



کارگروه ارتقاء و توانبخشی شناختی

بانک اطلاعات برنامه‌ها و بازی‌های ارتقاء و توانبخشی شناختی کامپیوتری

مقدمه

از سالیان قبل عصب روانشناسان تلاش کردند به افراد دچار آسیب مغزی در یادگیری مجدد صحبت کردن، راه رفتن، تصمیم‌گیری و ... کمک کنند. از میان ابزارهای مختلف، تمرینات شناختی کامپیوتری برای بازتوانی مجدد توانایی‌های از دست رفته مورد استفاده قرار گرفته است. با این حال این ابزارها در دسترس عموم نبودند اما با توسعه شرکت‌های تجاری در این حوزه دسترسی به این ابزارها برای افراد عادی نیز میسر شد.

هدف این برنامه‌ها تحریک کل مغز است. این برنامه‌ها شامل انواع متفاوتی از تمرینات که به تقویت توانایی‌های شناختی مانند حافظه، توجه، مهارت‌های زبان، مهارت‌های دیداری و استدلال است. در واقع این تمرینات شکل تکامل یافته بازی‌های سنتی و مداد کاغذی مانند پازل جدول کلمات متقاطع، جستجوی واژگان و سودوکو است. به چند دلیل تمرینات کامپیوتری نسبت به تمرینات سنتی موثرتر هستند: (۱) تمرینات کامپیوتری به شیوه‌های جدید ارائه می‌شوند. (۲) تنوع زیادی دارند. (۳) معمولاً چالش برانگیزترند. (۴) آنها را می‌توان بر حسب سطح توانایی‌های کاربران تنظیم کرد. در ادامه مجموعه‌ای از برنامه‌های ارتقاء و توانبخشی شناختی با هدف آشنایی بازی‌سازان و پژوهشگران معرفی می‌گردد.

برنامه‌های ارتقاء و توانبخشی توانایی‌های شناختی کامپیوتری

Product	Product type	Target Age	Cognitive functions	Case study/preliminary study*	Randomized Clinical trial*	Systematic review/Meta-analysis*	Website
Brain Age Concentration Training	Handheld device	All age	concentration, working memory				https://www.nintendo.com/games/detail/brain-age-concentration-training-3ds/
BrainWare Safari	online	All age	Attention, Memory, Visual Processing, Auditory Processing, Sensory Integration, Core Executive Functions, Higher Order Executive Functions	✓			https://mybrainware.com/
FitBrains	online	All age	Recall, logic, concentration, language, visual	✓	✓		http://www.fitbrains.com/free
Happy-Neuron	online platform	All ages	Recall, attention, language, reasoning, visual-spatial	✓			https://www.happyneuronpro.com/en/
lumosity	online	All age	Memory, problem solving,	✓	✓		https://www.lumosity.com/en/

			flexibility, attention, speed				free
Cogmed	Software program	All age	Attention, working memory	✓	✓	✓	https://www.cogmed.com/
Earobics	Software program	children	Auditory and phonological awareness skills (early literacy skills)		✓		https://ies.ed.gov/ncee/wwc/EvidenceSnapshot/158
Fast forward	Software program	Children	Attention Auditory processing, Reading, spelling and writing, Working memory, Self confidence	✓	✓	✓	https://www.learnfasthq.com/home-fast-forward
Intelligym	Software program	For Athletes	peripheral vision, decision making, situation awareness, attention perception, pattern recognition				https://www.intelligym.com/
Vision restoration therapy	Software program	For rehabilitation clinics	Vision-related	✓	✓		https://novavision.com/vision-restoration-therapy-vrt/
Activate	online platform	Children	Attention, executive functioning,		✓		https://denmarkstudy2.c8sciences.com/?language=da

			processing speed, memory				
Attention Gym	Software program	13 and up	attention to detail, concentration, and listening skills				https://www.braintrain.com/attention-gym-adult-edition/
Brain Bashers	online platform	All ages	Logic, language, problem solving, math, visuospatial, memory				https://www.brainbashers.com/
Brain Experiment			Memory, reaction time, visuospatial, focus, processing, auditory skills, math				http://www.brainexperiment.org/
Brain Fitness Pro	online platform	children 6-11	Working memory, attention, Memory, focus, flexibility, IQ, Will Power, Creativity, Impulse control				http://www.mindsparke.com/
Brain Metrix	Software program		Memory, reflex test, IQ test, sudoku, concentration, creativity, math,				http://www.brainmetrix.com/

