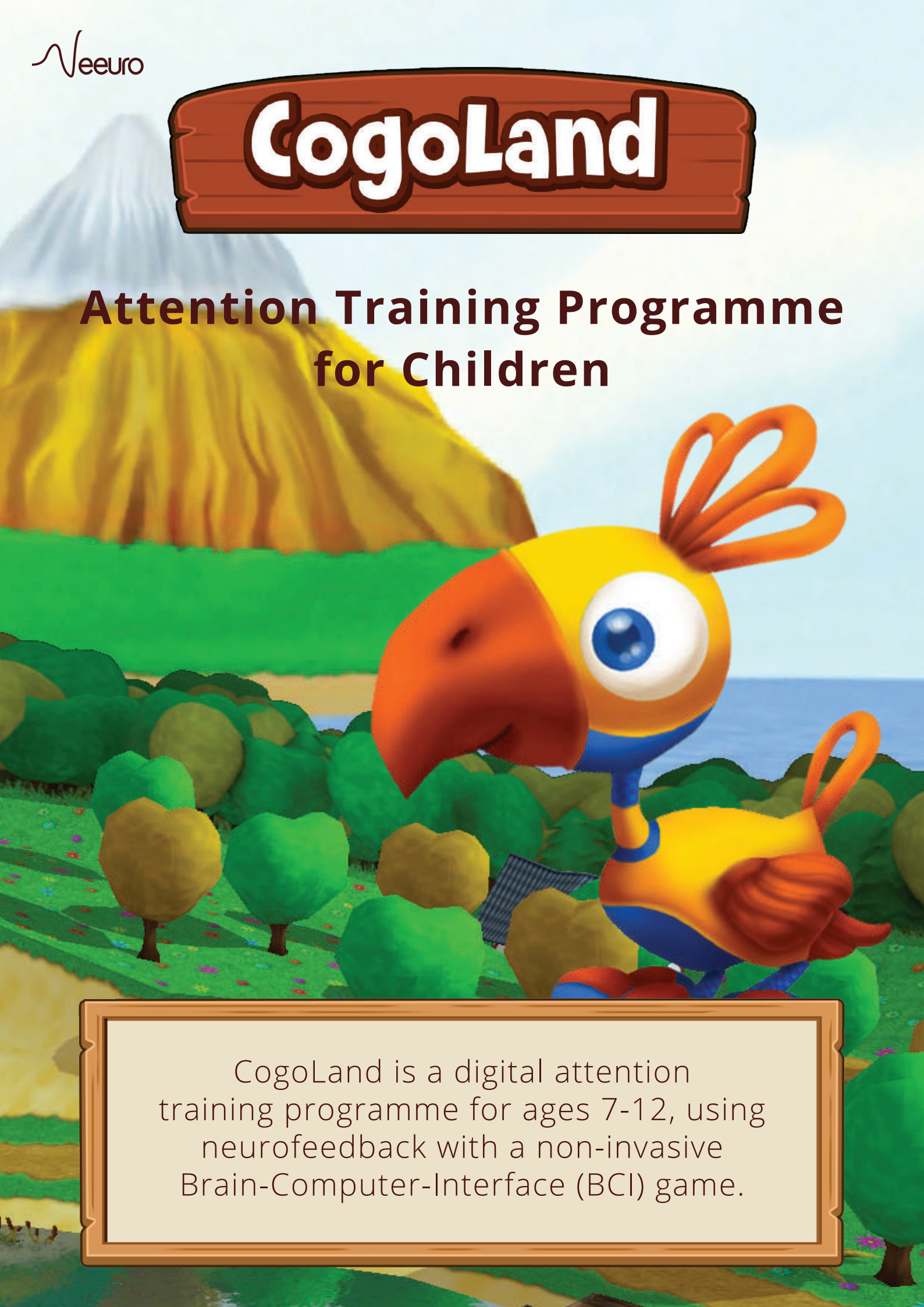


# CogoLand

## Attention Training Programme for Children



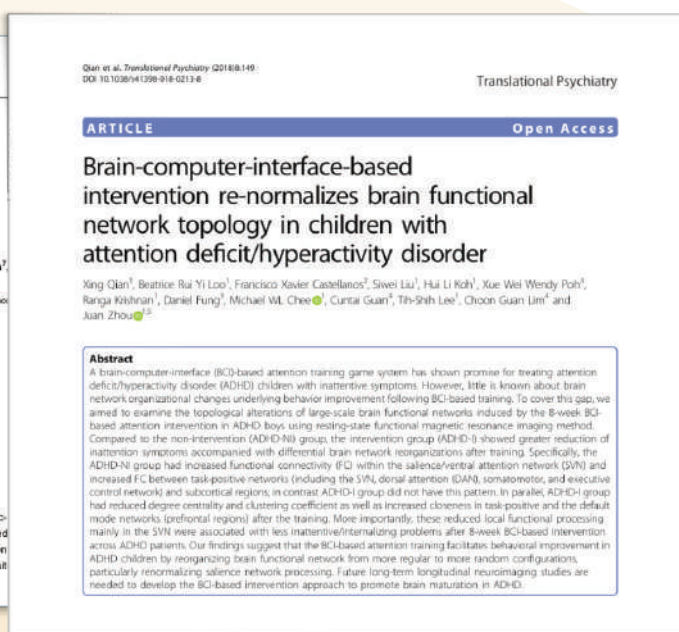
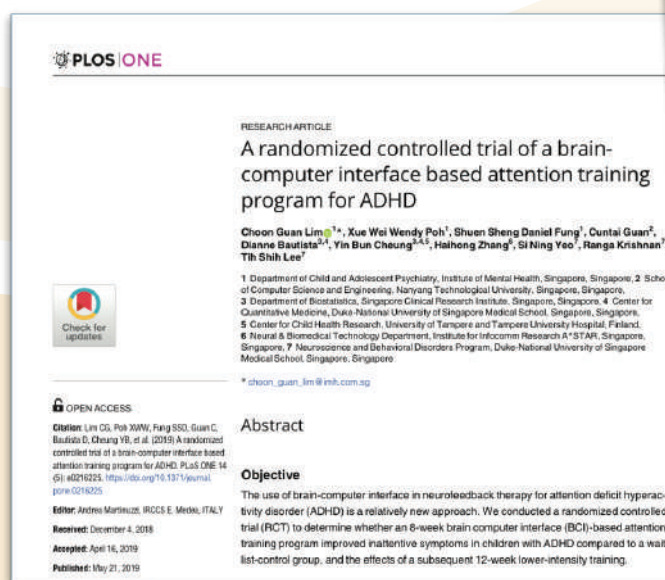
CogoLand is a digital attention training programme for ages 7-12, using neurofeedback with a non-invasive Brain-Computer-Interface (BCI) game.



# Our Solution

CogoLand is a patented digital attention training programme based on Brain Computer Interface (BCI) technology developed through a decade's worth of extensive research, complementing mainstay ADHD treatments.

It uses BCI-based games to help children to focus better and it has been demonstrated in large scale randomized clinical trials that involved 172 ADHD children to be effective, showing promising and