regular Residents Absolute	24	26	28	30	33	
Total number of residents	132	145	159	174	191	

- TREATMENT OCCUPANCY STARTS AT 60% IN YEAR 1 AND IS EXPECTED TO GROW 10% EACH YEAR
- THERAPY OCCUPANCY STARTS AT 50% IN YEAR 1 AND IS EXPECTED TO GROW 12% EACH YEAR
- REGULAR RESIDENT OCCUPANCY STARTS AT 60% IN YEAR 1 AND IS EXPECTED TO GROW 8% EACH YEAR

## REMAINING

	Per month	Per year	One time
Price of treatment for patients	€ 2.000	€ 24.000	
Price of therapy for patients			€ 8.000
Price of rent for regular residents	€ 1.000	€ 12.000	
Direct payroll per patient in treatment	€ 1.343	€ 16.120	
Direct payroll per patient in therapy	€ 1.343	€ 16.120	€ 2.000
Direct payroll per regular resident	€ 173	€ 2.080	
Other direct costs (medicine, food, etc) 3% of revenu			

- PRICES OF TREATMENT AND THERAPY HAVE BEEN BENCHMARKED WITH OTHER THERAPIES AND TREATMENTS IN SIMILAR STAGES
- PAYROLL COSTS HAVE BEEN CALCULATED BASED AND BENCHMARKED ON THE AVERAGE NEED AND COSTS OF CARE OF A PATIENT (CCW, 2021)
- (WATERNET, 2021)

## LIST OF REFERENCES - #1

24HPLANS, 2019, HOW MUCH DOES IT COST TO BUILD A GREEN HOME? AVAILABLE AT: [HTTPS://WWW.24HPLANS.COM/COST-BUILD-GREEN-HOME/](https://www.24hplans.com/cost-build-green-home/) (ACCESSED 18 MARCH 2021).

BRAINCo INC., 2020, BRAINCo - ABOUT US AVAILABLE AT: [HTTPS://WWW.BRAINCO.TECH/PRODUCTS/](https://www.brainco.tech/products/) (ACCESSED 28 FEBRUARY 2021).

CBRE, 2020 SENIOR HOUSING MARKET INSIGHT 2019 YEAR-END. AVAILABLE AT: [HTTPS://WWW.CBRE.US/-/MEDIA/CBRE/COUNTRYUNITEDSTATES/MEDIA/FILES/SERVICES/SENIOR-HOUSING/SENIOR-HOUSING-MARKET-INSIGHT-Q4-2019.PDF](https://www.cbre.us/-/media/cbre/countryunitedstates/media/files/services/senior-housing/senior-housing-market-insight-q4-2019.pdf) (ACCESSED 18 MARCH 2021).

CCW, 2021 HOW MUCH WATER DO YOU USE? | CCW. AVAILABLE AT: [HTTPS://WWW.CCWATER.ORG.UK/HOUSEHOLDS/USING-WATER-WISELY/AVERAGEWATERUSE/](https://www.ccwater.org.uk/households/using-water-wisely/averagewateruse/) (ACCESSED 18 MARCH 2021).

CENTERS FOR DISEASE CONTROL AND PREVENTION, 2020, LONELINESS AND SOCIAL ISOLATION LINKED TO SERIOUS HEALTH CONDITIONS AVAILABLE AT: [HTTPS://WWW.CDC.GOV/AGING/PUBLICATIONS/FEATURES/LONELY-OLDER-ADULTS.HTML](https://www.cdc.gov/aging/publications/features/lonely-older-adults.html) (ACCESSED 16 MARCH 2021).

Dr WONG, W., 2020 ECONOMIC BURDEN OF ALZHEIMER DISEASE AND MANAGED CARE CONSIDERATIONS. THE AMERICAN JOURNAL OF MANAGED CARE, 26(SUPPL 8), PP.S177—S183.

FIXR, 2021, HOW MUCH DOES IT COST TO BUILD THE AVERAGE HOTEL? AVAILABLE AT: [HTTPS://WWW.FIXR.COM/COSTS/BUILD-HOTEL](https://www.fixr.com/costs/build-hotel) (ACCESSED 18 MARCH 2021).

## LIST OF REFERENCES - #2

FRENCH, A., 2016 PROFIT FOR A PURPOSE”: A BUSINESS MODEL WHOSE TIME HAS COME. AVAILABLE AT: [HTTPS://FOOD-X.COM/PROFIT-PURPOSE-BUSINESS-MODEL-WHOSE-TIME-COME/](https://food-x.com/profit-purpose-business-model-whose-time-come/) (ACCESSED 17 MARCH 2021).