			visuospatial, attention				
BrainBuilder	Software program		Memory, attention, visual and auditory processing, problem solving				http://www.braintraining101.com/
Braingle	online platform		Logic, trivia, sudoku, problem solving, planning, language, creativity				https://www.braingle.com/
BrainGymmer	online platform		Memory, concentration, processing speed, logic and planning, visual perception				https://www.braingymmer.com/en/
Brainist	Software program		Memory, puzzles, visuospatial, riddles, trivia, strategy, reasoning, language, attention, IQ test				http://www.brainist.com/
Brainology	online platform	for students	Executive skills, attention, processing	✓			https://www.mindsetworks.com/
BrainWave Safari	Software program	All ages	Attention, memory, processing,	✓			https://mybrainware.com/

			thinking, sensory integration				
Captain's Log	Software program	All ages	Attention, problem solving, working memory, logic, numeric concepts, memory, visual motor skills	✓	✓		https://captains-log-personal-trainer.windows10compatible.com/download
Cognifit	Software program	All ages	Auditory short-term memory, contextual memory, divided attention, eye-hand coordination, focus, inhibition, long-term memory, planning, processing speed, short-term recall, shifting	✓	✓		https://www.cognifit.com/
Cognitivefun	online platform		Attention, perceptual, executive skills, item span, memory, experiment				http://www.cognitivefun.net/
Dakim BrainFitness	Software program	Adults	Short and long term memory, language	✓			https://www.dakim.com/

			e, computation, critical thinking, visuospatial				
Fast ForWord	Software program	Children	Language, memory, phonemic awareness, processing, sequencing	✓	✓	✓	https://www.scilearn.com/
Fun Brain	online platform	Children	Math, reading, problem solving, puzzles, matching				https://www.funbrain.com/
Games for the Brain	online platform	All ages	Language, problem solving, visuospatial, trivia, attention, recall				https://www.gamesforthebrain.com/ Free
Games@AARP	online platform		Language, recall, attention, problem solving, logic, memory, puzzles				https://games.aarp.org/ Many tasks are free
Journey to Wild Divine: The Passage	Software program	All ages	Attention, focus, stress management				https://wilddivine.com/
Memory Sentinel	Software program		For persons with moderate attention and memory problems				https://download.cnet.com/Memory-Sentinel-Pro/3000-2086_4-10277878.html

Memory Virtuoso	Software program	ages 13 and up	for memory to help avoid decline				
My Brain Solutions		All ages	Attention, memory, focus, resilience, reduced stress				https://www.totalbrain.com/
My Brain Trainer	online platform	All ages	Reaction time, executive skills, short-term recall, visual-spatial, information processing, working recall (n-back), scanning				http://www.mybraintrainer.com/
My Calm Beat			Focus, attention, reduces stress, improved productivity				https://www.hugedomains.com/domain_profile.cfm?d=mycalmbeat&e=com
Psychological Software Services	Flash drive Online platform	All ages	A large number of cognitive functions	✓	✓		http://www.psychological-software.com/index.html
Parrot	Online platform Software program	Adult	Memory, problem solving, attention, reading, naming, attention	✓			https://www.parrotsoftware.com/
Play Attention – Sheer Genius	Webinar	All ages	Processing, memory, time management,				http://www.playattention.com/

			visual tracking, attention				
Smart Driver Plus	Software program	ages 6 and up	Information processing, visual tracking, attention, concentration, recall, hand-eye coordination				https://www.porschebank.at/versicherung/smart-driver
Vigorous Mind	Online platform	Adult	Orientation, scheduling, brain gym, social networking, group activities				https://www.vigorousmind.com/
The Listening Program	Online platform	All ages	Auditory processing, attention, behavior, learning, communication reading	✓			https://advancedbrain.com/
Nintendo switch							https://www.nintendo.com/switch/
BrainHQ	Online platform	All ages	attention, brain speed, memory, people skills, navigation, intelligence	✓	✓		https://www.brainhq.com/?v4=true&fr=y
CogniPlus	Software program	All ages	attention, planning, response inhibition,	✓	✓		https://lafayetteevaluation.com/products/cogniplus-main-software-free