robust results. Furthermore, Functional Magnetic Resonance Imaging (fMRI) scans of these children showed positive post-training effects observed in the brain areas associated with attention and task orientation. These results are published and recognised in the prestigious journal "Nature - Translational Psychiatry".

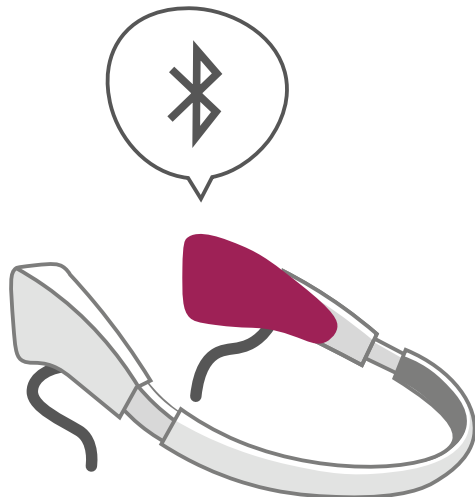


01

## Portable kit

Neeuro has packaged the solution into a portable kit that is easy to use and functions independently.

It consists of a wireless EEG headband 'Neeuro SenzeBand' and the CogoLand mobile app.



02

## Read Brainwaves

The CogoLand mobile app will be paired through Bluetooth with Neeuro SenzeBand. The brainwaves (EEG signals) are monitored safely and passively through it.

