



**Stefan Wee (REF: GPA0003)**

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## Summary

### Assessment

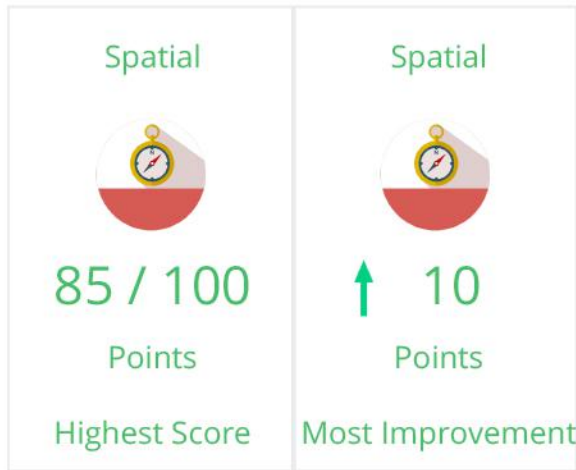
<p>Spatial</p> <p>85 / 100</p> <p>Points</p> <p>Highest Score</p>	<p>Spatial</p> <p>↑ 10</p> <p>Points</p> <p>Most Improvement</p>
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### User Activity

<p>Psychic Cyclist</p> <p>25</p> <p>Sessions</p> <p>Most Played</p>	<p>Flower Garden</p> <p>1</p> <p>Sessions</p> <p>Least Played</p>
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### Game Progress

<p>Psychic Cyclist</p> <p>6 / 10</p> <p>Levels</p> <p>Highest Level</p>	<p>Flower Garden</p> <p>1 / 10</p> <p>Levels</p> <p>Lowest Level</p>
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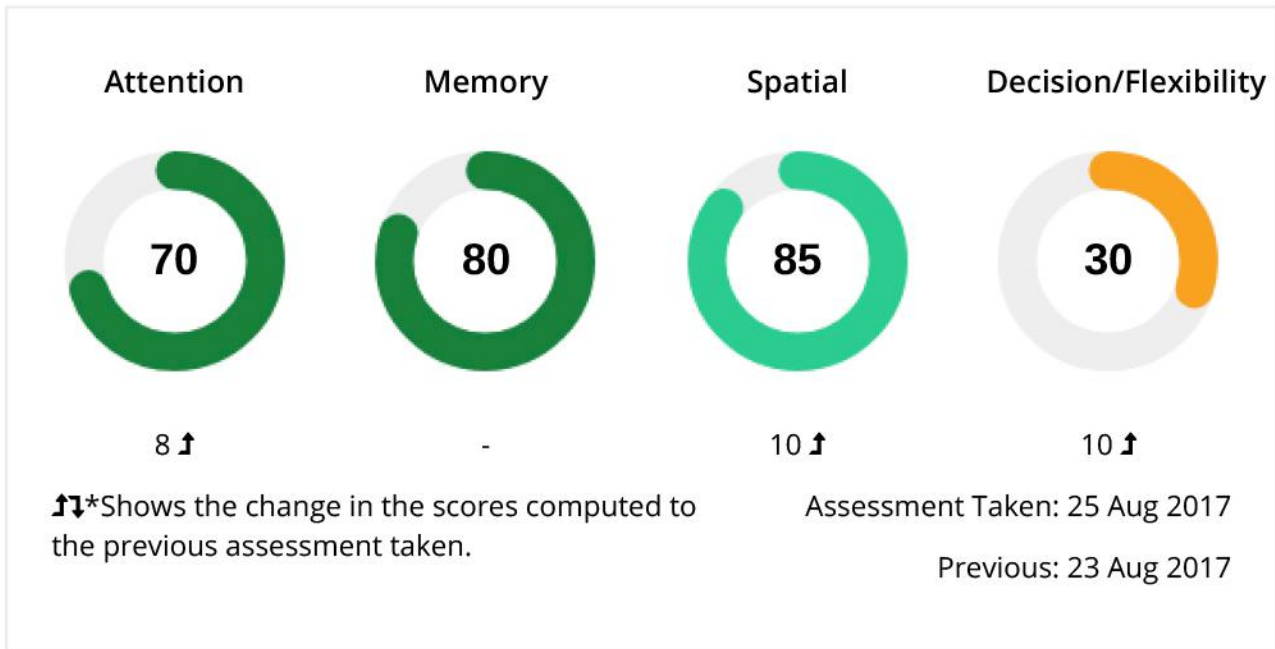


## Assessment

Neuro Cognitive Assessment is taken during the training period. The scores are used to benchmark the cognitive abilities at the point in time. Comparison with the previous set of assessment scores indicates the change or development of the cognitive skills.

**You are the strongest in Spatial cognitive function.**

**You made the most improvement in Spatial.**



## Cognitive Skill Description



### Memory

Ability to remember information, as well as to use the recalled information in mental processes such as calculation or reasoning.