			memory, neglect / visual field, spatial processing, visuomotorics				
AIXTENT training	Software program	All ages	Attention (phasic alertness, vigilance, selective attention, or divided attention)	✓			
TAPAT (tonic and phasic alertness)	Software program		attention, working memory, executive function	✓	✓		
Cogpack	Software program		visuomotor skills, vigilance, comprehension, language, memory, logic, everyday skills	✓	✓		https://www.psyberguide.org/apps/cogpack/
Elevate	Software program	All ages	attention, speaking skills, processing speed, memory, math skills, and more				https://www.elevateapp.com/free
Neuroracer	Software program	All ages	Memory, sustained attention, working memory	✓			https://play.google.com/store/apps/details?id=com.magicoft.NeuroRacer&hl=en

Big Brain academy			identify, memorize, analyze, compute, visualize	✓			http://www.bigbrainacademy.com/
Peak			Memory, Attention, Problem solving				https://www.peak.net/free
Sudoku	Online platform	All ages	Working memory, planning, updating, shifting, focused attention, visual scanning, spatial perception,	✓			https://www.cognifit.com/brain-games/sudoku
RehaCom	Software program	All ages	Attention, Memory, Executive Function, Visual Field, Visuo Motor	✓	✓		https://www.rehacom.co.uk/
Crosswords	Online platform	All ages	Forward and Reverse Memory Span, visual short term, working memory, fluid reasoning, response inhibition, speed of processing,	✓	✓		https://www.boatloadpuzzles.com/playcrossword free

			Arithmetic Reasoning, problem solving				
Queendom	Online platform	Children, adolescent	Communication skills				https://www.queendom.com/tests/tests-control.htm?t=3 free
King of Math	Software platform		problem-solving				https://play.google.com/store/apps/details?id=com.oddrobo.kom&hl=en free
Brainwell Mind Brain Training	Software platform		problem-solving, attention, memory, language, visual skills				https://www.brainwell.com/ free
Mensa Brain Training	Software platform		Memory, Concentration, Agility, Perception and Reasoning				http://www.mensabraintraining.com/
Memorado Brain Training	Software platform		memory, logic, concentration, reaction and maths skills				https://memorado.com/ free
Brainturk	Online platform	All ages	intellectual, motor skills, emotional, episodic memory, communication skills				https://www.brainturk.com/ some tasks are free
Brain Workshop - a	Software platform	All ages	Working memory				http://brainworkshop.sourceforge.net/download.html

Dual N-Back game							free
---------------------	--	--	--	--	--	--	------

COOGE

*** lumosity :**

- Corti, C., Urgesi, C., Poggi, G., Strazzer, S., Borgatti, R., & Bardoni, A. (2020). Home-based cognitive training in pediatric patients with acquired brain injury: preliminary results on efficacy of a randomized clinical trial. *Scientific reports*, *10*(1), 1-15.
- O’Gara, B., Marcantonio, E. R., Pascual-Leone, A., Shaefi, S., Mueller, A., Banner-Goodspeed, V., ... & Subramaniam, B. (2018). Prevention of Early Postoperative Decline (PEaPoD): protocol for a randomized, controlled feasibility trial. *Trials*, *19*(1), 676.
- Withiel, T. D., Wong, D., Ponsford, J. L., Cadilhac, D. A., & Stolwyk, R. J. (2018). Feasibility and effectiveness of computerised cognitive training for memory dysfunction following stroke: A series of single case studies. *Neuropsychological rehabilitation*, 1-24.
- Ballesteros, S., Mayas, J., Prieto, A., Ruiz-Marquez, E., Toril, P., & Reales, J. M. (2017). Effects of video game training on measures of selective attention and working memory in older adults: results from a randomized controlled trial. *Frontiers in aging neuroscience*, *9*, 354.
- Ballesteros, S., Prieto, A., Mayas, J., Toril, P., Pita, C., Ponce de León, L., ... & Waterworth, J. (2014). Brain training with non-action video games enhances aspects of cognition in older adults: a randomized controlled trial. *Frontiers in aging neuroscience*, *6*, 277.
- ...

