sports model. The main purpose is to help the elderly to maintain a “healthy” body and mind, expand their “interesting” social circus, and feel the “vitality” of life. An experiment using the fNIRS to conduct “The Impact of Mahjong on the Cerebral Activity”, the results showed that mahjong plays an effective role in the prevention and treatment of Alzheimer’s disease because respondents who actively play mahjong have a healthy brain by effectively activating the cerebral nerve cells. Wellness Mahjong allows the elderly a thing to do and a place to go – it is crucial to the present aging era as it helps the elderly to expand their interesting social interactions as well as to achieve a healthy and vitality of life.

RESEARCH ON WELLNESS MAHJONG INVENTION TO MENTAL EMOTIONS OF THE ELDERLY
H. Yamaguchi, Akikusa Gakuen Junior College, Saitama, Saitama, Japan

In order to verify the effectiveness of the Wellness Mahjong intervention to mental emotions of the elderly, longer than a six-month of follow-up survey was carried out to hundreds of 70 years old seniors who never contact Mahjong before by using the MMSE, FAB and TMT to detect their cognitive function. The data show Wellness Mahjong has a distinct impact on enhancing the elderly’s attention, especially they increase the number of words and enrich the vocabulary on their speech. The results proved that mahjong plays an effective role in the prevention and treatment of Alzheimer’s disease because respondents who actively play mahjong have a healthy brain by effectively activating the cerebral nerve cells.

WELLNESS MAHJONG – A ROLLING STONE TO ACTIVATE THE SOCIAL ELDERLY HEALTH CARE INDUSTRY
Y. Yang, Southwest Jiaotong University, Chengdu, Sichuan, China (People’s Republic)

Nowadays the development of the elderly healthcare industry mainly focuses on how to make the elderly enjoy their days and have a good old life, however, there are still areas that have not been addressed such as how to base on the characteristics of the elderly to stimulate them living energetically, to help the elderly actively participating in the community activities, to breakthrough their lonesome and boredom, and to enhance their sense of belonging to the society. Wellness Mahjong is a new dynamic senior industry which allows the elderly as the main body to take part in the activity. The elderly participate in the Wellness Mahjong not only effectively improve and enhance the quality of life of the elderly, but also enable the elderly to live healthily, make more friends, and create the value of successful active aging.

RESEARCH ON ELDERLY OPTIMIZATION DESIGN OF ONLINE MAHJONG GAME BASED ON THE FLOW THEORY
F. Li, Zhejiang University, Hangzhou, Zhejiang, China (People’s Republic)

Based on the flow theory in positive psychology. This article explored the design strategies and principles of online age mahjong games in the context of the internet from the perspective of design. First of all, it studied and combed the dimension of the experience of the cardiac flow, and analyzed the features of elderly User persona. And life factors of the elderly users of the online mahjong game were discussed, the influencing factors were proposed in the flow experience demands and user experience design for the elderly users of the online mahjong game. A variety of qualitative and quantitative methods have explored the demands of older users of online mahjong games. And it was put forward relevant elderly optimization design strategies and design principles. And apply the theoretical results was applied to practice.

SESSION 1100 (SYMPOSIUM)

PROVISION OF PURPOSE: PET OWNERSHIP AND MAINTAINING HEALTH AND WELL-BEING IN OLDER ADULTHOOD
Chair: J. Bibbo, Purdue University, Lafayette, Indiana
Co-Chair: M.K. Mueller, Tufts University, North Grafton, Massachusetts
Discussant: D.E. Linder, Tufts Institute for Human-Animal Interaction, North Grafton, Massachusetts

Each talk in this symposium addresses a novel aspect of how the human-animal bond can contribute to the sense of purpose in older adulthood. These talks provide evidence for the influence of pets on distinctive aspects of older adults’ daily lives along with specific areas of physical health and psychological well-being. The first talk introduces an innovative theoretical perspective on the meaning and impact of pet ownership for older adults managing chronic conditions. The theory emerged through a qualitative investigation of the how the relationship with a pet, personal values, and resources together influence daily activities and decision making. Pets’ influence specific to the daily management of a chronic condition is the focus of the second talk. This qualitative study focused on a pet supports the daily functioning surrounding a regarding the impact of a pet for people over the age of 70 living with chronic pain. Family caregiving is widely recognized as an important aspect of gerontology; the third talk builds on recent evidence that pet caregivers experience caregiving burden along with satisfaction in the role. The quantitative study focused on how caregiving for an ill pet affects people ages 50 and over. The final talk provides evidence for a protective effect of a pet