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Designing Uburu: The Alpha Stage

Executive Function Rehabilitation Application for Mild Traumatic Brain Injury

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Akuadasuo Ezenyilimba is a Human Systems Engineering PhD student at Arizona State University, and a National Science Foundation Research Trainee. Her academic background includes a Master of Science in Applied Psychology from Sacred Heart University, and a Master of Science in Human Systems Engineering from Arizona State University.

Her research interest include, traumatic brain injury rehabilitation, human computer interaction, and executive function.



Challenge

- 69 million traumatic brain injuries (TBI) occur each year
 - 70-90 % are classified as mild
- 25% of individuals with a mild TBI diagnoses report experiencing post concussive symptoms
- Only 30% of individuals with a mild TBI diagnoses report seeking next line care
- Only 2% of mild TBI individuals are given next line care referrals

Current Efforts

- Other Focuses: vision-based interventions
 - Oculomotor rehabilitation
- Only aspects of cognition
 - Do not feature EF specific training
- Studies primarily conducted at the military level, do not include civilians
 - Continue to perpetuate the general public's limited knowledge or awareness
- Current computerized interventions do not transfer skills learned in rehabilitation to activities of daily living that stem beyond motor skills, such as reading

Purpose



Further explore rehabilitation limitations facing the traumatic brain injury (mTBI) community Address the needs of mild Traumatic Brain Injury (mTBI) individuals specifically, and

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3 Explore a proposed intervention in its alpha stage

Application Focus

- Executive function focused
 - Cognitive Flexibility
 - Organization
 - Planning
 - Incorporates aspects of Working Memory
- Serious Games Approach
 - Computerized cognitive rehabilitation
 - Increase motivation
 - Increase participation
- Specifically designed for mild TBI individuals



Application Components



- Assess participants ability to:
 - Switch between tasks
 - Plan
 - Organize
- 3 Parts
 - Demographics Intake
 - Self-report Survey
 - Task based assessment
- Gives users a primary, secondary, and tertiary focus

Cognitive Flexibility 0 0 \sim Beat the Value Keeping Track This or That Х You are now about to begin 'This or That.' The train is attempting to leave the station but needs your helpl You are now about to begin 'Beat the Value.' You You are now about to begin 'Keeping Track.' You will be presented with an item. will be presented with a value. You will be shown an item. Based on the tructions given you will decide which category It is up to you to determine which of the presented It is up to you to determine which category the item best describes the item shown fits best, and keep track of the amount in each math problems are higher than the sum. category. At the conclusion of the level you will nput the total for each category Tutorial Tutorial Tutoria Click to Begin Click to Begin Click to Begin

• Games:

- Beat the Value:
 - Problem Solving
- Keeping Track (also incorporates aspects of planning and organization)
 - Maintaining and holding information
- This or That
 - Task switching
- Focus:
 - Train task switching
 - Engaging working memory
 - Encourage users to adapt their thinking
- Aim:
 - Improve cognitive flexibility through, task switching, attention to detail, and maintenance of pertinent information to achieve a future goal

Organization

- Game:
 - Rank Order
 - Break down bigger events into smaller tasks
- Focus:
 - Overcome challenges with ineffective processing of information
 - Break down tasks

• Aim:

- Improve organization skills related to:
 - Scheduling
 - Prioritizing and following logical steps
 - Coordinating activities.



Planning

- Game:
 - Train of Thoughts
 - Prioritization

• Focus:

• Overcome challenges with engaging in activities that require planning ahead.

• Aim:

- Plan in more time efficient manner
- Minimize ineffective or poorly developed plans
- Identify ways to overcome future conflicts

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Train of Thoughts		
You are now about to begin 'Train of Thoughts.' The train is attempting to leave the station but needs your help!		
To begin you will read a brief story. From there you will utilize the information to determine the best order to help solve the problem. After you have ordered the events the train will be able to leave the station.		
Tutorial		
Click to Begin		
ll .		

Key Principles

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- Awareness
 - Overcome clouded perception due to new adaptations
 - Utilize self-report through weekly surveys
- Visible Progress:
 - Feedback
 - Recommendation through resources
- Set Realistic Goals
 - Assist in furthering awareness
 - Everyone's baseline is different

Objectives

Encourage Individual Autonomy	Rehabilitation additive	Rehabilitation alternative when limitations are a factor (Time, Finances, Insurance, etc.)
Specifically designed to train Executive Function	Applicable to activities of daily living	Mobile Friendly

Next Steps





Patent paperwork filed

Develop web-based







Launch study

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