Activate:

- Bikic, A., Leckman, J. F., Lindschou, J., Christensen, T. Ø., & Dalsgaard, S. (2015). Cognitive computer training in children with attention deficit hyperactivity disorder (ADHD) versus no intervention: study protocol for a randomized controlled trial. *Trials*, *16*(1), 480.
- <https://clinicaltrials.gov/ct2/show/results/NCT01752530?view=results>

Brainology:

- <https://www.mindsetworks.com/Science/Case-Studies#>
- Donohoe, C., Topping, K., & Hannah, E. (2012). The impact of an online intervention (Brainology) on the mindset and resiliency of secondary school pupils: a preliminary mixed methods study. *Educational Psychology*, 32(5), 641-655.

BrainWave Safari:

- Sittiprapaporn, P. (2020). Cognitive skills improved by BrainWare SAFARI training program: Electroencephalographic study. *Asian Journal of Medical Sciences*, 11(1), 57-62.
- Sittiprapaporn, P. (2019, July). BrainWare SAFARI Cognitive Skills Development in Thai Children: A Preliminary Study. In 2019 16th International Conference on Electrical Engineering/Electronics, Computer, Telecommunications and Information Technology (ECTI-CON) (pp. 494-498). IEEE.

Captain's Log:

- Boivin, M. J., Nakasujja, N., Sikorskii, A., Ruiseñor-Escudero, H., Familiar-Lopez, I., Walhof, K., ... & Giordani, B. (2019). Neuropsychological benefits of computerized cognitive rehabilitation training in Ugandan children surviving severe malaria: a randomized controlled trial. *Brain research bulletin*, 145, 117-128.
- Boivin, M. J., Nakasujja, N., Sikorskii, A., Opoka, R. O., & Giordani, B. (2016). A randomized controlled trial to evaluate if computerized cognitive rehabilitation improves neurocognition in Ugandan children with HIV. *AIDS research and human retroviruses*, 32(8), 743-755.
- Hardy, K. K., Willard, V. W., & Bonner, M. J. (2011). Computerized cognitive training in survivors of childhood cancer: a pilot study. *Journal of Pediatric Oncology Nursing*, 28(1), 27-33.

- Boivin, M. J., Busman, R. A., Parikh, S. M., Bangirana, P., Page, C. F., Opoka, R. O., & Giordani, B. (2010). A pilot study of the neuropsychological benefits of computerized cognitive rehabilitation in Ugandan children with HIV. *Neuropsychology*, 24(5), 667.
- Bangirana, P., Giordani, B., John, C. C., Page, C., Opoka, R. O., & Boivin, M. J. (2009). Immediate neuropsychological and behavioral benefits of computerized cognitive rehabilitation in Ugandan pediatric cerebral malaria survivors. *Journal of developmental and behavioral pediatrics: JDBP*, 30(4), 310.
- Slate, S. E., Meyer, T. L., Burns, W. J., & Montgomery, D. D. (1998). Computerized cognitive training for severely emotionally disturbed children with ADHD. *Behavior Modification*, 22(3), 415-437.

Cogmed:

- https://uploadssl.webflow.com/5cf8dc7199b2c4d0bc966f/5daea467a01117047bbd7682_cogmed_claims_and_evidence_v4_2019.pdf

Cognifit:

- Bahar-Fuchs, A., Barendse, M. E., Bloom, R., Ravona-Springer, R., Heymann, A., Dabush, H., ... & Schnaider Beerli, M. (2020). Computerized Cognitive Training for Older Adults at Higher Dementia Risk due to Diabetes: Findings From a Randomized Controlled Trial. *The Journals of Gerontology: Series A*, 75(4), 747-754.
- Bloom, R., Schnaider-Beerli, M., Ravona-Springer, R., Heymann, A., Dabush, H., Bar, L., ... & Bahar-Fuchs, A. (2017). Computerized cognitive training for older diabetic adults at risk of dementia: Study protocol for a randomized controlled trial. *Alzheimer's & Dementia: Translational Research & Clinical Interventions*, 3(4), 636-650.
- Siberski, J., Shatil, E., Siberski, C., Eckroth-Bucher, M., French, A., Horton, S., ... & Rouse, P. (2015). Computer-based cognitive training for individuals with intellectual and developmental disabilities: Pilot study. *American Journal of Alzheimer's Disease & Other Dementias®*, 30(1), 41-48.

