

Test Name: Objarenotsme

Purpose of This Test:

This test is designed to strengthen the patients' ability to pay attention and to focus on objects that are displayed on the screen while distracter sounds and images are discretely played or displayed on the screen while the patient is involved with the test.

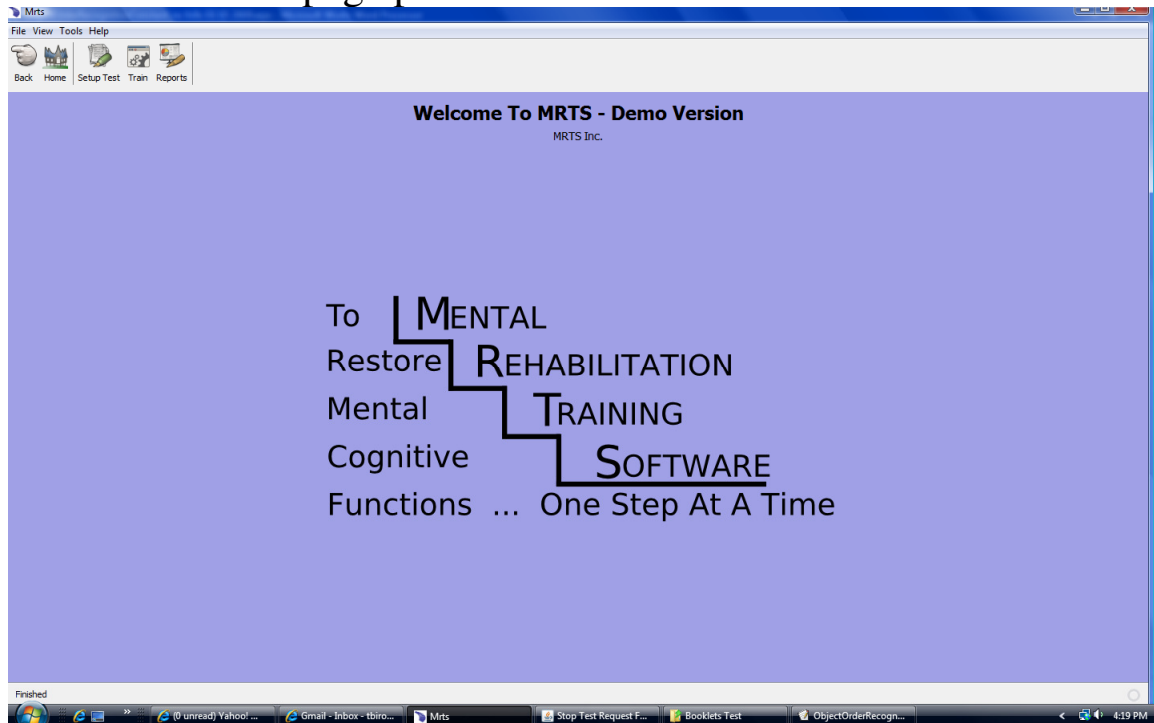
- This test supports Normal test mode, Streak test mode, and Re-Queue test mode.
 - 1- Normal test mode – This test mode means the patient is progressing through each complex level without excessive wrong responses.
 - 2- Streak test mode – This test mode means the patient has progressed through at least a given difficulty level and is having problems getting through the next higher difficulty level. The test will move the patient to the previous difficulty level and while in this level if the patient is responding with a calculated number of wrong responses, the test will automatically show four consecutive right answers. If the patient successfully responds correctly to these screens then the test returns to the Normal test mode.
 - 3- Re-queue test mode – If the patient, while in the streak mode makes an incorrect choice, the test will move the patient automatically into this test mode which will move the patient 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 patient returns to difficulty level where they first experience

problems getting through the difficulty level.

The intent of the distracter is train the patient to ignore sounds and images around them as they use their visual scanning skills to complete the test.

