

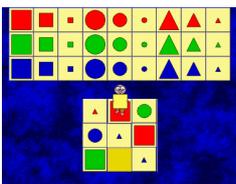
WE HELP YOU TO UNDERSTAND THE COGNITIVE PROBLEMS
SO YOU CAN EVALUATE AND REMEDIATE INDIVIDUALS AND THEREBY MAKE THEM
REGAIN A NORMAL LIFE

Why cognitive remediation?

- Meanwhile, dysfunction of attention, memory, problem solving and visual-motor planning is considered as key symptom in many mental diseases. These deficits tend to persist even after conventional treatment and limit social and vocational functioning.
- Hence patients should receive cognitive training to influence the further course of their illness positively. Meanwhile, a substantive number of studies have demonstrated that especially computer-aided training can improve patients' performance in attention, memory, visual-motor and executive tasks. The use of computers has several advantages: Firstly, complex tasks can be repetitively adapted according to the individual state of skills of the trainees. Furthermore, the usage of computers in cognitive training has proved to be more motivating than other training methods.
- However, controlled efficiency studies of cognitive training in patients suffering from schizophrenia yield inconsistent results. While some authors are reporting significant effects mainly on working memory and executive function, minor or no effects are reported by other studies.
- Several candidate moderating variables may explain inhomogeneity of these findings: Beside the extent of cognitive training received by the patients, they seem to profit even more than healthy patients from the use of reinforcing feedback and teaching of strategies. Furthermore, motivating tasks that compensate for motivational deficits and avoid negative feedback could be helpful to overcome avolition. A training of errorless learning using gradually increasing levels of difficulty should be used instead.

Why X-Cog by EuroCog?

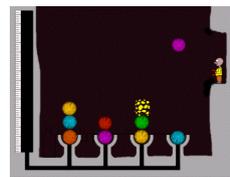
- X-Cog is a computer software that was explicitly designed to cover the cognitive domains mentioned above and to motivate patients as much as possible while 'playing' the exercises. X-Cog's current Version 2.6 contains 19 visuomotor, memory, executive and attention tasks. The player has to control characters that face several adventures, such as rescuing a princess which has been captured inside of a maze, protecting salads from hungry snails etc. All tasks are programmed using Microsoft's ® Direct-X ®- technology to provide fluent animations and stereo sound. Each task can be administered in five different levels of difficulty from 'beginner' to 'superprofessional'.
- Below, you find screen shots and short descriptions of some selected tasks:



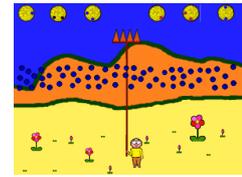
*Magic carpet: 8 tiles are positioned in a 3*3 square matrix. The missing tile has to be completed following the implicit logical rules for color, shape and size.*



salad clash: Hungry snails dig themselves into salad beds. The players have to remember where the snails are hidden, when they saw salad



Fruit press: To create pink fruit juice, falling comets have to be sorted in dishes. Special comets can't be sorted and have to be destroyed while falling



Rainmaker: To pour a flower field a comet-fork has to stabbed into passing comets. But only distinct comets contain water.

Start remediating your patients today

- X-Cog is available in Danish, English, French and German. Choose the language and license package that is appropriate for you. Contact us and start therapy.
- EuroCog APS / Dr. Trapp & Partner
PO Box 3415
91022 Erlangen
Germany
e-mail: service@x-cog.de
fax: +49 9131 933481
- or:
- EuroCog APS -European Institute of Cognitive Research and Remediation
Kimmerslevvej 20A
DK - 4140 Borup
Denmark
e-mail: martin@eurocog.eu
cell: +45 2523 1388