

Serious Games for Elderly Cognitive Monitoring

Student: Fernanda Tavares

Supervision: A/Prof. Valerie Gay and Dr. Jaime Garcia



Context

- In 2015, dementia affected 47 million people worldwide. It is estimated to increase to 75 million in 2030 and 132 million in 2050.
- Dementia is the second leading cause of death of Australians, contributing to 5.8% of all deaths in males and 11.3% of all deaths in females each year.
- Dementia is assessed with neuropsychological tests.

The CogWorldTravel Game

I research and design CogWorldTravel, a serious game that aims to assess and monitor cognitive performance of the elderly. CogWorldTravel includes challenges that explore major cognitive domains in an engaging way.

Benefits to Society

- Increases motivation and adherence to cognitive assessment activity.
- Can be played by the elderly at their best convenience and preferred environment.
- Self-administered.
- Can be used for frequent and large-scale assessments.
- Tracks the results of the patient over time.
- Scoring is automatic, precise and standardized.
- By providing early detection of dementia, contributes to maximize the potential of treatment and the continuation of independent living.



References:

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