

Test Name: *ObjectOrderRecognitionConstant*

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

There are pictures displayed on the screen one picture at a time. The pictures stay on the screen until all five images are displayed. The images will then be removed from the screen and ten images will be displayed in a group. The client is to drag the five images to the boxes at the bottom of the screen. Moving from left to right in the order the images were originally displayed on the top of the screen.

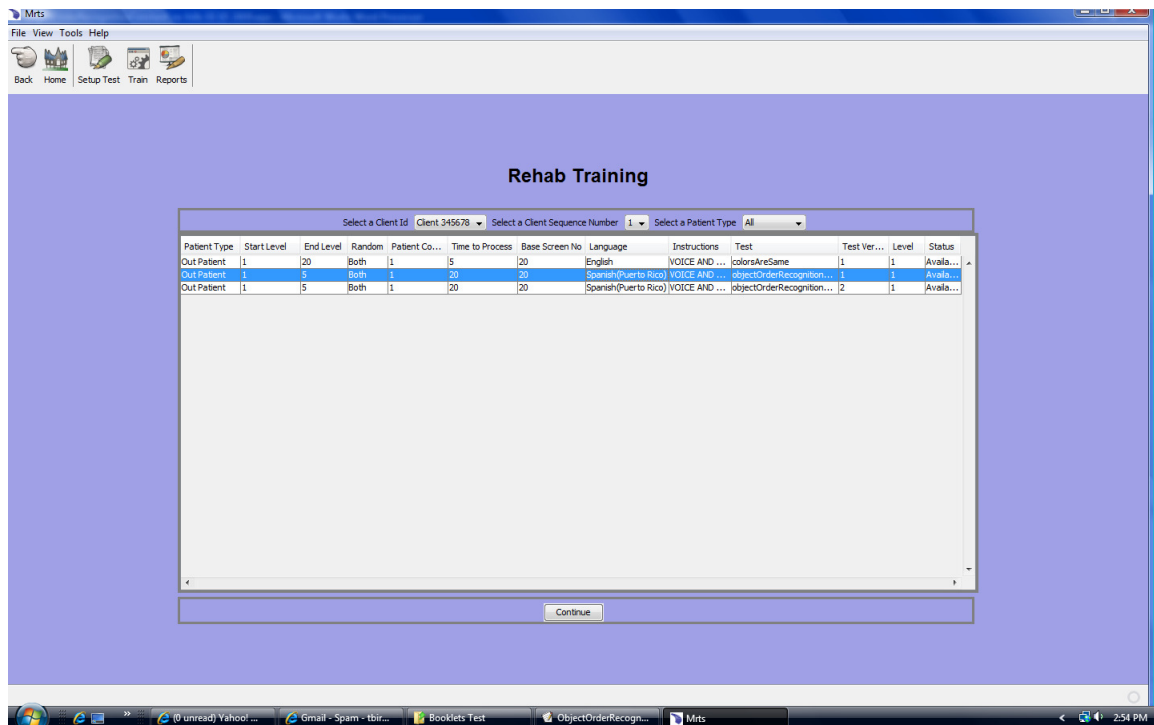
- This test supports Normal test mode, Streak test mode, and Re-Queue test mode.
 - 1- Normal test mode – This test mode means the client is progressing through each complex level without excessive wrong responses.
 - 2- Streak test mode – This test mode means the client has progressed through at least 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 difficulty level where they first experience problems getting through the difficulty level.

