

Card Sorting Exercise

- The aim of this exercise is to measure cerebral processivity, attention span, learning.
- There is **1 dealer pile** and 4 receiver piles.
- The player acts as the dealer and distributes the cards from the dealer pile to the 4 receiver piles according to the rules of the particular round

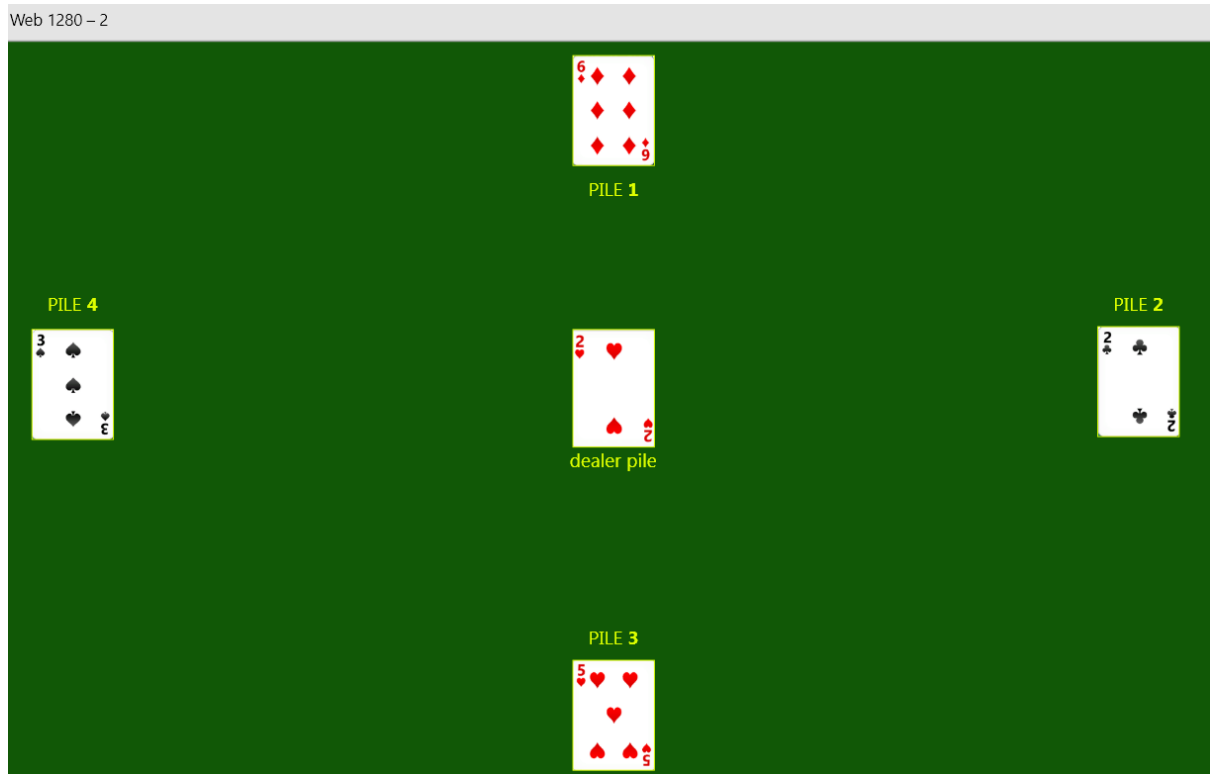
NOTE: The exercise involves time-interval measurements in real time and is not to be performed if there is lag on the device.

Layout:

- For mobile devices (android/ios) or tablets or any other device not connected to an external keyboard



- For PC (windows/MacOS or any other OS) or devices connected to a keyboard



Controls: The player has to select an input finger in the beginning of the exercise, preferably index finger of the dominant hand whichever the player is comfortable with. Only the input finger must be used for all the inputs – pressing/tapping arrow keys throughout the game (both Control Round and Differential Suite Round)

This will prevent using multiple fingers (especially in the control round), which can cause underestimation of cerebral processing speed.

1. For mobile devices or devices that exclusively have touch input (no keyboard available)

- The arrow buttons present on the screen are to be tapped with the selected input finger to move the indicated card (the visible card of the dealer pile) to the desired pile.
 - Up arrow** – Pile 1
 - Right arrow** – Pile 2
 - Down arrow** – Pile 3
 - Left arrow** – Pile 4

2. For devices that are connected to an external keyboard

- The arrow buttons on the keyboard are to be pressed with the selected input finger to move the indicated card (the visible card of the dealer pile) to the desired pile.
 - Up arrow** – Pile 1
 - Right arrow** – Pile 2
 - Down arrow** – Pile 3
 - Left arrow** – Pile 4

Gameplay:

Round 1: Control Round

1. The player selects the input finger and starts distributing the cards as fast as possible to the piles in clockwise direction.
2. The player can give the first card to any pile of his choice but move in clockwise manner thereafter.

Round 2: Differential Suite Round

1. Using the same input finger, the player starts to distribute the cards such that each pile receives cards of a particular suite.
2. The choice of assigning suites to piles is given to the player.

Scoring:

Data collected:

1. Time intervals between successive key presses.
2. Accuracy (for round 2):
 - The suite of pile is defined by the first card that is assigned to the pile
 - The accuracy score is the number of cards of the assigned suite in the pile.
 - If the accuracy score is less than 10 for any pile, the test is to be discarded/reconducted ?