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

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Dysexecutive Syndrome

Inhibition
Strategy
Planning
Updating
Attention
Shifting

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

Attention
Executive Functions
Working Memory

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

S’TIM

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