This is the home page presented

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. Highlight the objectOrderConstant

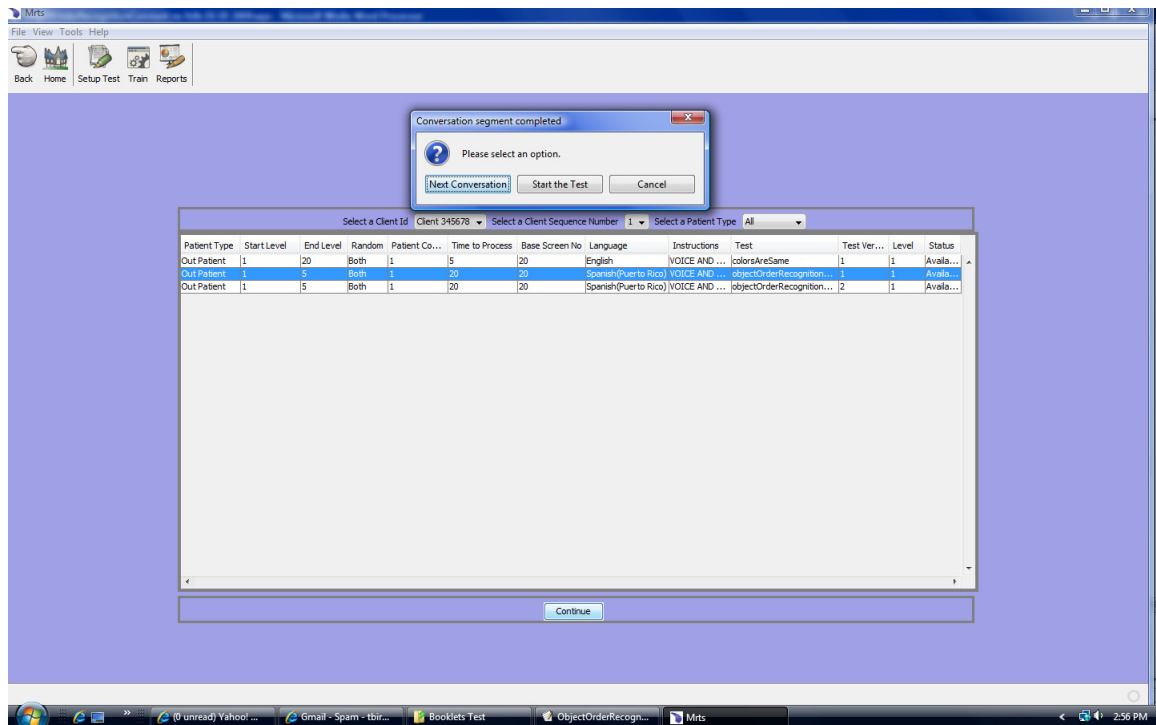
Select a Client Id from the drop down.

Select a Client Sequence Number - The default is 1.

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

Press the Continue button and the Introduction video in will be played in the language chosen for the test instructions.

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



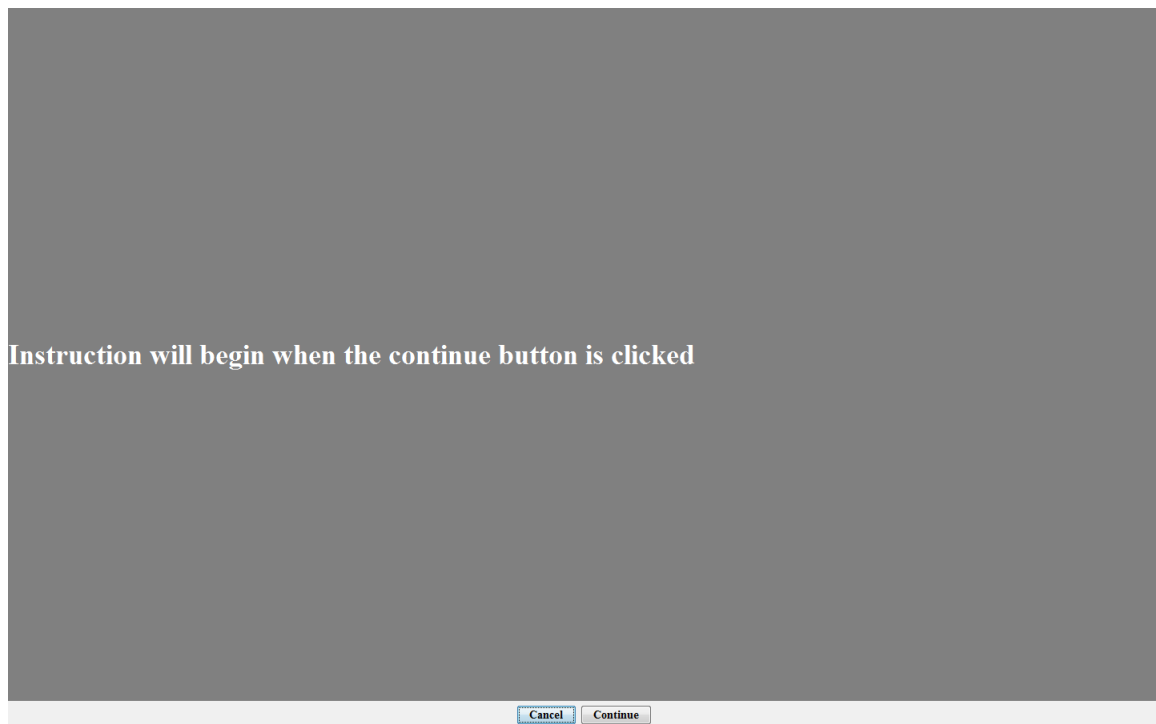
The three buttons are:

