

YOUR BRAIN AND YOU : FROM VIDEO GAMES TO COGNITION

Part of Science UK - 2021

(Uni of Lincoln)

Action Video Games in the spotlight

→ Julia Focher

how attention is ignored

(exg)

Attention → objects, ~~the~~ space + time

~~useful~~ useful field of UTAs

Tranny students - non player - test in

play
Action
game

tetris / other (control)

then

Useful field of UTAs

Action video game

↑ focus and divide attention

↑ capacity to attend to multiple stimuli

faster detection / recognition of relevant events

Unshelving mechanism?

→ Top-down attention - control?

↓
goal-directed attention

how does this change between groups? (in this brain)

frontal / middle frontal gyrus (attentional net.)
parietal / superior parietal lobe

how do these interact w/ each other?

dynamic reconfiguration of top-down and stimulus driven control network in video game players

neurosignature of video game players being faster in focused attention condition?

→ faster ✓

↓
"enhanced anterior N1"

← education
rehabilitation
learning

Cognitive Daisy

challenge:

→ ↑ prevalence of dementia

→ unique profiles

→ necessary for person-centred care

cognitive



cognitive associated w/ dementia are unique from person to person

↓
challenge for care home staff

Cognitive daisy is a user friendly system designed to give care staff an instant snapshot of a person's cognitive abilities and problems

- Seeing
- Understanding
- Communicating
- Remembering
- Attention

Colors