ABSTRACT

TITLE:	Discerning Which Video Game Genre Utilized as a Therapeutic Tool for Treating Patients With Alzheimer's Disease is the Most Effective
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ABSTRACT: While video games have been studied with much negative scrutiny for years, they have actually been proven to have positive effects on patients suffering from Alzheimer's disease. However, due to the nature of the studies it has been difficult to suggest why they are so helpful. To fully understand why it does help patients regain some cognitive functionality I am proposing a study that examines how exposure to 10 hours of game play a week for five genres of video games (action-FPS, action-platformer, strategy, RPG, and puzzle) will help patients perform on a set of four cognitive tests (memory, reasoning, visuospatial skills, and motor response skills). According to the research it appears that the strategy group will perform the best overall on the four cognitive skills with other certain groups performing individually better in a specific cognitive task.