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.

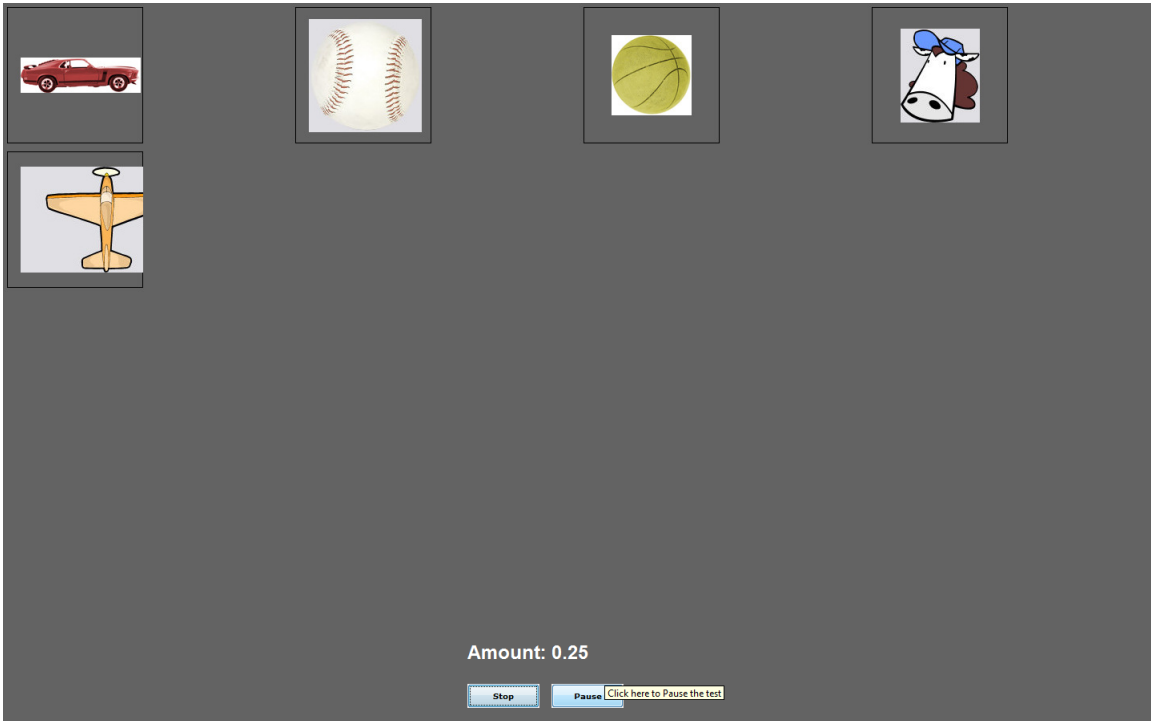
Esta prueba mide su habilidad para reconocer el orden en que ciertos detalles son presentados en la pantalla. Estos seran presentados uno a la vez. Su tarea consistira en estudiar no solo los objetos presentados sino tambien el orden en que fueron presentado en la pantalla. Despues se le pedira que seleccione de entre una serie de objetos aquellos que fueron presentados al principio y en el correcto orden en que fueron presentados.

