

Cognitive Assessment Report

Date: October 26, 2024

1. Overview

This report presents an analysis of cognitive performance based on several tasks: Stroop Colour naming, Memory Recall, and Object-Purpose Matching (referred to as "image_recall"), as well as speech and sentiment analysis derived from a short audio sample. The assessment aims to provide insights into various cognitive domains, including executive function, memory, and language. It's crucial to remember that this is an AI-driven assessment, and its results should be interpreted cautiously, ideally in consultation with a qualified healthcare professional.

2. Metrics Explanation

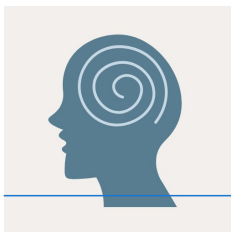
- * **Stroop Colour:** This test measures executive function, specifically the ability to inhibit cognitive interference. The score represents the time taken to name the colour of ink in which a word is printed, when the word itself names a different colour (e.g., the word "blue" printed in red ink). Lower scores generally indicate better performance.
- * **Memory Game:** This refers to a memory matching game. The score represents the number of successful matches. A higher score indicates better short-term memory performance.
- * **Image Recall:** This test likely involves remembering and recalling objects or images. The score is the number of items successfully recalled. A higher score reflects better visual memory.
- * **Speech Metrics:** These metrics are derived from an audio recording and analyze various aspects of speech, including pauses, filler words, lexical diversity, and speech fluency.
- * **Sentiment Analysis:** This analyzes the emotional tone expressed in the audio recording, providing a label (positive, negative, neutral) and associated probabilities. The weighted score represents the overall sentiment strength.

3. Memory Game Analysis

The Memory Game score is 1. This score suggests significant difficulty with short-term memory. It is important to consider that this may reflect a difficulty in understanding the task instructions or a lack of familiarity with the game interface.

4. Image Recall

The Image Recall score is 6. Without knowing the total number of items presented, it is difficult to accurately gauge performance. If 6 was out of 10, it could point to mild memory issues. If 6 was out of 20, it would point to more significant issues.



5. Stroop Colour

The Stroop Colour score is 39. The interpretation of this score requires context; i.e., the expected range of scores and the units of measurement (e.g., time in seconds). Assuming that a lower score represents faster completion time, a score of 39 may be within the normal range, however, further information about the test protocol and normative data are needed to properly understand this score.

6. Speech Analysis

The speech analysis metrics are based on a single short audio file with the transcript: "So yes, I did it."

- * Total Time: 1.82 seconds.
- * Total Pause Time: 1.82 seconds. The pause time being equal to the total time is highly unusual. This would indicate the individual wasn't speaking at all during the period.
- * Pause Density: 50.0%. The high Pause Density (%) value means that an important portion of the recorded time was spent in silence. Considering that the total duration is only 1.82 seconds and pause time is same, this is a data collection error.
- * Repeated Words: 0.0. No words were repeated.
- * Filler Words: 1.0. One filler word was used ("So").
- * Filler Frequency: 20.0%. Given the brevity of the utterance, a single filler word significantly impacts the frequency.
- * Unique Words: 5.0. All words were unique.
- * Lexical Diversity: 100.0%. This indicates that all the words used were different, reflecting the short duration of the sentence.
- * Speech Fluency: 74.0 words/sec. This seems implausibly high given the short transcript ("So yes, I did it.") and is likely an artifact of the very short utterance duration and significant pause time inflating the calculation.

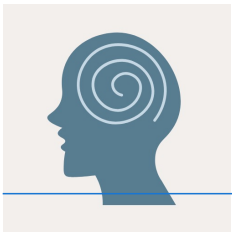
Interpretation of Speech Metrics: The speech metrics are greatly influenced by the extremely short duration and the unlikely high pause time. The data suggests either a very hesitant response or an error in the audio recording or processing. The fluency score should be disregarded due to the shortness of audio.

7. Sentiment Analysis

- * Label: Positive.
- * Probabilities: The probabilities array indicates the likelihood of the sentiment falling into different categories, with the highest probability (0.5833) associated with a positive sentiment.
- * Weighted Score: 80.57. This indicates a moderately strong positive sentiment.

Interpretation of Sentiment: The sentiment analysis suggests a positive emotional tone in the speech sample. However, given the limited context ("So yes, I did it."), the interpretation should be cautious.

8. Heuristic Cognitive Risk Assessment



Based on the available data, there are some indicators of potential cognitive concern, particularly the low memory game score and the unusual speech metrics. The Stroop score requires more context to determine if it falls within the normal range. The high pause time is unusual and indicative of potential cognitive or speech-related difficulties.

9. Integrated Interpretation

The combined results suggest a possible mild cognitive impairment, particularly in the domain of short-term memory. The speech analysis raises concern, due to the very high total pause time in relation to the total time. However, the positive sentiment expressed offers a slightly reassuring counterpoint. Overall, the findings warrant further investigation.

10. Recommendations

1. Repeat the assessment: Due to the concerns about the audio data validity, repeat the assessment, ensuring a longer speech sample and accurate audio capture.
2. Consult a healthcare professional: The individual should consult with a neurologist or neuropsychologist for a comprehensive cognitive evaluation.
3. Further cognitive testing: Conduct additional cognitive tests to assess a broader range of cognitive functions, including attention, language, and visuospatial abilities.
4. Consider medical history: Review the individual's medical history, including any history of neurological or psychiatric disorders, medications, and substance use, as these factors can influence cognitive performance.
5. Monitor cognitive function over time: Regular cognitive assessments can help track changes in cognitive function and detect any signs of cognitive decline early on.

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