### Attention

Ability to control himself/herself to focus and maintain a single thought process while ignoring distractions.



### Spatial

Ability to understand relative position, distance and direction among objects.



### Decision

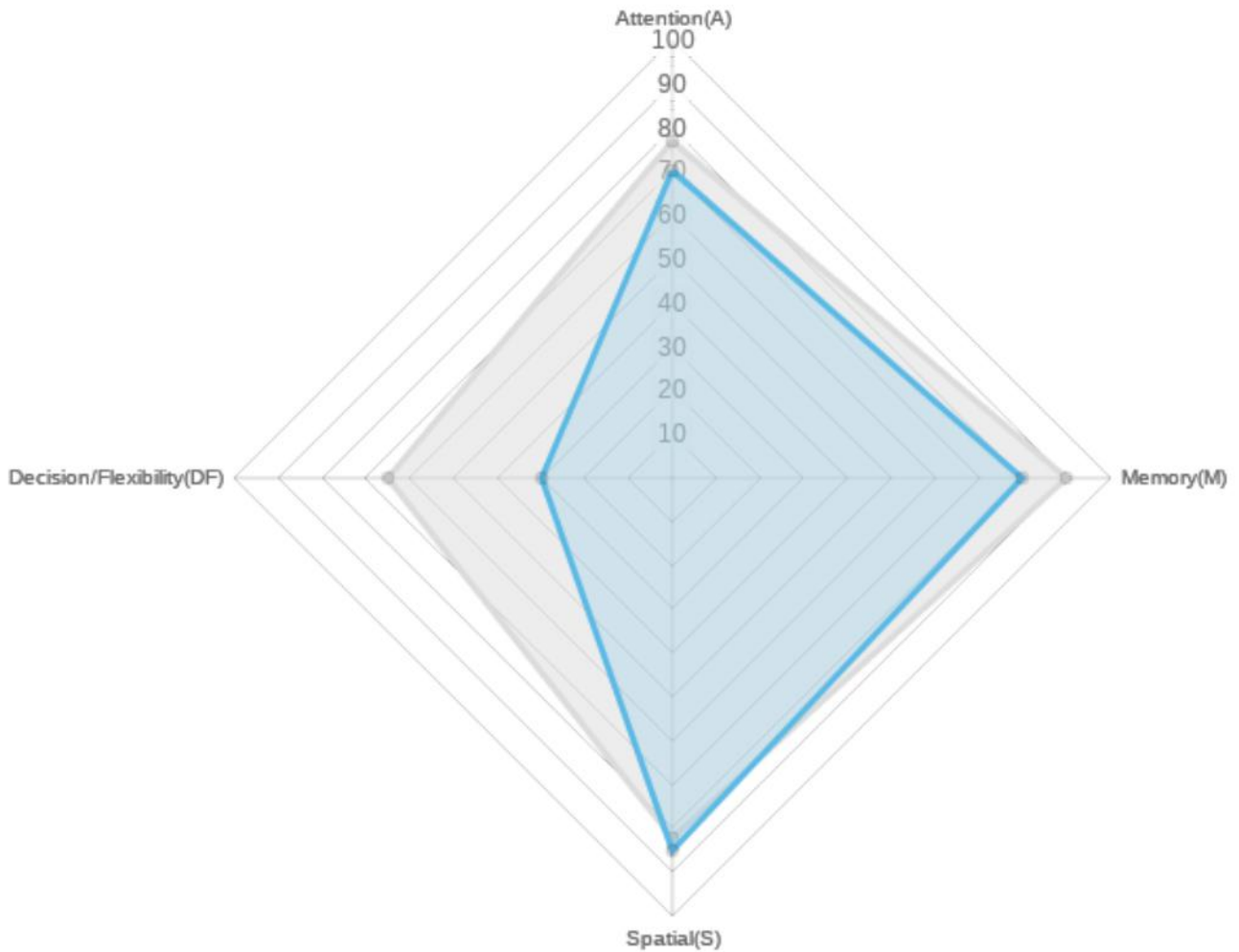
Ability to consider factors, use logic and reasoning to make a decision.



### Flexibility

Ability to switch focus from one task to another task quickly.

## Comparison Against Class Median Scores



### Percentile Ranking in Class

A	M	S	DF
30	20	60	20





Your Scores



Class Median Scores

Your scores are compared to the whole class. The percentile indicates the level of cognitive abilities relative to the class.



<p>Psychic Cyclist</p>  <p>25</p> <p>Sessions</p> <p>Most Played</p>	<p>Flower Garden</p>  <p>1</p> <p>Sessions</p> <p>Least Played</p>
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## User Activity

This section covers your overall activity with the individual game over the course of the training.