- Shatil, E. (2013). Does combined cognitive training and physical activity training enhance cognitive abilities more than either alone? A four-condition randomized controlled trial among healthy older adults. *Frontiers in aging neuroscience*, 5, 8.
- Maysless, N. (2011). Can intervention programs influence how the dyslexic brain processes low-level visual stimuli?. *Developmental neuropsychology*, 36(7), 949-954.

Dakim BrainFitness:

- Miller, K. J., Dye, R. V., Kim, J., Jennings, J. L., O'Toole, E., Wong, J., & Siddarth, P. (2013). Effect of a computerized brain exercise program on cognitive performance in older adults. *The American Journal of Geriatric Psychiatry*, 21(7), 655-663.

Fast ForWord:

- Strong, G. K., Torgerson, C. J., Torgerson, D., & Hulme, C. (2011). A systematic meta-analytic review of evidence for the effectiveness of the 'Fast ForWord' language intervention program. *Journal of Child Psychology and Psychiatry*, 52(3), 224-235.
- Given, B. K., Wasserman, J. D., Chari, S. A., Beattie, K., & Eden, G. F. (2008). A randomized, controlled study of computer-based intervention in middle school struggling readers. *Brain and language*, 106(2), 83-97.
- Fey, M. E., Finestack, L. H., Gajewski, B. J., Popescu, M., & Lewine, J. D. (2010). A preliminary evaluation of Fast ForWord-Language as an adjuvant treatment in language intervention. *Journal of Speech, Language, and Hearing Research*.
- ...

Happy- Neuron:

- <https://www.happyneuronpro.com/en/info/research-and-clinical-studies/>

Mindwave Mobile:

- Rieiro, H., Diaz-Piedra, C., Morales, J. M., Catena, A., Romero, S., Roca-Gonzalez, J., ... & Di Stasi, L. L. (2019). Validation of electroencephalographic recordings obtained with a consumer-grade, single dry electrode, low-cost device: A comparative study. *Sensors*, 19(12), 2808.
- Sato, M., Ogura, T., Yamanouchi, S., Osaki, Y., & Doi, K. (2019). Development of a new image manipulation system based on detection of electroencephalogram signals from the operator's brain: a feasibility study. *Radiological physics and technology*, 12(2), 172-177.

Psychological Software Services:

- <http://www.psychological-software.com/research.html>
- Bergquist, T., Gehl, C., Lepore, S., Holzworth, N., & Beaulieu, W. (2008). Internet-based cognitive rehabilitation in individuals with acquired brain injury: a pilot feasibility study. *Brain Injury*, 22(11), 891-897.
- Stuijbergen, A., Becker, H., Morgan, S., Morrison, J., & Perez, F. (2011). Home-based computer-assisted cognitive training: feasibility and perceptions of people with multiple sclerosis. *International journal of MS care*, 13(4), 189-198.
- ...

Parrot:

- <https://www.parrotsoftware.com/science.htm>

The Listening Program:

- <https://advancedbrain.com/the-listening-program-research/>

BrainWare Safari:

- <https://mybrainware.com/category/research/>.

Fit Brains:

- Oh, S. J., Seo, S., Lee, J. H., Song, M. J., & Shin, M. S. (2018). Effects of smartphone-based memory training for older adults with subjective memory complaints: a randomized controlled trial. *Aging & mental health*, 22(4), 526-534.
- Hwangbo, S. W., Kim, M. Y., Kim, J., & Park, H. Y. (2018). Improvement of Attention and Short-term Memory of Mild Dementia Using iPad Applications: A Single Case Study. *Therapeutic Science for Rehabilitation*, 7(3), 47-58.

