

Table 2. Research questions

#	Questions	Motivation	OR
Q1	What is the geographical distribution of the information sources?	The geographical distribution is represented as regions, countries, universities and research teams leading communities related to the population at risk and/or suffering from AS.	O1
Q2	What is the local distribution of information sources?	Discover the relevant places, for example: conferences and journals that contain most of the topics of our research interest.	
Q3	What are the most cited primary studies?	Identify the most cited authors and works in the subject consulted.	
Q4	What are the most frequently applied research methods and in which study context?	Identify the research methods of most interest to our search that are applied in the selected articles.	O2
Q5	What kind of methods or tests have been proposed or used to facilitate the diagnosis of Alzheimer's disease through the use of video games (serious and pervasive)?	Determine the most commonly used tests in research regarding AD and the diagnosis of your condition.	O3
Q6	How effective has been the application of tests to evaluate the AD through the use of video games (serious and pervasive)?	Determine the level of effectiveness in the results of the tests and video games to know the proposals that have had a better implementation and classification.	
Q7	Benefits and/or limitations of the use of video games (serious and pervasive) in AD patients?	Determine the benefits, consequences, limitations, and challenges of proposed solutions for patients with AD.	O4
Q8	What is the trend of the proposals developed for the diagnosis of AD by means of video games?	Determining the influence of video games on the premature diagnosis of AD	

Acronyms used: OR: Objectives related.