KOSMYNA, N., SARAWGI, U. AND MAES, P., 2018 ATTENTIVU: EVALUATING THE FEASIBILITY OF BIOFEEDBACK GLASSES TO MONITOR AND IMPROVE ATTENTION. PROCEEDINGS OF THE 2018 ACM INTERNATIONAL JOINT CONFERENCE AND 2018 INTERNATIONAL SYMPOSIUM ON PERVASIVE AND UBIQUITOUS COMPUTING AND WEARABLE COMPUTERS. UBIComp '18. 2018 New York, NY, USA, ASSOCIATION FOR COMPUTING MACHINERY., PP. 999–1005.

MARTÍN, B., 2019, FOUR GREAT LANDMARKS IN THE HISTORY OF NEUROTECHNOLOGY AVAILABLE AT: [HTTPS://WWW.BBVAOPENMIND.COM/EN/SCIENCE/BIOSCIENCE/FOUR-GREAT-LANDMARKS-IN-THE-HISTORY-OF-NEUROTECHNOLOGY/](https://www.bbvaopenmind.com/en/science/bioscience/four-great-landmarks-in-the-history-of-neurotechnology/) (ACCESSED 28 FEBRUARY 2021).

MARTÍN, B., 2020, VIDEO GAMES CONTROLLED BY THOUGHTS AVAILABLE AT: [HTTPS://WWW.BBVAOPENMIND.COM/EN/TECHNOLOGY/INNOVATION/VIDEO-GAMES-CONTROLLED-BY-THOUGHTS/](https://www.bbvaopenmind.com/en/technology/innovation/video-games-controlled-by-thoughts/) (ACCESSED 28 FEBRUARY 2021).

MONASTRA, V.J., 2005 ELECTROENCEPHALOGRAPHIC BIOFEEDBACK (NEUROTHERAPY) AS A TREATMENT FOR ATTENTION DEFICIT HYPERACTIVITY DISORDER: RATIONALE AND EMPIRICAL FOUNDATION. EMERGING INTERVENTIONS, 14(1), PP.55–82.

NING, H., LI, R., YE, X., ZHANG, Y. AND LIU, L., 2020 A REVIEW ON SERIOUS GAMES FOR DEMENTIA CARE IN AGEING SOCIETIES. IEEE JOURNAL OF TRANSLATIONAL ENGINEERING IN HEALTH AND MEDICINE, 8, PP.1–11.



## LIST OF REFERENCES - #3

NORD ARCHITECTS A/S, 2021, ALZHEIMER VILLAGE NORD ARCHITECTS WON THE COMPETITION TO REALIZE A VILLAGE FOR PEOPLE WITH ALZHEIMER'S DISEASE AND DEMENTIA IN FRANCE AVAILABLE AT: [HTTPS://WWW.NORDARCHITECTS.DK/ALZHEIMER-DAX](https://www.nordarchitects.dk/alzheimer-dax) (ACCESSED 17 MARCH 2021).

REDDY, S., 2016 SUSTAINABLE CONSTRUCTION: ANALYSIS OF ITS COSTS AND FINANCIAL BENEFITS. INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH IN ENGINEERING & MANAGEMENT, 3, PP.522–525.

RICE, D.P., FILLIT, H.M., MAX, W., KNOPMAN, D.S., LLOYD, J.R. AND DUTTAGUPTA, S., 2001 PREVALENCE, COSTS, AND TREATMENT OF ALZHEIMER'S DISEASE AND RELATED DEMENTIA: A MANAGED CARE PERSPECTIVE. THE AMERICAN JOURNAL OF MANAGED CARE, 7(8), PP.809–818.

SITARAM, R. ET AL., 2017 CLOSED-LOOP BRAIN TRAINING: THE SCIENCE OF NEUROFEEDBACK. NATURE REVIEWS NEUROSCIENCE, 18(2), PP.86–100.

UNITED NATIONS, 2019, 2019 REVISION OF WORLD POPULATION PROSPECTS AVAILABLE AT: [HTTPS://POPULATION.UN.ORG/WPP/](https://population.un.org/wpp/) (ACCESSED 28 NOVEMBER 2020).

WATERNET, 2021, TAP WATER RATES READ ALL ABOUT OUR TAP WATER RATES. AVAILABLE AT: [HTTPS://WWW.WATERNET.NL/EN/SERVICE-AND-CONTACT/TAP-WATER/COSTS/](https://www.waternet.nl/en/service-and-contact/tap-water/costs/) (ACCESSED 18 MARCH 2021).

WORLD HEALTH ORGANIZATION, 2020, DEMENTIA KEY FACTS AVAILABLE AT: [HTTPS://WWW.WHO.INT/NEWS-ROOM/FACT-SHEETS/DETAIL/DEMENTIA](https://www.who.int/news-room/fact-sheets/detail/dementia) (ACCESSED 16 MARCH 2021).