Earobics:

- Woodhead, Z. V., Crinion, J., Teki, S., Penny, W., Price, C. J., & Leff, A. P. (2017). Auditory training changes temporal lobe connectivity in ‘Wernicke’s aphasia’: a randomised trial. *Journal of Neurology, Neurosurgery & Psychiatry*, 88(7), 586-594.
- Cameron, S., Glyde, H., & Dillon, H. (2012). Efficacy of the LiSN & Learn auditory training software: randomized blinded controlled study. *Audiology research*, 2(1).

Fast Forward:

- Strong, G. K., Torgerson, C. J., Torgerson, D., & Hulme, C. (2011). A systematic meta-analytic review of evidence for the effectiveness of the ‘Fast ForWord’ language intervention program. *Journal of Child Psychology and Psychiatry*, 52(3), 224-235.
- Gillam, R. B., Loeb, D. F., Hoffman, L. M., Bohman, T., Champlin, C. A., Thibodeau, L., ... & Friel-Patti, S. (2008). The efficacy of Fast ForWord language intervention in school-

age children with language impairment: A randomized controlled trial. *Journal of Speech, Language, and Hearing Research*.

- Cohen, W., Hodson, A., O'Hare, A., Boyle, J., Durrani, T., McCartney, E., ... & Watson, J. (2005). Effects of Computer-Based Intervention Through Acoustically Modified Speech (Fast ForWord) in Severe Mixed Receptive—Expressive Language Impairment. *Journal of Speech, Language, and Hearing Research*.
- O'Hare, A., Cohen, W., Hodson, A., Boyle, J., Durani, T., McCartney, E., ... & Watson, J. (2004). Effects of computer based intervention using acoustically modified speech (Fast ForWord-Language [TM](FFW)) in receptive language impairment: outcomes from a randomised controlled trial. *Archives of Disease in Childhood*, 89(4), A21-A21.
- Friel-Patti, S., DesBarres, K., & Thibodeau, L. (2001). Case studies of children using Fast ForWord. *American Journal of Speech-Language Pathology*.

Vision restoration therapy:

- Jung, C. S., Bruce, B., Newman, N. J., & Biousse, V. (2008). Visual function in anterior ischemic optic neuropathy: Effect of Vision Restoration Therapy—A pilot study. *Journal of the neurological sciences*, 268(1-2), 145-149.
- Kasten, E., Bunzenthal, U., Müller-Oehring, E. M., Mueller, I., & Sabel, B. A. (2007). Vision restoration therapy does not benefit from costimulation: A pilot study. *Journal of Clinical and Experimental Neuropsychology*, 29(6), 569-584.
- Gudlin, J., Mueller, I., Thanos, S., & Sabel, B. A. (2008). Computer based vision restoration therapy in glaucoma patients: A small open pilot study. *Restorative neurology and neuroscience*, 26(4, 5), 403-412.
- Jobke, S., Kasten, E., & Sabel, B. A. (2009). Vision restoration through extrastriate stimulation in patients with visual field defects: a double-blind and randomized experimental study. *Neurorehabilitation and Neural Repair*, 23(3), 246-255.
- Sabel, B. A., & Gudlin, J. (2014). Vision restoration training for glaucoma: a randomized clinical trial. *JAMA ophthalmology*, 132(4), 381-389.

BrainHQ:

- Knoefel, F., Gaudet, C., Zunini, R. L., Breau, M., Sweet, L., Wallace, B., ... & Taler, V. (2018). Implementation of a brain training pilot study for people with mild cognitive impairment. *Canadian Geriatrics Journal*, 21(3), 264.
- Smith, M., Jones, M. P., Dotson, M. M., & Wolinsky, F. D. (2018). Speed-of-Processing Training in Assisted and Independent Living: A Randomized Controlled Trial. *Journal of the American Geriatrics Society*, 66(8), 1538-1545.
- Ahmed, A. O., Hunter, K. M., Goodrum, N. M., Batten, N. J., Birgenheir, D., Hardison, E., ... & Buckley, P. F. (2015). A randomized study of cognitive remediation for forensic and mental health patients with schizophrenia. *Journal of psychiatric research*, 68, 8-18.
- ...

