**Expert reviewer questionnaire**

Rate the following categories on a scale from 1-10

1. **Effectiveness**: How well does the game achieve its intended goals in enhancing the well-being of dementia patients?

**10**

1. **Usability**: How user-friendly is the game's interface for both dementia patients and their caregivers?

**8**

1. **Engagement**: To what extent does the game successfully engage dementia patients and maintain their interest?

**9**

1. **Integration of Music Therapy**: How effectively does the game incorporate music therapy principles and preferred music into the user experience?

**10**

1. **Accessibility**: How well does the game accommodate the diverse needs and preferences of individuals with different stages of dementia?

**7**

1. **Implementation**: How feasible is it to integrate the game into real-world dementia care settings, and does it address any practical challenges effectively?

**9**

1. **Impact on Emotional Well-being**: To what extent does the game positively influence the emotional state and mood of dementia patients?

9

1. **Integration with Care Plans**: How well does the game fit into existing dementia care programs and complement traditional therapies?

**10**

1. **Adherence and Long-Term Use**: How likely are dementia patients to consistently use the game, and does it have the potential for long-term benefits?

**9**

1. **Customization**: To what degree can the game be customized to suit the individual preferences and needs of dementia patients?

**10**

1. **Ethical Considerations**: Does the game address ethical concerns related to patient privacy, consent, and dignity?

**9**