

**Test Name: ColorsAreSame**

**Purpose of This Test:**

This test is designed to strengthen the clients' visual scanning ability and short term memory capability.

The test builds the following cognitive skills:

- Alternating Attention
- Response Inhibition
- General Attention
- Visual Scanning
- Visual Processing Speed
  
- This test supports Normal test mode, Streak test mode, and Re-Queue test mode.
  - 1- Normal test mode – This test mode means the client is progressing through each complex level without excessive wrong responses.
  - 2- Streak test mode – This test mode means the client has progressed through at least a given difficulty level and is having problems getting through the next higher difficulty level. The test will move the client to the previous difficulty level and while in this level if the client is responding with a calculated number of wrong responses, the test will automatically show four consecutive right answers. If the client successfully responds correctly to these screens then the test returns to the Normal test mode.
  - 3- Re-queue test mode – If the client, while in the streak mode

makes an incorrect choice, the test will move the client automatically into this test mode which will move the client to next lower difficulty level, and provide only correct answers for each screen for this complex level, and then will do the same for the next higher complex level. Until the client returns to the difficulty level where they first experience problems getting through the difficulty level.

This is the home page presented



There are three icons:

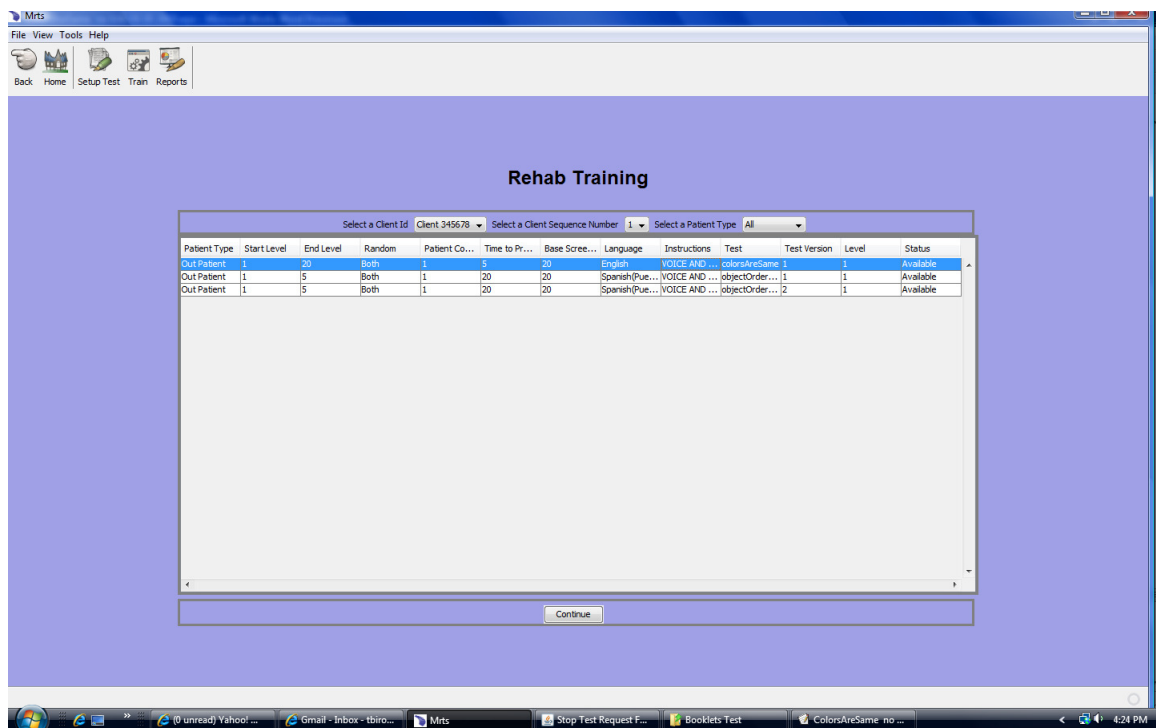
**Setup Test** - This allows you to set up a client and then create the test for the client to take. There are no limits on the number of clients you can set up or the number of tests you can create from

them.