Cogniplus:

- Hamzah, N., Narayanan, V., Ramli, N., Mustapha, N. A., Tahir, N. A. M., Tan, L. K., ... & Goh, S. Y. (2019). Randomised controlled clinical trial of a structured cognitive rehabilitation in patients with attention deficit following mild traumatic brain injury: study protocol. *BMJ open*, 9(9), e028711.
- Yang, H. L., Chu, H., Kao, C. C., Chiu, H. L., Tseng, I. J., Tseng, P., & Chou, K. R. (2019). Development and effectiveness of virtual interactive working memory training for older people with mild cognitive impairment: a single-blind randomised controlled trial. *Age and Ageing*, 48(4), 519-525.
- Hagovska, M., & Nagyova, I. (2017). The transfer of skills from cognitive and physical training to activities of daily living: a randomised controlled study. *European journal of ageing*, 14(2), 133-142.
- ...

AIXTENT training:

- Sturm, W., Fimm, B., Cantagallo, A., Cremel, N., North, P., Passadori, A., Pizzamiglio, L., Rousseaux, M., Zimmermann, P., Deloche, G., & Leclercq, M. (2002). Computerized training of specific attention deficits in stroke and traumatic brain injured patients: A multicentric efficacy study. In M. Leclercq, P. Zimmermann (Eds.), *Applied neuropsychology of attention* (pp. 365–380). Hove: Psychology Press.
- Sturm, W., Willmes, K., Orgass, B., & Hartje, W. (1997). Do specific attention deficits need specific training? *Neuropsychological Rehabilitation*, 7, 81–103.
- Plohmann, A. M., Kappos, L., Ammann, W., Thordai, A., Wittwer, A., Huber, S., Bellaiche, Y., & Lechner-Scott, J. (1998). Computer assisted retraining of attentional impairments in patients with multiple sclerosis. *Journal of Neurology Neurosurgery and Psychiatry*, 64, 455–462.

TAPAT:

- Van Vleet, T. M., & DeGutis, J. M. (2013). Cross-training in hemispatial neglect: auditory sustained attention training ameliorates visual attention deficits. *Cortex*, 49(3), 679-690.
- STATE Trial: SusTained Attention Training to Enhance Sleep (STATE). Latest version (submitted May 9, 2018) on [ClinicalTrials.gov](https://clinicaltrials.gov)
- Van Vleet, T. M., & DeGutis, J. M. (2013). Cross-training in hemispatial neglect: auditory sustained attention training ameliorates visual attention deficits. *Cortex*, 49(3), 679-690.
- VanVleet, T., Voss, M., Dabit, S., Mitko, A., & DeGutis, J. (2018). Randomized control trial of computer-based training targeting alertness in older adults: the ALERT trial protocol. *BMC psychology*, 6(1), 22.
- ...

CogPack:

- Jahshan, C., Vinogradov, S., Wynn, J. K., Helleman, G., & Green, M. F. (2019). A randomized controlled trial comparing a “bottom-up” and “top-down” approach to cognitive training in schizophrenia. *Journal of psychiatric research, 109*, 118-125.
- Popov, T., Jordanov, T., Rockstroh, B., Elbert, T., Merzenich, M. M., & Miller, G. A. (2011). Specific cognitive training normalizes auditory sensory gating in schizophrenia: a randomized trial. *Biological psychiatry, 69*(5), 465-471.
- Lee, H., & Hwang, K. (2014). The Effects of CogPack program on LOTCA and ADL in Elderly with Alzheimer's Dementia. *Journal of The Korean Society of Integrative Medicine, 2*(3), 1-7.
- Moritz, S., & Woodward, T. S. (2007). Metacognitive training for schizophrenia patients (MCT): a pilot study on feasibility, treatment adherence, and subjective efficacy. *German Journal of Psychiatry, 10*(3), 69-78.

Neuroracer:

- Anguera, J. A., Boccanfuso, J., Rintoul, J. L., Al-Hashimi, O., Faraji, F., Janowich, J., ... & Gazzaley, A. (2013). Video game training enhances cognitive control in older adults. *Nature, 501*(7465), 97-101.