03

## Detect Mental States

Machine learning algorithms will capture the mental states of the participants based on their brainwaves, and subsequently drive various challenges within the game.







# Onboarding

In this phase, the clinician will introduce the training programme to participants and this onboarding process will include the setup, training schedule and calibrating a personalised attention model for each participant.



01

## Introduction

The clinician will explain the details of the programme, its purpose, training schedule, as well as other relevant information and instructions.

02

## Training Schedule

The training schedule will be agreed upon between the clinician and participant, which will span across 24 sessions.



03

## Calibration

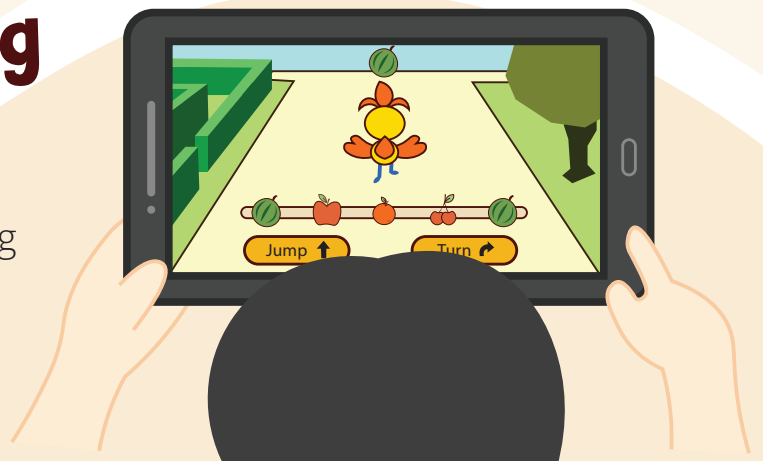
A calibration session will create a personalised attention model for each participant. This calibration process will be supervised and guided by the clinician.

