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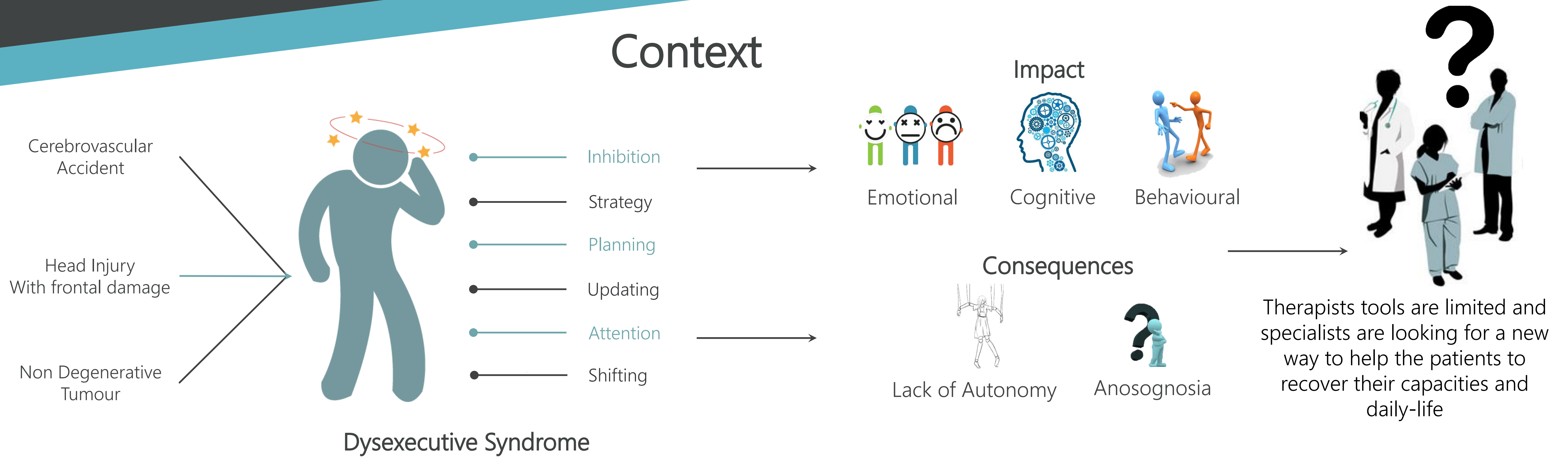


Specification and Use of a Persuasive Serious-Game to Rehabilitate Patients with Dysexecutive Syndrome

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S'TIM



How to reinvent the care offer? Transferring patients at the heart of their rehabilitation

A multidisciplinary Research

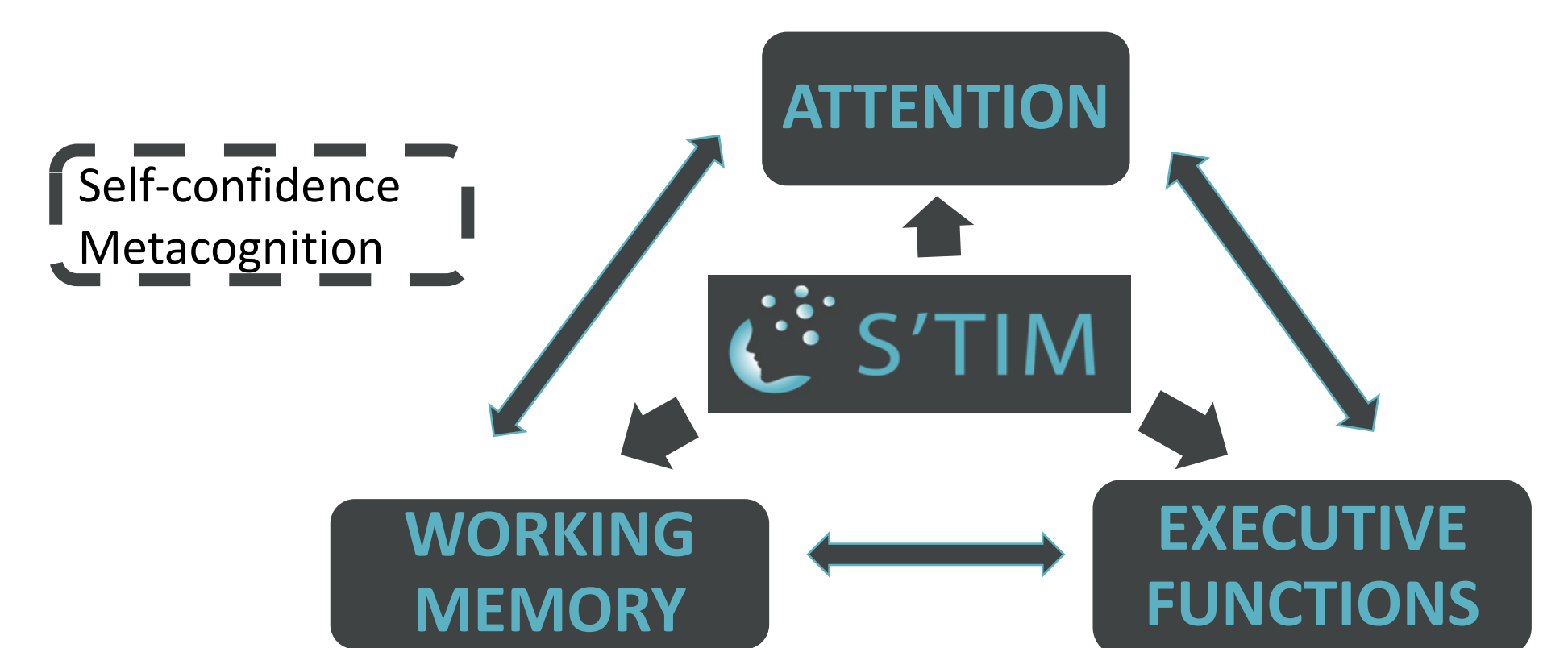


Device

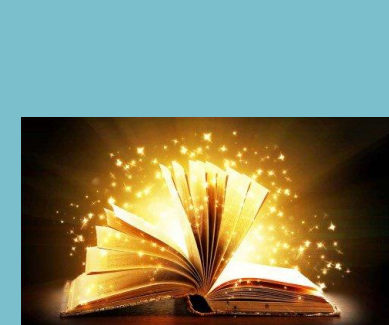


We chose to specify the *persuasive Serious-Game S'TIM* and to deploy it on an easy-to-use *robotized 48' touch table*.