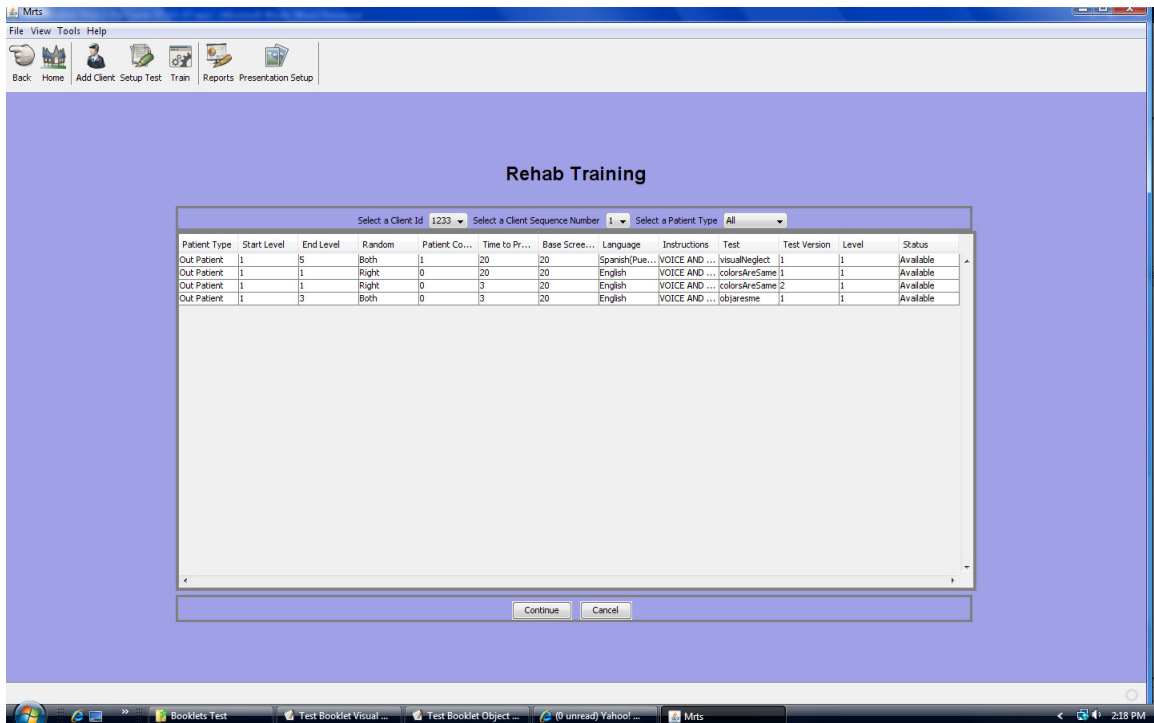
The number of distracters presented at any given difficulty level on any given screen during the test is managed by the doctor. The doctor can set a maximum of two distracters, one an image and one repeating sound, to be presented on the screen for any difficulty level for the test. The distracters can become more intense as the difficulty level of the test increases.

This is the home page presented



There are three icons

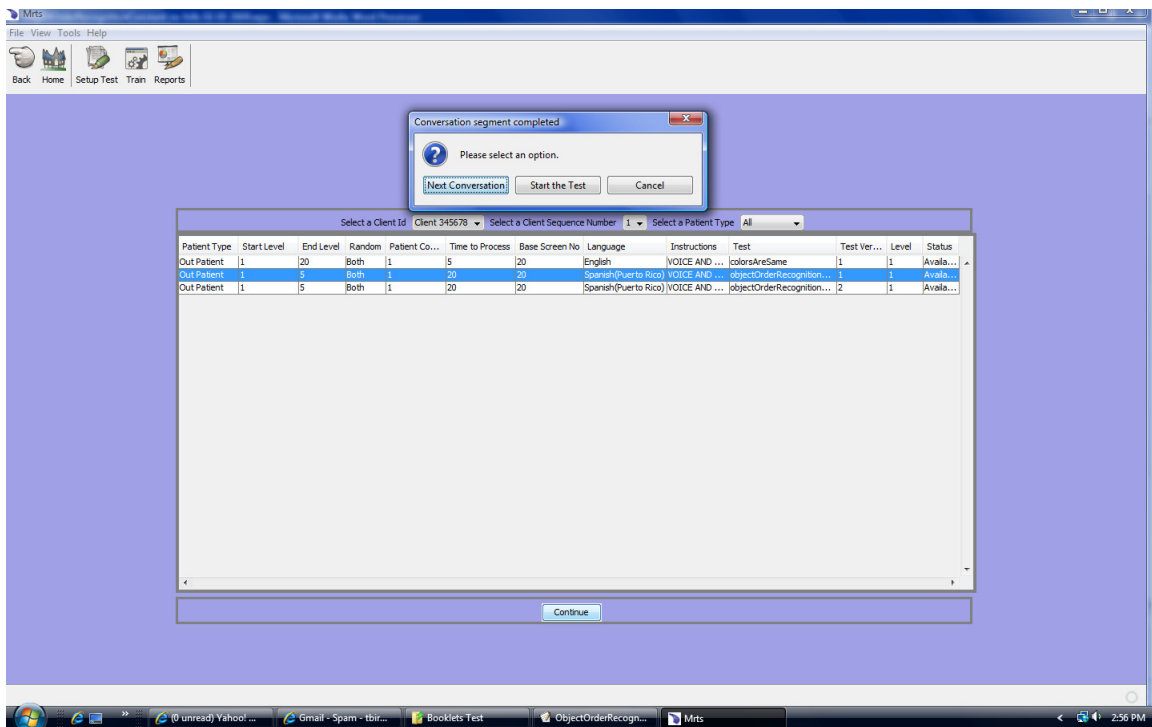
To run a test for the patient, go to the home page and select the Train icon. The following menu will be displayed.