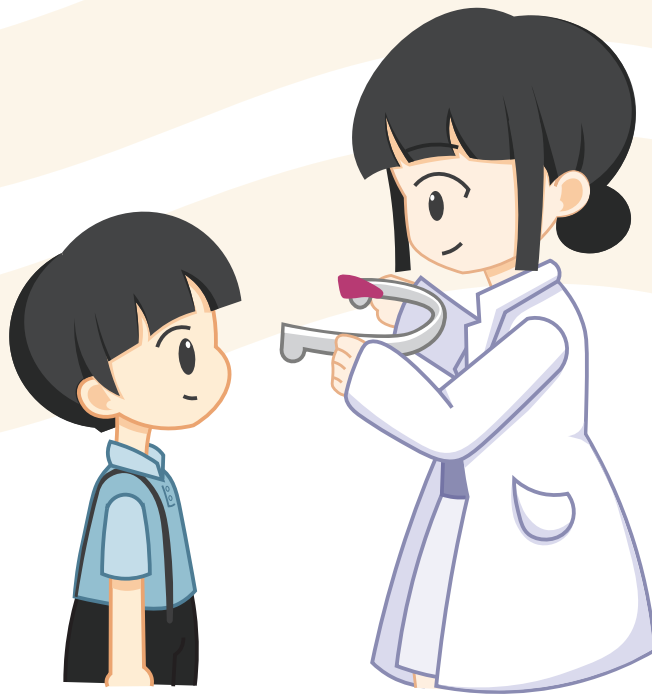


04

## Ready For Training

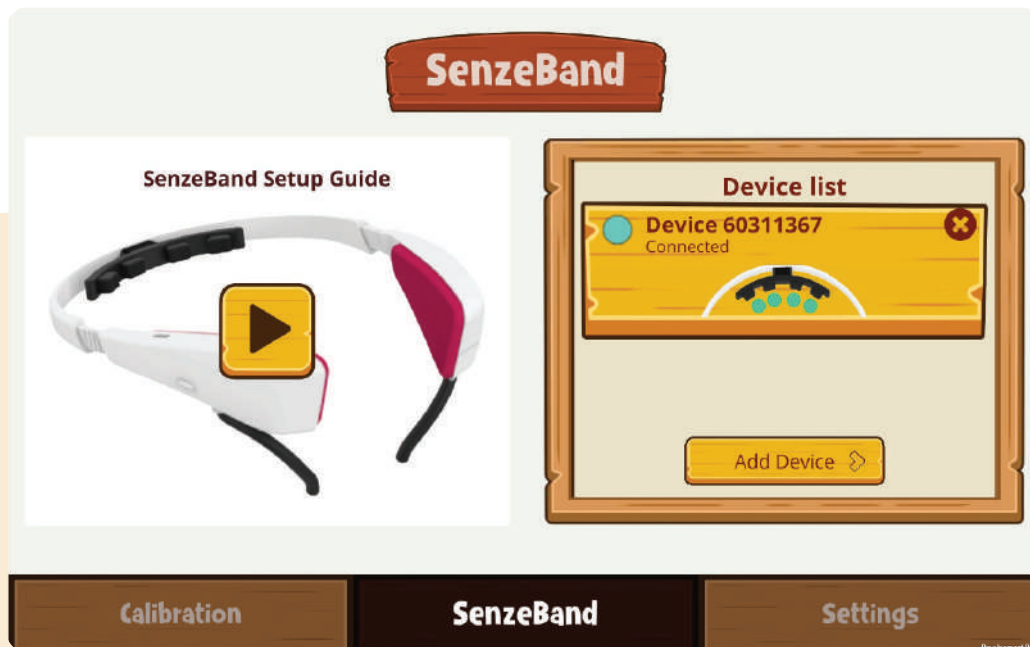
Once the introduction, scheduling and calibration is completed, the participant is ready to begin training on the CogoLand mobile app.





## Play CogoLand Games

The training phase is conducted through BCI game sessions, supervised by the clinician or participant's parents throughout the training programme.



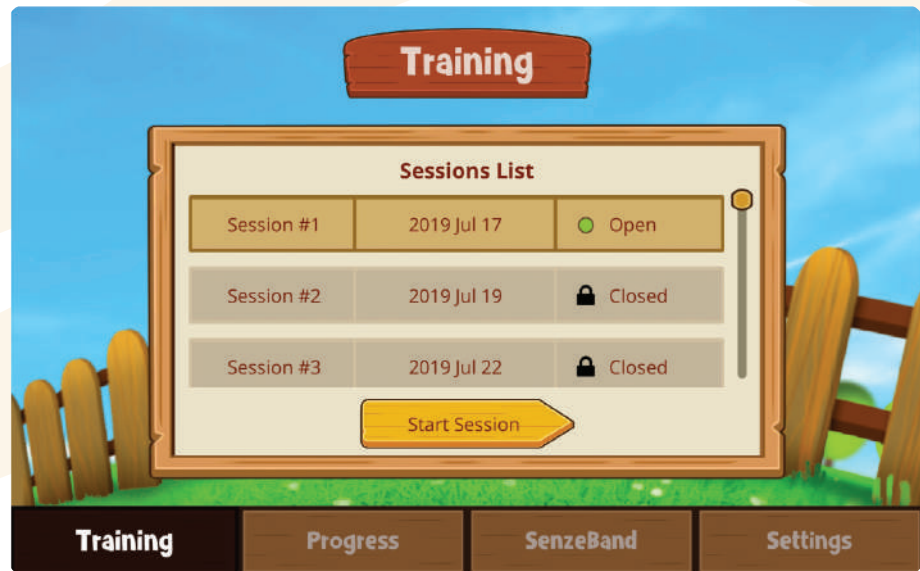
01

## Connect Neeuro SenzeBand

To get started, the Neeuro SenzeBand has to be connected to the CogoLand mobile app before starting each training session and should be worn throughout the duration of the training.

02

## Select Session



In the training menu, sessions are made available according to the schedule set. Participants are encouraged to engage in sessions according to the schedule on a regular basis.

03

## In-game Session



Each training session consists of 2 game activities. The duration of each activity is 10 minutes and has different levels of difficulty. Some sessions would include an additional MCQ quiz.

04

## Post Session

After completing a session, results are shown and updated on to the system. Details of upcoming sessions are listed according to the schedule.



# Game Activities

Game activities are classified into 3 different levels of difficulty: Basic, Intermediate and Advanced. The level of difficulty increases as the participant completes different training sessions.