Big Brain academy:

- Dinis, A. C., Silvano, A., Casado, D., Espadinha, C., & Noriega, P. (2019, July). Usability and UX of Nintendo Wii Big Brain Academy Game in the Elderly as a Resource of Psychomotor Intervention. In International Conference on Healthcare Ergonomics and Patient Safety (pp. 270-279). Springer, Cham.

- Matela, D. A. R., Mitchell, M. H. M., Novales, F. D. E., & Perez, P. M. C. The effect of Wii: Big Brain Academy on the attention level of physical therapy students. UER, 75.
- Wallis, A. E., Schachter, H., Ryan, J., & Fallica, N. (2008, January). Can Nintendo's DS lite Big Brain Academy be used as a cognitive rehabilitation tool?. In *Clinical Neuropsychologist* (Vol. 22, No. 3, pp. 433-434). 325 CHESTNUT ST, SUITE 800, PHILADELPHIA, PA 19106 USA: TAYLOR & FRANCIS INC.

Sudoku:

- Grabbe, J. W. (2011). Sudoku and working memory performance for older adults. *Activities, Adaptation & Aging*, 35(3), 241-254.
- Nombela, C., Bustillo, P. J., Castell, P., Medina, V., & Herrero, M. T. (2011). Cognitive rehabilitation in Parkinson's disease: evidence from neuroimaging. *Frontiers in neurology*, 2, 82.
- Xiang, J., Chen, J., Zhou, H., Qin, Y., Li, K., & Zhong, N. (2009, October). Using svm to predict high-level cognition from fmri data: A case study of 4* 4 sudoku solving. In *International Conference on Brain Informatics* (pp. 171-181). Springer, Berlin, Heidelberg.

Rehacom:

- García-Fernández, L., Cabot-Ivorra, N., Rodríguez-García, V., Pérez-Martín, J., Dompablo, M., Pérez-Gálvez, B., & Rodríguez-Jimenez, R. (2019). Computerized cognitive remediation therapy, REHACOM, in first episode of schizophrenia: A randomized controlled trial. *Psychiatry research*, 281, 112563.
- Jiang, C., Yang, S., Tao, J., Huang, J., Li, Y., Ye, H., ... & Chen, L. (2016). Clinical efficacy of acupuncture treatment in combination with rehacom cognitive training for improving cognitive function in stroke: a 2× 2 factorial design randomized controlled trial. *Journal of the American Medical Directors Association*, 17(12), 1114-1122.

- Fernández, E., Bringas, M. L., Salazar, S., Rodríguez, D., García, M. E., & Torres, M. (2012). Clinical impact of RehaCom software for cognitive rehabilitation of patients with acquired brain injury. *MEDICC review*, 14(4), 32-35.
- Messinis, L., Kosmidis, M. H., Nasios, G., Konitsiotis, S., Ntoskou, A., Bakirtzis, C., ... & Malefaki, S. (2020). Do Secondary Progressive Multiple Sclerosis patients benefit from Computer-based cognitive neurorehabilitation? A randomized sham controlled trial. *Multiple Sclerosis and Related Disorders*, 101932.
- <https://www.rehacom.co.uk/rehacom-research>

Crosswords:

- Hardy, J. L., Nelson, R. A., Thomason, M. E., Sternberg, D. A., Katovich, K., Farzin, F., & Scanlon, M. (2015). Enhancing cognitive abilities with comprehensive training: a large, online, randomized, active-controlled trial. *PloS one*, 10(9).
- Wolinsky, F. D., Vander Weg, M. W., Howren, M. B., Jones, M. P., & Dotson, M. M. (2013). A randomized controlled trial of cognitive training using a visual speed of processing intervention in middle aged and older adults. *PloS one*, 8(5).
- Jackson, J. J., Hill, P. L., Payne, B. R., Roberts, B. W., & Stine-Morrow, E. A. (2012). Can an old dog learn (and want to experience) new tricks? Cognitive training increases openness to experience in older adults. *Psychology and aging*, 27(2), 286.
- Günther, V. K., Schäfer, P., Holzner, B. J., & Kemmler, G. W. (2003). Long-term improvements in cognitive performance through computer-assisted cognitive training: a pilot study in a residential home for older people. *Aging & mental health*, 7(3), 200-206.

محمد رستمی

اردیبهشت ماه ۱۳۹۹