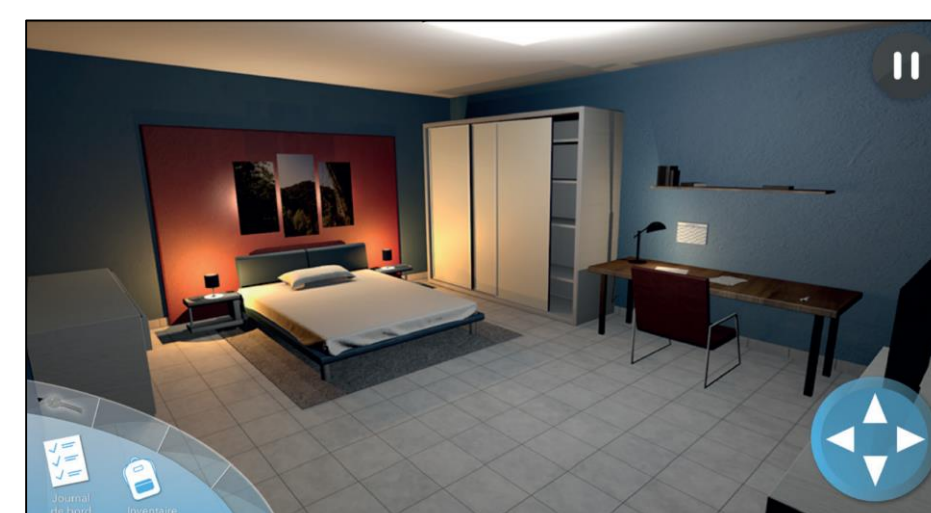
Involved functions



S'TIM Characteristics



Persuasive Dimension
Challenge
Engaging Communication
Feedbacks & Simulation
Narration and Scripting



Operant Learning
Avatar
Immersion (3D)
Affective mediation by Flow
Graphics & Personalization



S'TIM Effects



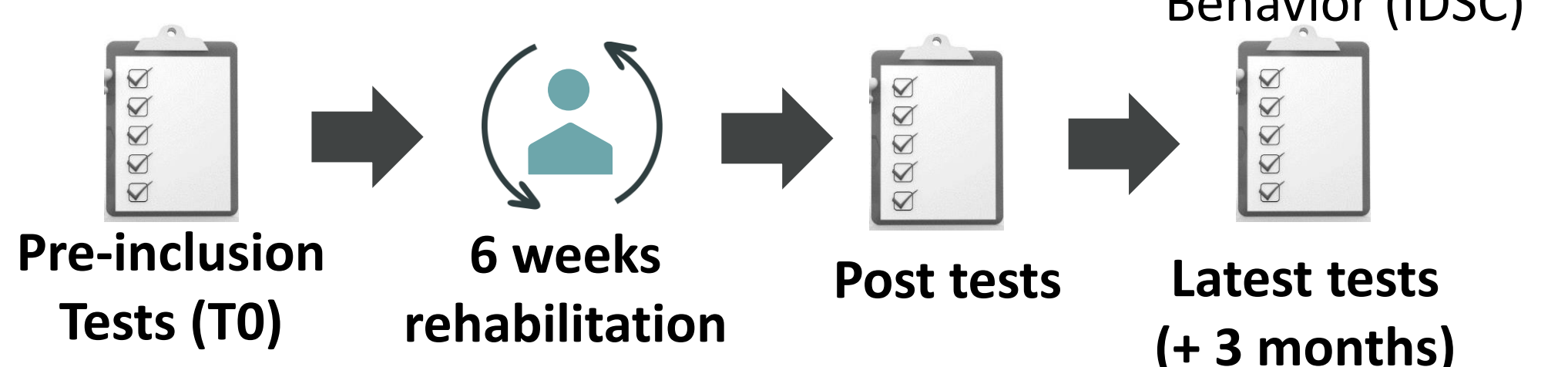
Progressive cognitive mobilization
Learning Theory (guidance, mediation)
Auto-determination Theory (Motivation)
Theory of Mind
Reward System (medals)
Ryan & Govi

Data and Statistics



Data Acquisition
Quantitative and Qualitative Analysis
Data Visualisation

Clinical Study



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Conclusion

This new, innovating and multidisciplinary study presents high stakes for the future of patients with dysexecutive syndrome. With therapists' implication, the SG S'TIM will increase patients autonomy, transfer them at the heart of their rehabilitation and give them a chance to go back to their former daily life.

Consequences for Patients

Global Cognitive Stimulation (*Virole & Radillo 2010*)
Exercices Progression

Better attention and use of the working memory
Metacognition, strategies acquisition
Self respect, self confidence, self-efficacy
Socio-affective and Socio-cognitive impact
Transfer of knowledge in non numeric environments

Improved Autonomy

Therapists Support

Interactions with therapists
(immediate positive reinforcement)
Debriefings about used strategies

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