**Train** - This will show you all the tests with defined parameters that have been set up for each client.

**Reports** - This will show you all the reports that have been created that show the various details about the results of each test the client has taken.

To have the client take the test press the Train icon at the top of the home menu. And the following menu is displayed.



The Rehab Training menu will show you, by client id, all the tests that have been set up for the client.

**Select a Client Id** from the drop down.

**Select a Client Sequence Number** - The default is 1.

**Select a client Type** - From the drop down select the available client types.

The client that was selected has only been set up to take the test as an outpatient.

There may be other client types available in the future, such as inpatient and remote. Remote means the client is either taking the test from home, a training center, or some other location.

Highlight the test that you want to give to the client and press continue.

The introduction video will be played in the language that was chosen for the instructions.

The headings for the menu:

**Client Type** - The client type default is outpatient.

**Start Level** - This is the complexity level the test is to start.

**End Level** - This is the complexity level the test is to end, if this level is reached prior to the Test Time Limited expiring.

For the ColorsAreSame test the maximum end complexity level is 20.

**Random** - Indicates which part of the computer monitor the

presentation material will be presented to the client. The default is Both which means the material will be displayed using the whole monitor screen.

**Client Condition** - This is the mental condition of the client. The default is 1, which indicates moderate mental condition.

**Time to Process** - This is the time, in seconds, the client has to respond to the information provided on the computer monitor. For this test the time is a default of 5 seconds per screen.

**Base Screen Number** - This is the number of screens to display for each complexity level. The default is 20 screens and the rules for the client to advance to higher complexity levels are:

For start complexity level - The client must get 40 percent of the base screen number correct, or 8 correct responses will advance the client to level 2.

For complexity level 2 until the end complexity level is reached - The client must get 80 percent of the base screen numbers correct, or for this test it will require the client to respond with 16 correct responses and then the client will advance to the next complexity level.

For the end complexity level - The client must get 90 percent of the base screen number correct, or for this test it would require 18 correct responses to complete the test.

**Language** - This is the language in which the instruction video and all text and voice test instructions are presented to the client.

**Instructions** - This indicates whether text only, voice only, or text and voice instructions are provided. The default is text and voice instructions and these will be presented to the client. The instructions are in the language chosen for the test.

**Test** - This is the name of the test

**Test Version** - This is the number of times the test has been set up for the client. It allows the client to take a completed test more than once.

**Level** - This is the current complexity level that the test will start. Since the client may stop and start a test as often as they are allowed to do, it is helpful to start the test at the same complexity level as when the test was stopped.

