

Dear colleague,

Please find below more details on the proposed solutions.

The following gamified tasks are immediately available, and we can rapidly develop any other tasks you may need :

- Go/NoGo (cued or stimulus-based, version with pre-stimulus cues)
- Stop-Signal
- Cue-Approach Training (attentional bias modification)

The main features of the proposed solutions include :

1 Fully customizable tasks parameters

From the stimuli to task timing, instructions, or questionnaires, we propose solutions adapted to your needs. Available task features for example include auto-adaptive or progressive difficulty levels, controllable feedback and closed loops on response speed and accuracy to maintain a constant SAT, planned training duration objectives, multi-lingual versions, etc.

2 Professional level gamification

Our tasks may include participant- or peer-related ranking systems, internal economy to buy bonuses, scenarios, adjusted artistic direction for sound and graphics. The core module of the game experience questionnaire by IJsselsteijn et al., 2013, indicates an enjoyability at the average of games only aiming entertainment on a cohort of n= 96 participants from Najberg et al., 2021 RSO, and a 98% adherence for a one-month intervention in a tot. n= 99 young and older populations from Najberg et al., 2021 Cereb Cort.

3 Complete and detailed log of participants' behavior automatically uploaded on servers

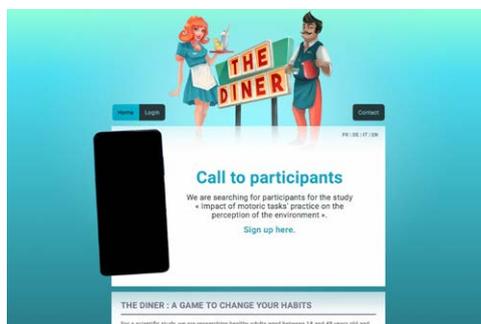
The app automatically uploads all interaction between the participant and the devices on dedicated servers, which include the various types of errors, response times, but also time on tasks and all other actions performed by the participants. Automated scripts are also proposed for data (pre) processing following the latest scientific guidelines and including e.g. outlier trials/ individual's detection, calculations of group central tendencies, exgaussian parameters, etc.

4 Website for participants' recruitment and monitoring

Graphically appealing recruitment website include an automatic control of exclusion/ inclusion criteria, which conditionally determines whether the access to the study and task is provided. We also provide a dashboard website allowing to monitor participants' adherence to the training in real-time.

We would be happy to provide you with more details, a playable demo and/or with a quote matching your needs!

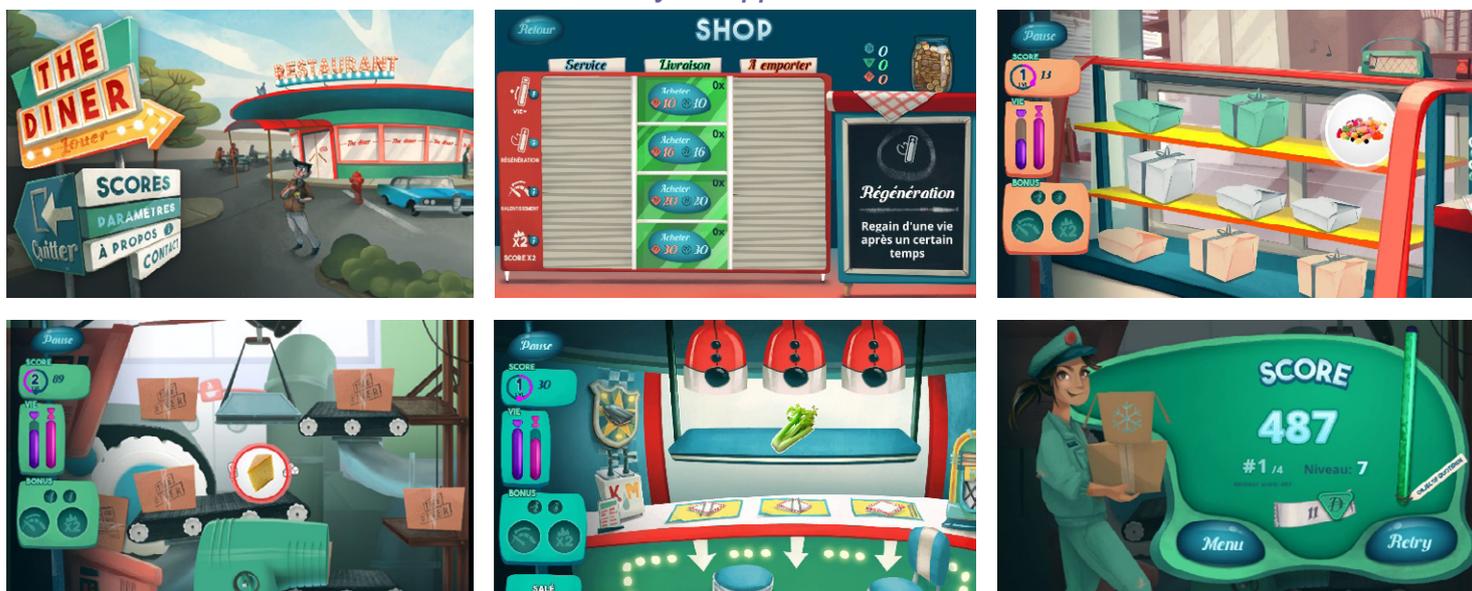
Example of recruitment website



Example of pre-processed log file for a session of Go/NoGo training :

https://www.dropbox.com/s/cr9w4af9sp1ksts/TheDiner_GNG_example.xlsx?dl=0

Screenshots of the application and tasks



Example of in-game visual analog scale for item assessment and measures of drink consumption