**You may enjoy taking on Attention related challenges.**

**You may be much less interested in Memory, Decision related challenges.**

## Sessions Played

 <p><b>Flower Garden</b> Last Session Played: 06 Dec 2017</p> <p>1</p> <p>Memory Decision</p>	 <p><b>Junction Control</b> Last Session Played: 07 Dec 2017</p> <p>8</p> <p>Decision Flexibility</p>
 <p><b>Mindcopter</b> Last Session Played: 07 Dec 2017</p> <p>9</p> <p>Attention</p>	 <p><b>Psychic Cyclist</b> Last Session Played: 06 Dec 2017</p> <p>25</p> <p>Attention</p>
 <p><b>Space 360</b> Last Session Played: 06 Dec 2017</p> <p>12</p> <p>Spatial</p>	 <p><b>Stargazer</b> Last Session Played: 07 Dec 2017</p> <p>2</p> <p>Memory Spatial</p>
 <p><b>Sushi Recall</b> Last Session Played: 07 Dec 2017</p> <p>4</p> <p>Attention Memory</p>	





## Game Progress

This section provides a comprehensive description of the levels archived within each game and what it means in terms of accomplishments. Each game will also be broken down, and explained on what and how it trains the cognitive skills.

**You made the most progress in a game with Attention related challenges.**

**The least progress was made with Memory, Decision related challenges.**

## Level Achieved

### Flower Garden

Memory

Decision

#### Cognitive Functions Trained

Signal Detection, Working Memory, Visuospatial Working Memory and Decision Making



Flower Garden

Sessions Played: 1

Level 1

You are able to accurately recall 2 items after the duration of gameplay

1 /

Working memory is tested in this game. At the start of every level, the game will show you which plots of soil need watering. The player then needs to allocate seeds to matching soil plots. After planting the seeds, the player will then have to recall which plots need watering.

### Junction Control

Decision

Flexibility

#### Cognitive Functions Trained

Divided Attention, Signal Detection, Visual Spatial Perception and Anticipation



Junction Control

Sessions Played: 8

Level 4

You are able to keep track of and manage 1 junction(s) and 2 pedestrian crossing(s)

4 / 10

Junction Control trains quick and efficient decision-making and cognitive-flexibility.

In this game, the player needs to control traffic light at a road junction. The goal is to let as many cars pass through as smoothly as possible. As difficulty increases, the player starts to control pedestrian crossing lights as well.



## Mindcopter

Attention

### Cognitive Functions Trained

Selective Attention, Divided Attention, Hand-Eye Coordination, Inhibition and Visual Spatial Perception



### Mindcopter

Sessions  
Played: 9

Level 1 - 2

2 / 10

You are able to comfortably sustain your attention with time critical in - game distractions

Mindcopter trains on selective attention and divided attention.

The mission will require the player to fly the helicopter and make stops to save stranded survivors. The Senzeband is required to play the game. The player needs to focus for the helicopter to fly up, and to relax his focus to fly down.

## Psychic Cyclist

Attention

### Cognitive Functions Trained

Selective Attention, Divided Attention, Hand-Eye Coordination, Inhibition and Visual Spatial Perception



### Psychic Cyclist

Sessions  
Played: 25

Level 4 - 7

6 / 10

You are able to comfortably sustain your attention even with time-critical distractive tasks

Psychic Cyclist trains selective attention and divided attention.

This is a game where the player needs to focus to move the bicycle. Being distracted means the bicycle will not move. The player will also need to divide his attention to perform different tasks during the game.

## Space 360

Spatial

### Cognitive Functions Trained

Signal Detection, Divided Attention, Hand Eye Coordination, Spatial Visualization, Anticipation and Inhibition



### Space 360

Sessions  
Played: 12

Level 3 - 4

4 / 10

You are able to mentally maintain sense of direction with periodic 45 to 90 degree turns

Space 360 primarily trains spatial visualization and inhibition.

The player controls moving a spaceship to avoid asteroids. The view orientation will rotate regularly so the player needs to visualise the relative left and right directions of the spaceship after turning.



## Stargazer

Memory

Spatial

### Cognitive Functions Trained

Signal Detection, Divided Attention, Working Memory, Visuospatial Working Memory, Auditory Working Memory and Anticipation



### Stargazer

Sessions  
Played: 2

### Level 2

You are able to remember positions of  
2 – 6 objects in a picture

2 / 10

Stargazer primarily trains on divided attention, working memory, auditory working memory and visuospatial working memory.

The game requires the player to remember quite a number of things in a short amount of time. He/She needs to remember where are stars' locations in the sky, how many shooting stars went by, and which planets appeared.

## Sushi Recall

Attention

Memory

### Cognitive Functions Trained

Selective Attention, Working Memory, Spatial Visualization, Mental Folding and Mental Rotation



### Sushi Recall

Sessions  
Played: 4

### Level 1 - 4

You are able to remember 1  
constantly changing item(s) in your  
working memory

1 /

Sushi Recall primarily trains on working memory.

The player needs to remember different sushi coming out on a conveyor belt. One or more sushi will be hidden, and the player needs to recall the last sushi. Hence the player needs to keep track (in memory) of a rolling list of sushi. The number of sushi hidden will increase as the difficulty increases.