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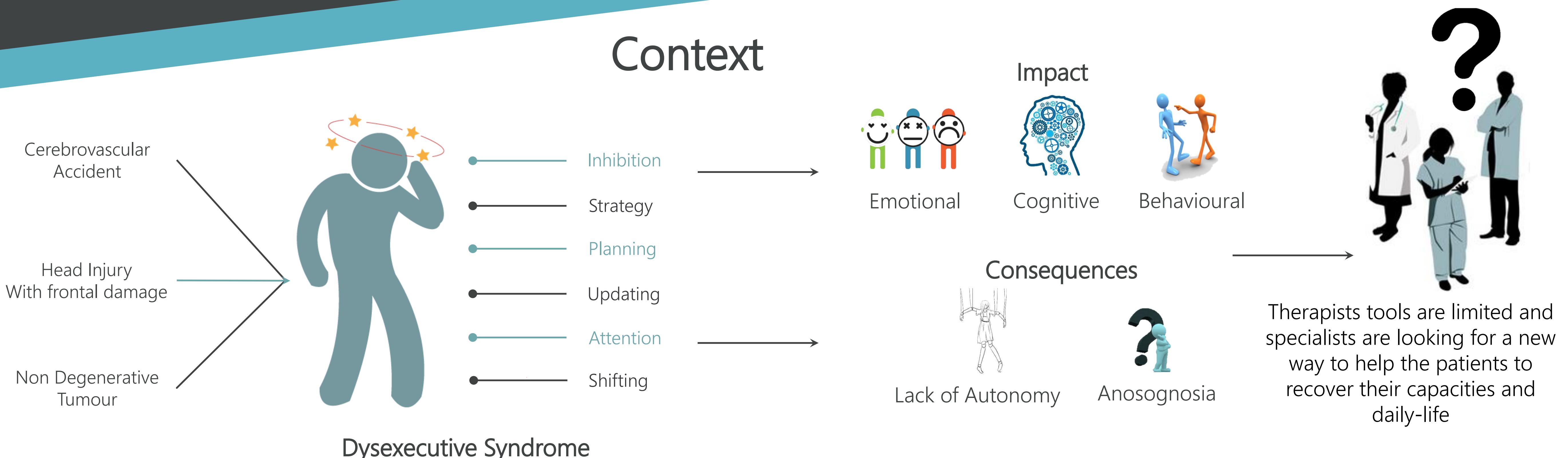
Specification and Use of a Persuasive Serious-Game to Rehabilitate Patients with Dysexecutive Syndrome

