



- Inhibition
- Strategy
- Planning
- Updating
- Attention
- Shifting

## Dysexecutive Syndrome



Emotional



Cognitive



Behavioural

**Impact**



Lack of Autonomy

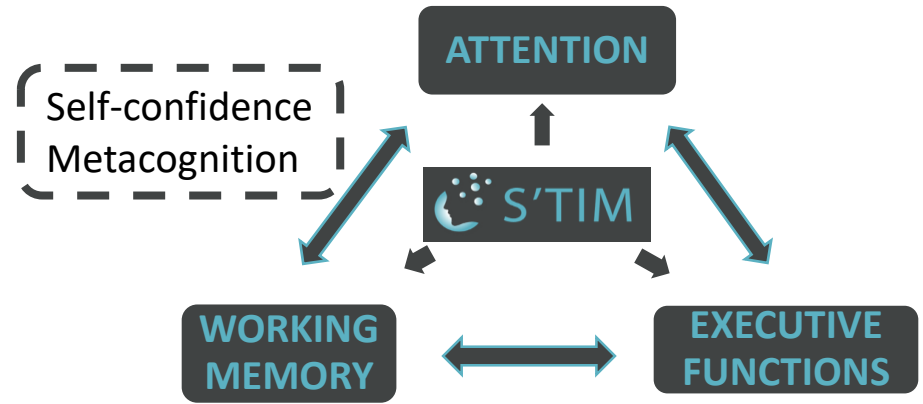


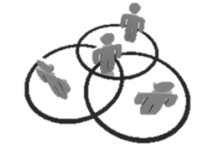
Anosognosia

S'TIM : a persuasive Serious-Game playable on an easy-to-use robotised touch table of 48'.



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



- Narration & Scripting
  - Simulation, Immersion
  - Global cognitive stimulation
  - Affective mediation
  - Theory of Mind
- 
- Motivation & Attention
  - Self respect, self confidence
  - Strategies acquisition
  - Debriefing with therapists
  - Data acquisition & visualisation