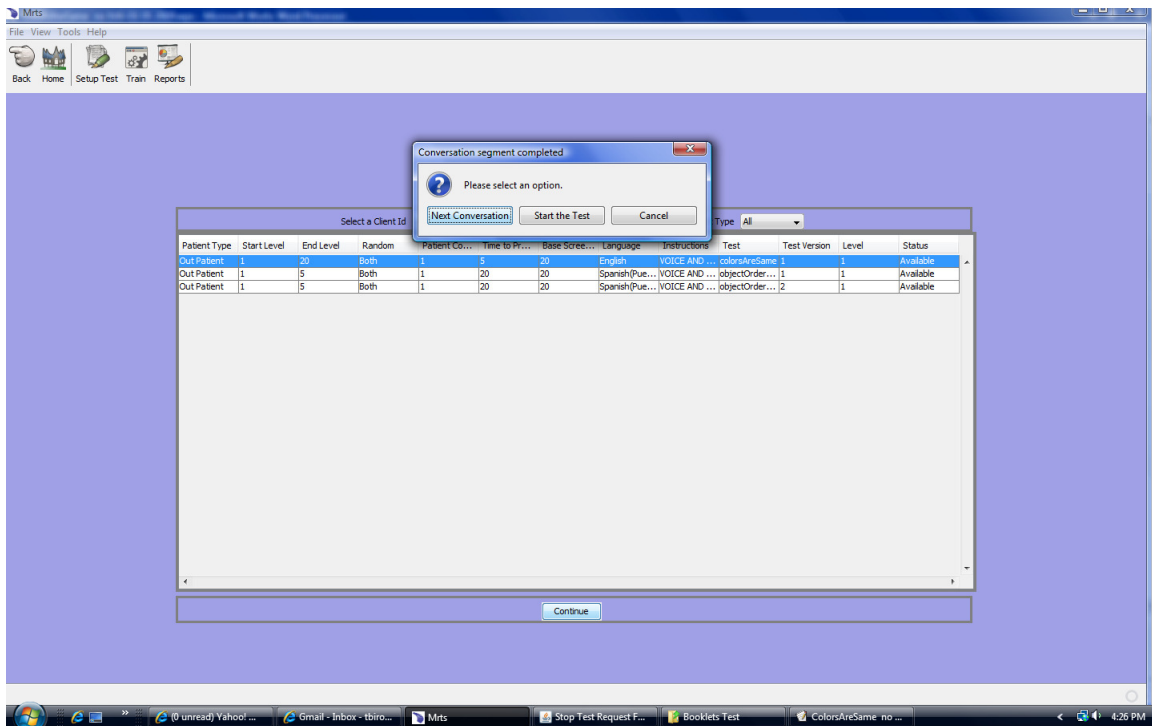
**Status** - This is the status for the test, the status can be:

Available - This means the test has not been started

In Progress - This means the test has been started by the client and has been stopped. The test will start at the complexity level as indicated in the Level column.

Completed - This means the test was completed, either by the client completing all complexity levels or the Test Time Limit has expired and the client has responded with an incorrect response. The test will not end when the Test Time Limit has expired until the client enters an incorrect response.

After the video instructions are completed there will be a pop menu with three options as shown below.



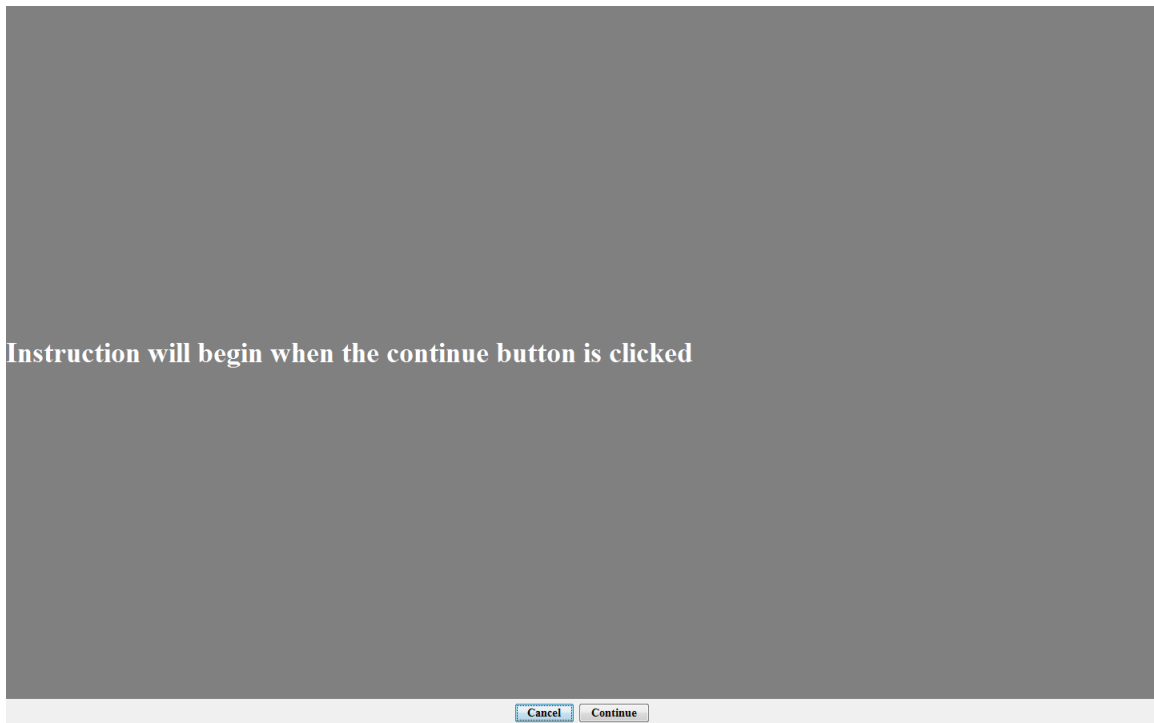
The three buttons are:

