GyriGym was founded in 2010, with a mission to promote brain healthy lifestyles for Chinese culture. It is a collaborative undertaking between the Neurological Institute of Taipei Veterans General Hospital, Taiwan's National Central University, and Digital Education Institute of Institute for Information Industries. Based in Taiwan, it addresses the unique circumstances of the local society with emphasis on its aging population.
Cognitive Domains

Accessibility

RFID Log in

Brain Evaluation

Dementia digital evaluation, 8 cognitive abilities evaluation

Interactive contents for touch screen.

2D content

3D projector, virtual environment, 3D Helmet-mounted displays

3D Content

Development rehabilitation content with Kinect technology

Kinect Content

Gather brain profile of different age and development norm

Data Analysis

Customize personal brain training based on individual brain profile

Individual Brain Profile

Integrate social environment with rehabilitation

Social Environment

Elderly Cognitive theory

8 Cognitive Abilities

Rehabilitation

Elderly Learning Theory

Elderly Chromatolgy

Elderly Psycal-behavior

Cognitive neuroscience
- Neuroplasticity
- Neurogenesis
- Use it or Lose it

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Core Research (Theory/Methodology/Technical Application)

- Elderly Caring Service
- Adult Prevention Science
- App Mobile
- Children Cognitive Training
- Children Cognitive Evaluation Service
- Elderly (age >= 65)
- 3 Million Elderly in Taiwan
- 16 Million

- Alzheimer's disease proportion accounted for 2-4.5% of Taiwan population of 22% of more than 80 years old.
- Average expenses of medical care on dementia a year is NT1, 700 billion (2010).
- US spent average of $170 billion on dementia treatment a year.

- Children who are older than 5 years are applicable to the particular medical evidence fluid intelligence can be developed, and early detection of degradation signs, can be improved through training.

Sudent (age 5-14)
Research Structure-PDDT

Prevention Practice → Detection → Diagnosis → Treatment

- Elderly
  - Brain Training 2D/3D/Kinect
    - Dementia Evaluation
      - Evaluation Eyemovement, Brain Signals (Attention/Creation)
      - ADHD Diagnosis
      - 3DVR Games

- Adult
  - Entertainment
    - Music
    - Gardening

- Children
  - Kinect, Cognitive games learning
Cognitive abilities directly related to learning the level of efficiency

The proper use of language is a key function of the brain. Our training exercises aim to improve the retention of vocabularies and enhance their fluency in everyday use.

These exercises enhance your high level cognitive reasoning, strategic planning, and problem-solving skills.

These are your abilities to explore and interpret your surrounding environment, including time, places, and people.

They are the brain’s ability to control precision muscle movement. These exercises enhance your ability for independent daily lives.

Studies have shown that memory skills are integral to general intelligence and IQ. Memory training enhances your capacity to learn.

Your ability to focus is fundamental to all your mental activities. Our exercises enhance your ability to perform in tasks which require visual processing skills, such as taking exams.

These skills are crucial to one’s performances in school or at work.

This ability allows one to read details in the physical surroundings, such as color, shapes, and contours, and immediately construct a mental imagery.

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Cognitive Brain Service

Brain Training Content

Web Platform

Employees training and tenant exercise train

Classroom Layout

Auto-detection and doctors diagnosis support system
Elderly Brain Training

Content

Games Categories
- 2D social game
- Kinect
- 3D VR

Media
- Pad, Touch Screen, Kinect, 3D

Psychotherapy
- Social Nostalgia Treatment
- Entertainment (Interactive activities/Kinect)
- Music Treatment (Sensory Stimulation)

Theory
- Elderly Cognitive Theory
- Elderly Rehabilitation Theory
- Elderly Learning Theory
- Elderly Chromatology Theory
- Behavioral psychology
- 8 Cognitive Abilities
Kinect
Platform Demonstration

Home
news, info

My Brain
dashboard

Games
fun exercises

Courses
programs

Tests
diagnostics

Combat Hospital

Do You Know? Brain News Promotions About Us

Follow us on Facebook
Memory - What's in your plate analysis

Statistics

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Percentiles

- 25th: 30.0000
- 50th: 30.9400
- 75th: 40.8500
Products

Platform
- General Users (integrate Facebook login and interactive exercises with Chinese and English version)
- Elderly Users (integrate Smart card login and Facebook social interaction)

Training Content
- General users: 20 games in Chinese, 12 games in English
- Elderly: 6 games
- Mobile: 4 games
- Social: 2 games
- Kinect: 3 games

Evaluation
- 3 digital games (AD8/MOCA/8 cognitive abilities)
Current Users Counting

Platform accumulated to date (IP /day)
- 90,000

Registered Users
- 4449

Game play records
- 30 million