.....THE END

The above are the Spanish 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.

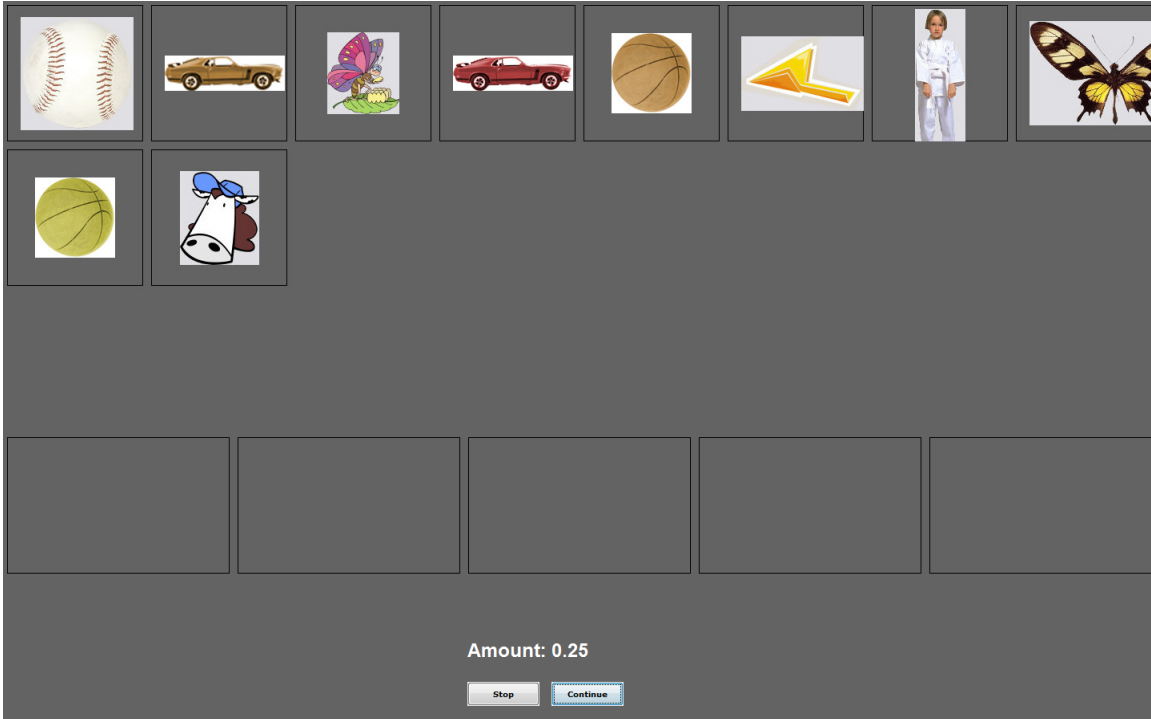


The reason for stopping the test will be stored and will show up on the reports.

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.