**Start Conversation** - This button will replay the introduction video.

**Start the Test** - This button will start the test

**Cancel** - This button will cancel the process.

Pressing the Start the Test button will display the following:



When the continue button is selected the test instructions will be presented to the client in the language as defined in the previous menu.

The cancel button will cancel the process.



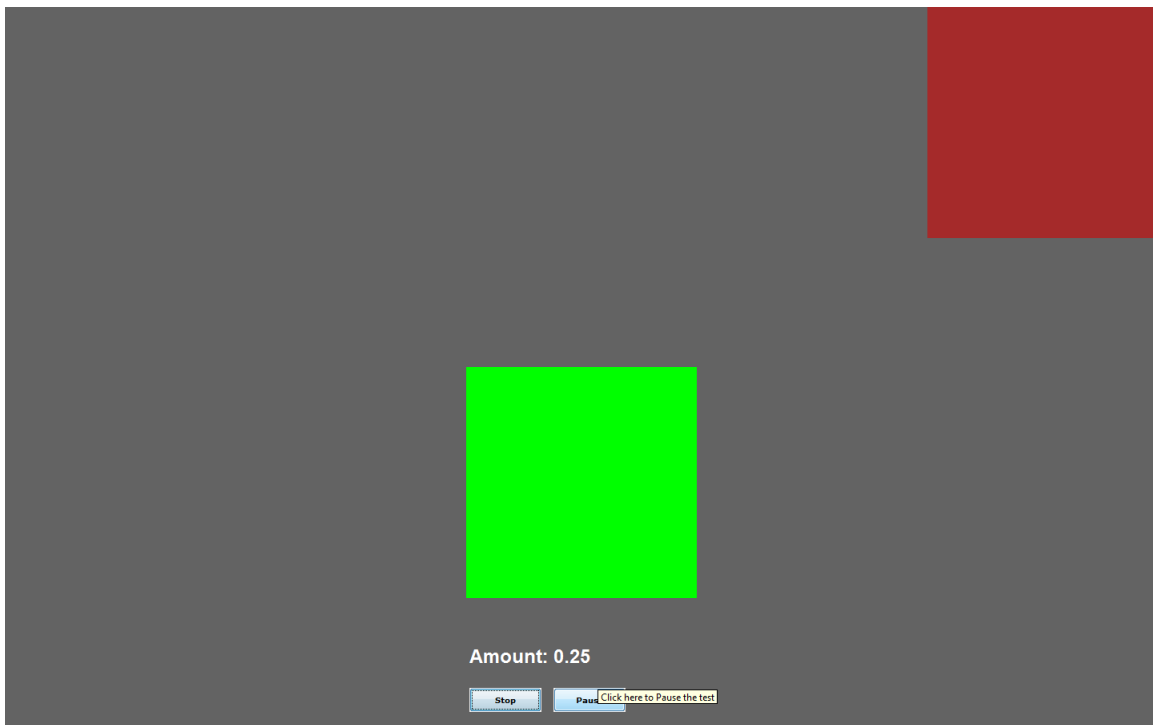
This test measures your ability to control responses. You will see a colored square in the center of your screen. Study the square. A second square will appear on the screen. If the colors are the same click your mouse, if the colors are different do nothing. The screen will refresh and place another colored square in the center of the screen. This pattern will continue until the end of the test.