This menu shows all the tests that have been setup for each client.

Highlight the test to present to the test and press the Continue button. The introduction video will play in the language selected for the instructions for the test.

When the video completes the following pop menu is presented.



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:

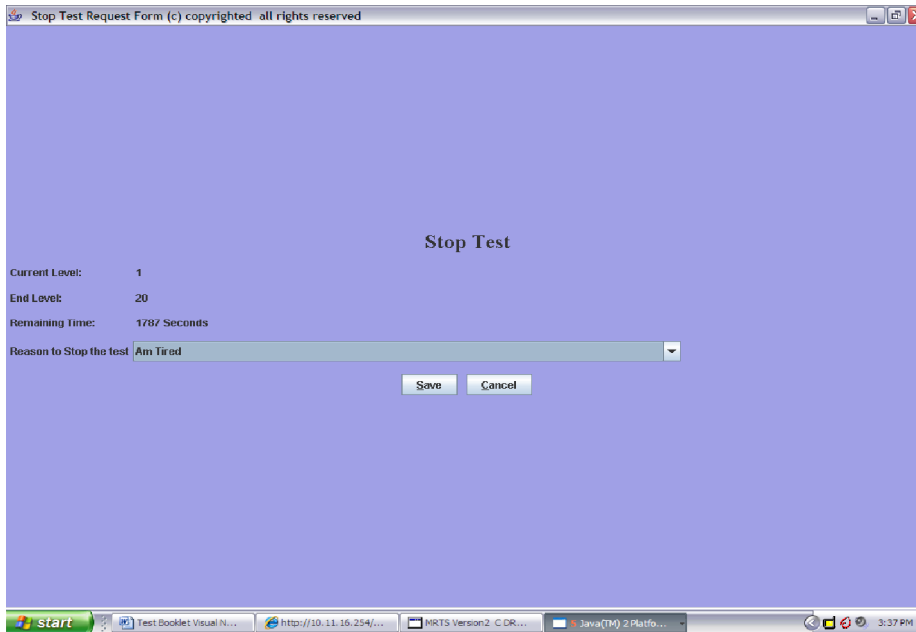
Instruction will begin when the continue button is clicked

Press the Continue button and the instructions for the test will be presented in the language selected for the instructions.

This test measures your ability to control responses. In the center of your screen you will see an object. A second object will appear. When the objects are the same do nothing. When the objects are different click your mouse. The screen will refresh and a new object will appear. This pattern will continue until the end of the test.

.....THE END

If the patient wishes to stop the test, press the Stop button at the bottom of the screen and a drop down of reasons will be offered. Once the reason is selected and the Save button is pressed, the test status is recorded and the test is stopped.