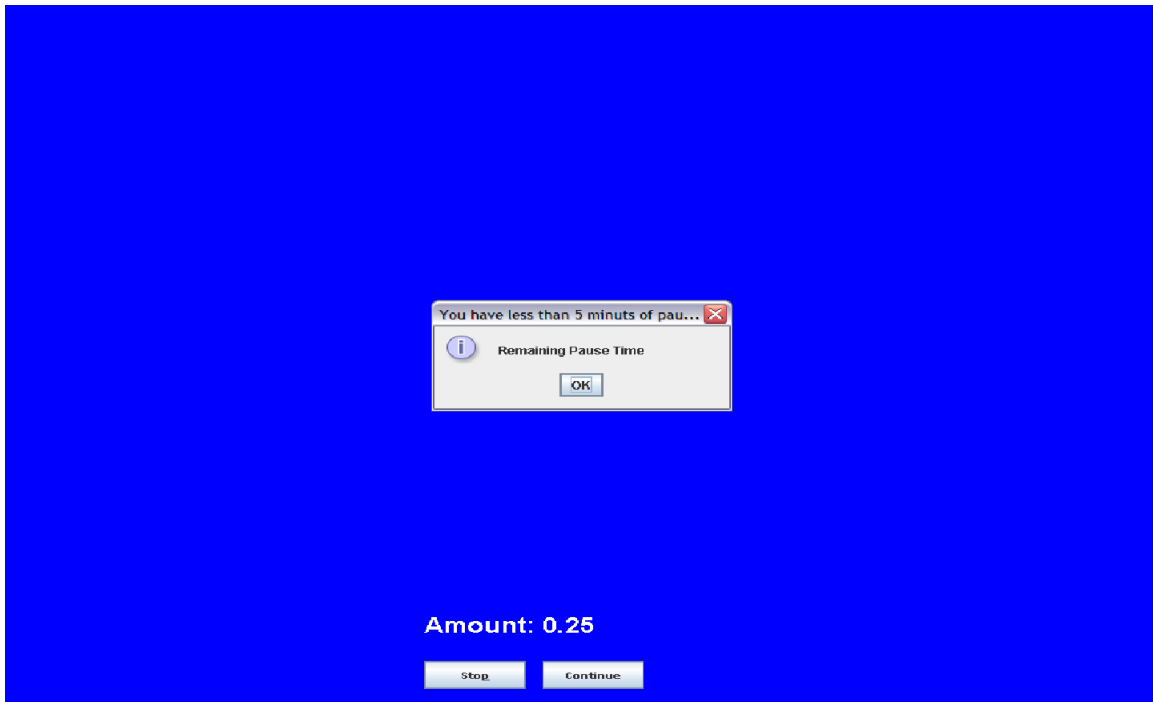
The test will display the five images shown plus five more random images. The client is to drag the images seen previously, in the order the images were displayed onto the screen to the boxes at the bottom. They have the Time to Process, which is 20 seconds for this test as defined in the Rehab Training Menu.

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



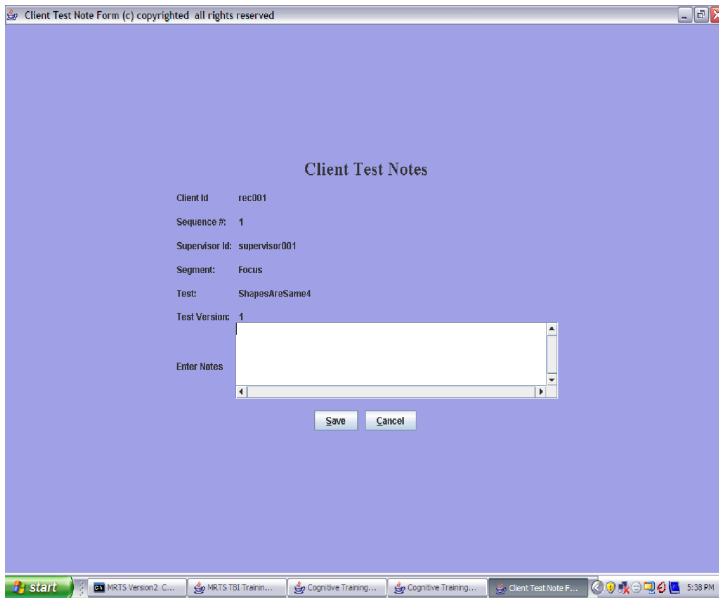
The pause will last until the continue button is pressed but will expire after 15 minutes. At this time a pop menu will be shown reminding the client and/or others that the pause will last 5 minutes more.

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 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.