.....THE END

The above are the English instructions for the test. The instructions are given in text and voice.

These instructions are repeated between every complexity level.

The following is a sample of images the client may see on the screen.



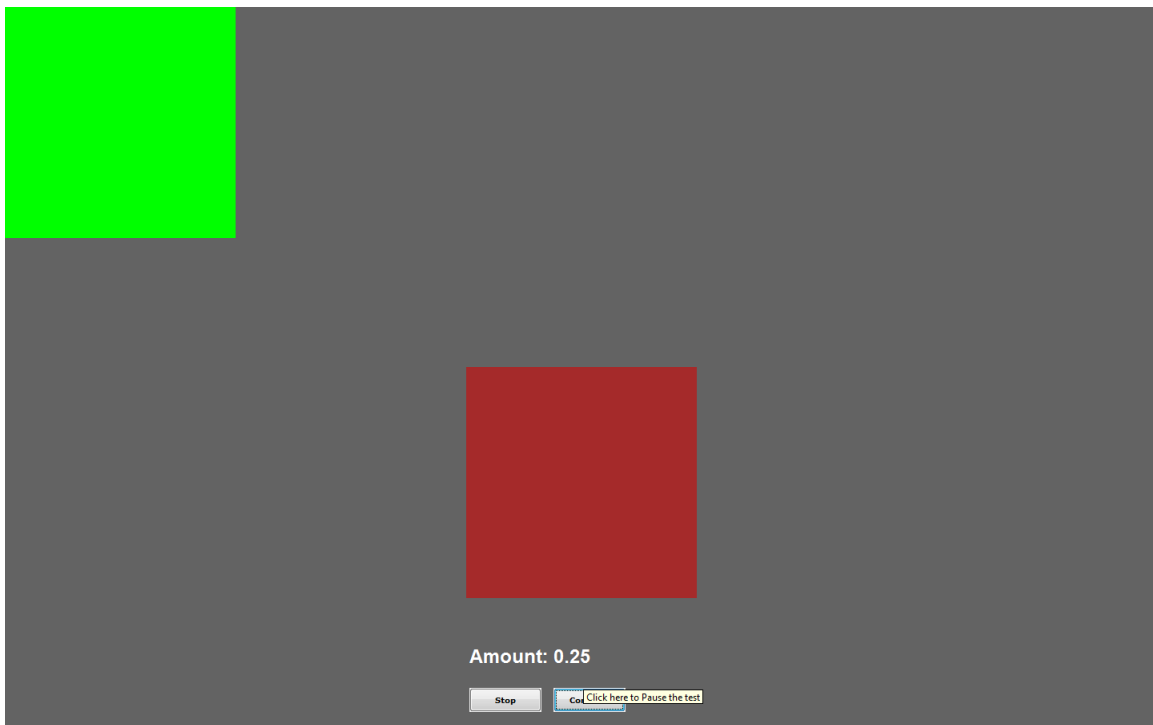
During the test the client may stop the test by pressing the stop button at the bottom of the screen. The following menu will be displayed. The reason for stopping the test should be selected from the drop down. Then press the Save button.