01

## Controls



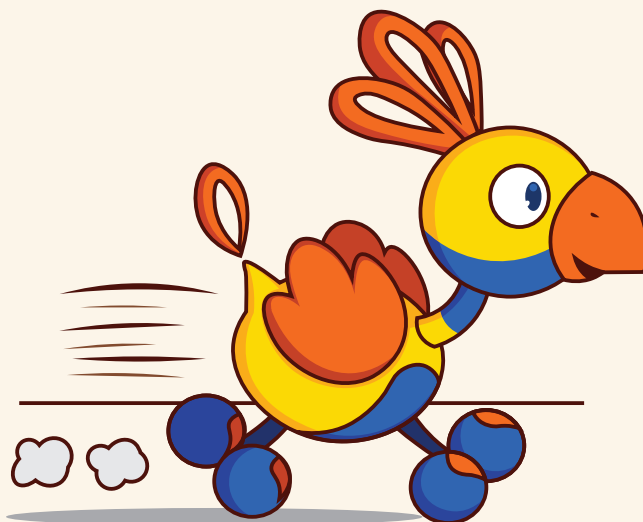
Through BCI, the participant moves the avatar according to his level of focus. With more focus, the faster the avatar moves. The participant can also tap on the on-screen controls to activate other movements such as jumping and turning. These movements are essential to fulfilling the objectives of the game activities.



02

## Basic

The participant needs to focus on the avatar for it to run as far as possible.



03

## Intermediate

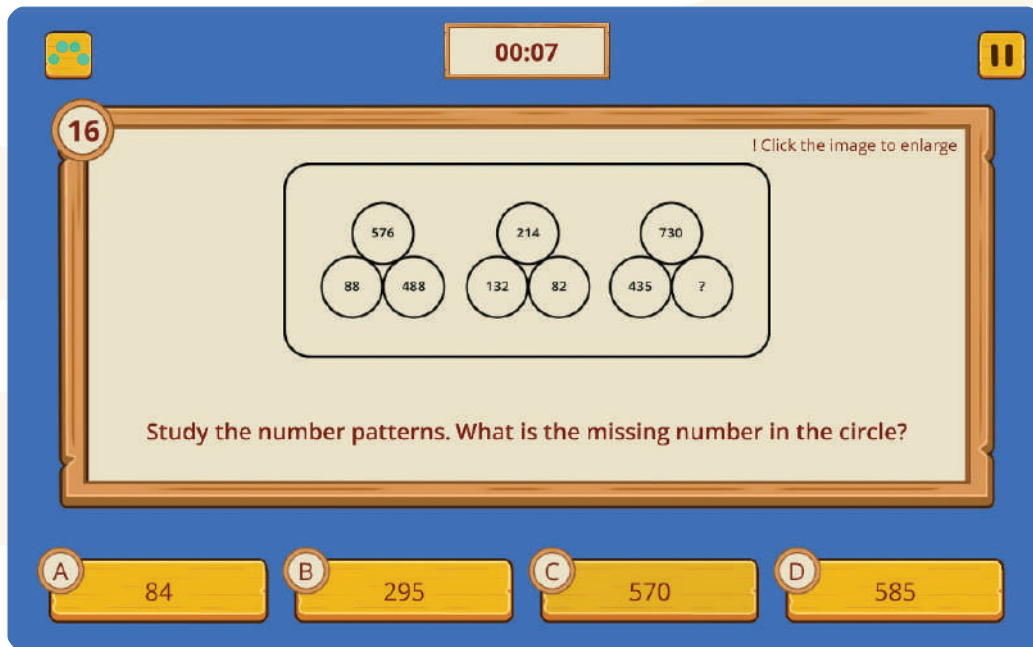
In this level, the objective is to collect as many fruits as possible from a given list while still maintaining focus.

04

## Advanced

Similar to the Intermediate level, the participant now has to collect as many fruits as possible, but in the correct sequence.





## MCQ Quiz

Each multiple-choice quiz consists of 10 English and 10 Mathematics question. Participants are given 30 minutes to complete the quiz.



## Results

At the end of each activity, participants can review his/her performance. This helps in understanding his/her progress and identify areas of improvement.



# Training Progress

The progress menu allows participants to compare their performance across various sessions, helping them to understand their progress and areas for improvement.

# Contact Us

[www.neeuro.com](http://www.neeuro.com)

[contact@neeuro.com](mailto:contact@neeuro.com)

\*This programme is available by invitation only.