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S'TIM



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

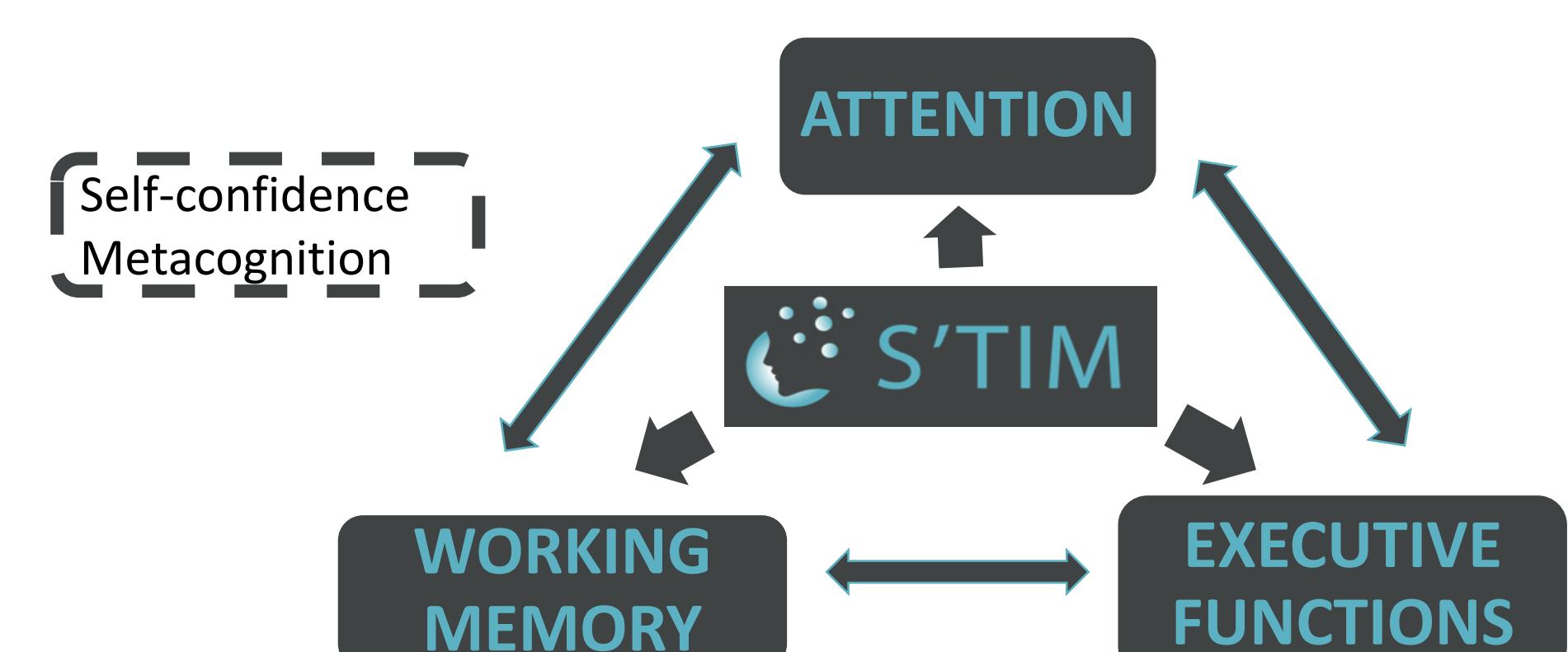
A multidisciplinary Research



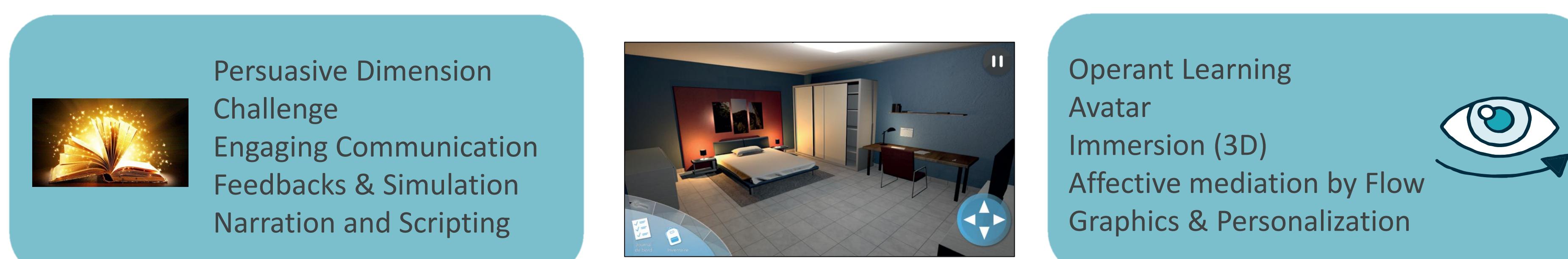
Device



Involved functions



S'TIM Characteristics



S'TIM Effects



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



Data and Statistics



Consequences for Patients

Global Cognitive Stimulation (*Virole & Radillo 2010*)
Exercises 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

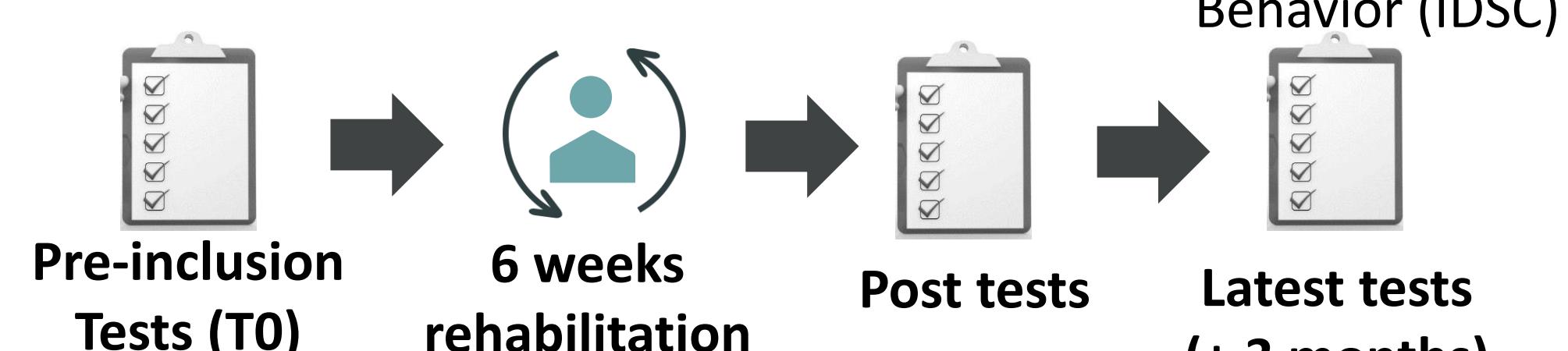
Improved Autonomy

Therapists Support

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



Clinical Study



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.

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