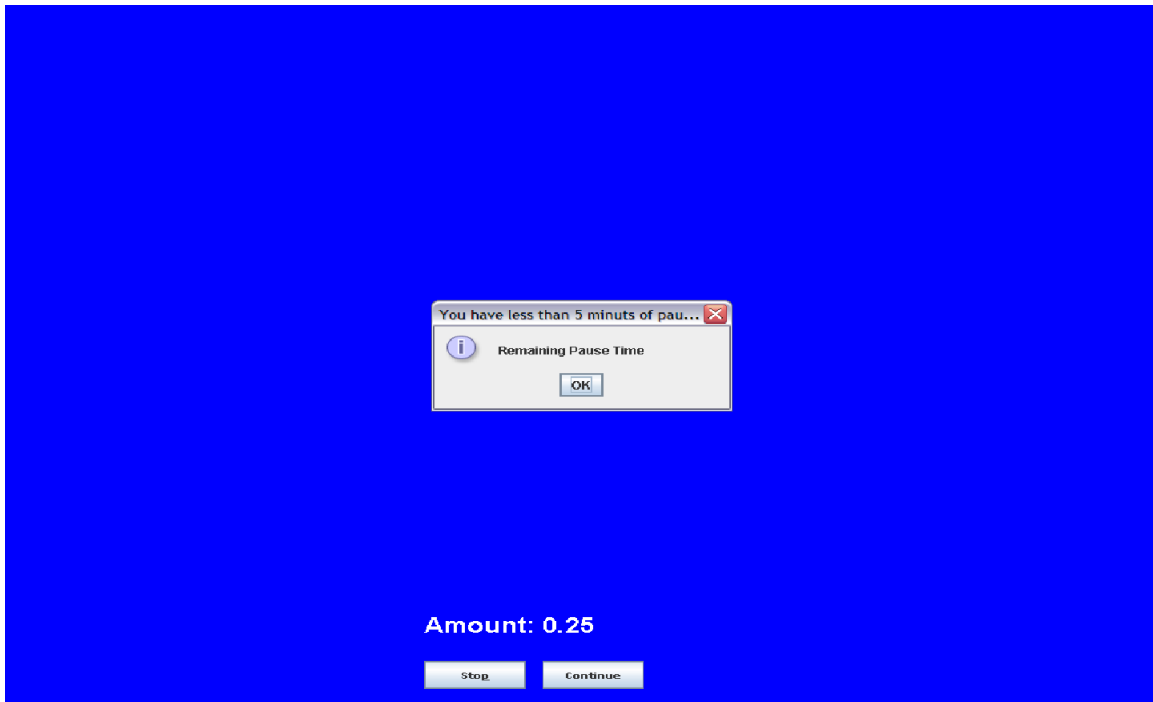
When the patient takes the test again the test will start on the same difficulty level the test was on when it was stopped but on the first frame for the difficulty level.

All of the instances of stopping and starting the test are appropriately recorded and reports may be obtained regarding these events.

Whenever the test completes, a note box is provided for the patient to send a note to the doctor. This note is recorded in the appropriate file and may be obtained via report.

If the patient wishes to Pause the test for any reason they should press the Pause button.

When the Pause button is pressed the button will toggle to continue and wait a maximum of 15 minutes. After 15 minutes a pop up

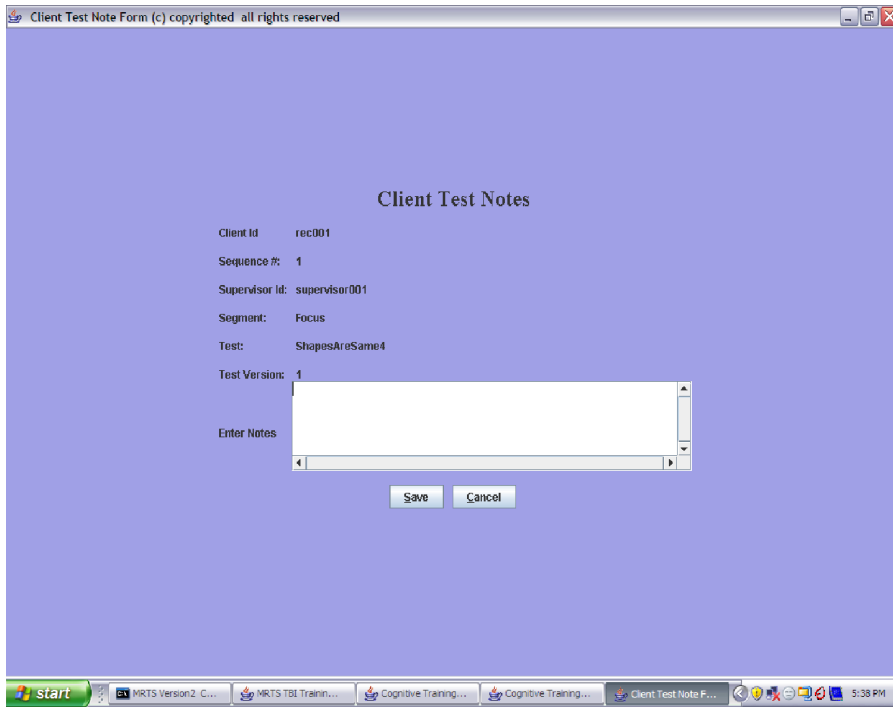


menu will be displayed informing the patient and others that in 5 minutes the test will be stopped. If after 5 minutes the test is still in the Pause state the test will be stopped with the reason for stopping set as “Pause limit expired” .

If the test is stopped due to excessive pause time, the test may be restarted at any time from the REHAB TRAINING menu. The test will start in frame 1 for of the difficulty level in which the test was at the time it was stopped due to the Pause condition.

When you press the Continue button it will toggle to Pause and the test will continue.

When the patient has completed a test the following screen is displayed to allow the patient to send the doctor a note:



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