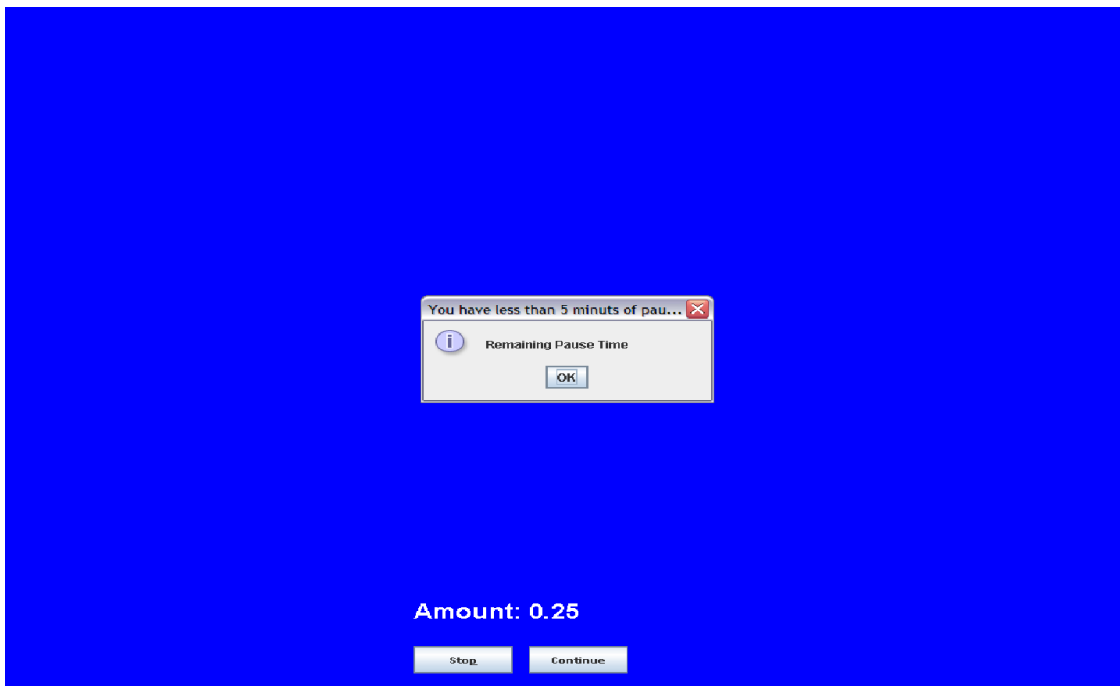
The reason for stopping the test will be stored and will show up on the reports.

The menu shows the current level, end level and the remaining time in seconds of the Test Time Limit. The Test Time Limit set for the test at the time the test was set up is converted into seconds.

During the test the client may pause the test. When they press the pause button the button will toggle to Continue.



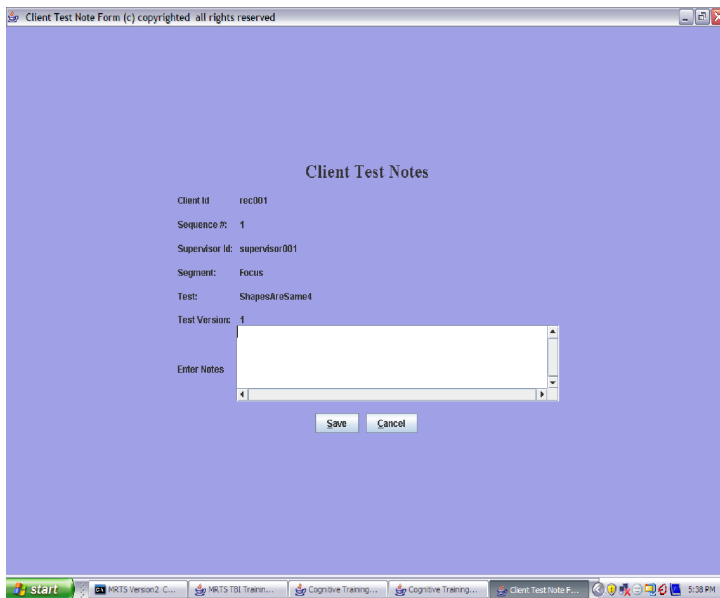
The pause will last until the continue button is pressed but will expire after 15 minutes. At this time a pop menu will be shown reminding the client and/or others that the pause will last 5 more minutes.



If the test is not continued and the 5 minutes run out, the test is stopped with the reason for stopping set to **Pause Time Expired**. This will show on the reports that are created for the client.

When ever the test is completed the client will be required to send the doctor a note by the pop up menu that is displayed when the

When the patient has completed a test the following screen is displayed to allow the patient to send the doctor a note: The note is required and any comment can be entered.



Once the note is typed pressing the Save button will store the note.