

Test Name: Visual Neglect

Purpose of This Test:

This test is designed to strengthen the patients' visual scanning ability.

The test "Visual Neglect " builds the following cognitive skills:

- Alternating Attention
- Response Inhibition
- General Attention
- Visual Scanning
- Visual Processing Speed

There are letters displayed on the right side, left side, or across the screen, depending upon the Random option that was selected for the test.

There may be a distracter in the form of sound or an image discretely displayed on the screen at the same time the patient is scanning for the X's or O's, special characters, or numbers that are displayed over the letters.

The test material is divided into various levels.

Information on types of scan characters to look for by test level:

Level	Scan Characters	Combination Number
Number	Possible	Possible
1	1	X or O
2	2	X or O
3	3	X or O
4	4	X or O
5	5	X or O
6	1	Special Character
7	2	Special Character
8	3	Special Character
9	4	Special Character
10	5	Special Character
11	1	Number
12	2	Number
13	3	Number

14	4	Number
15	5	Number
16	1	X,O, SC, Number
17	2	X,O, SC, Number
18	3	X,O, SC, Number
19	4	X,O, SC, Number
20	5	X,O, SC, Number

During the first five levels of the test there are one to five combinations of X's and O's displayed within the letter string.

During the levels six through ten, there are one to five combinations of special characters displayed within the letter string.

During the levels eleven through fifteen there are one to five combinations of numbers displayed within the letter string.

During level sixteen through twenty X's and O's, or the special characters, or numbers are displayed within the letter string.

- 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.

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.

This is the home page presented



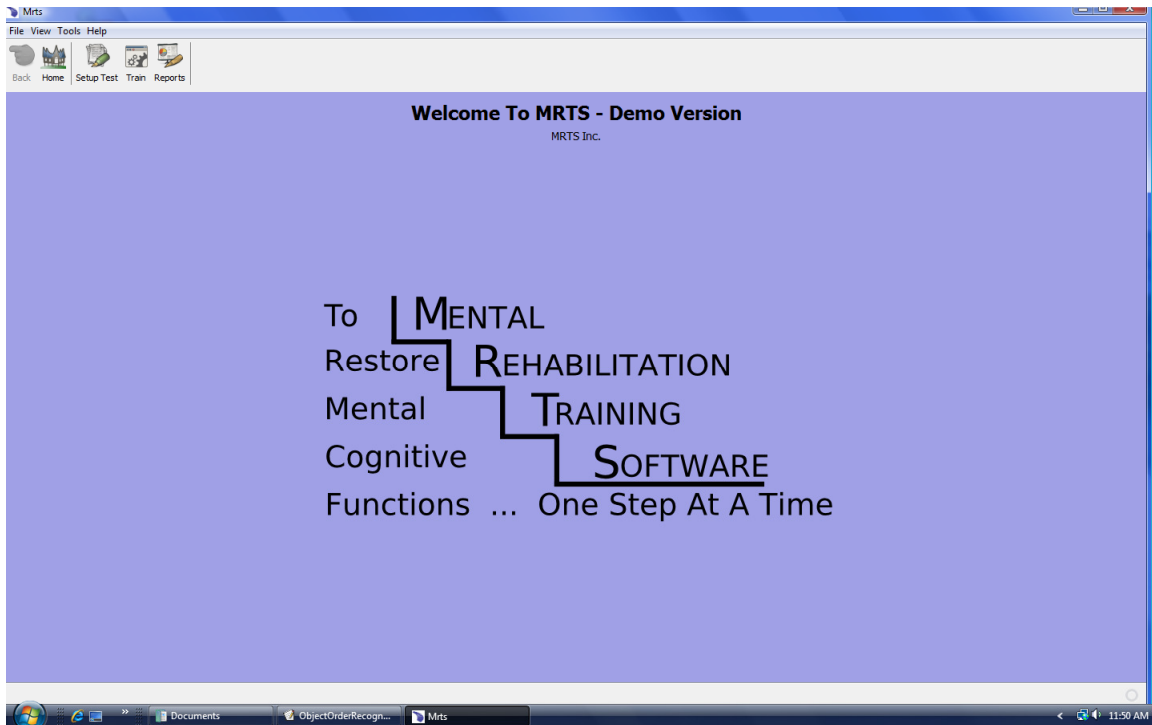
There are three icons:

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.

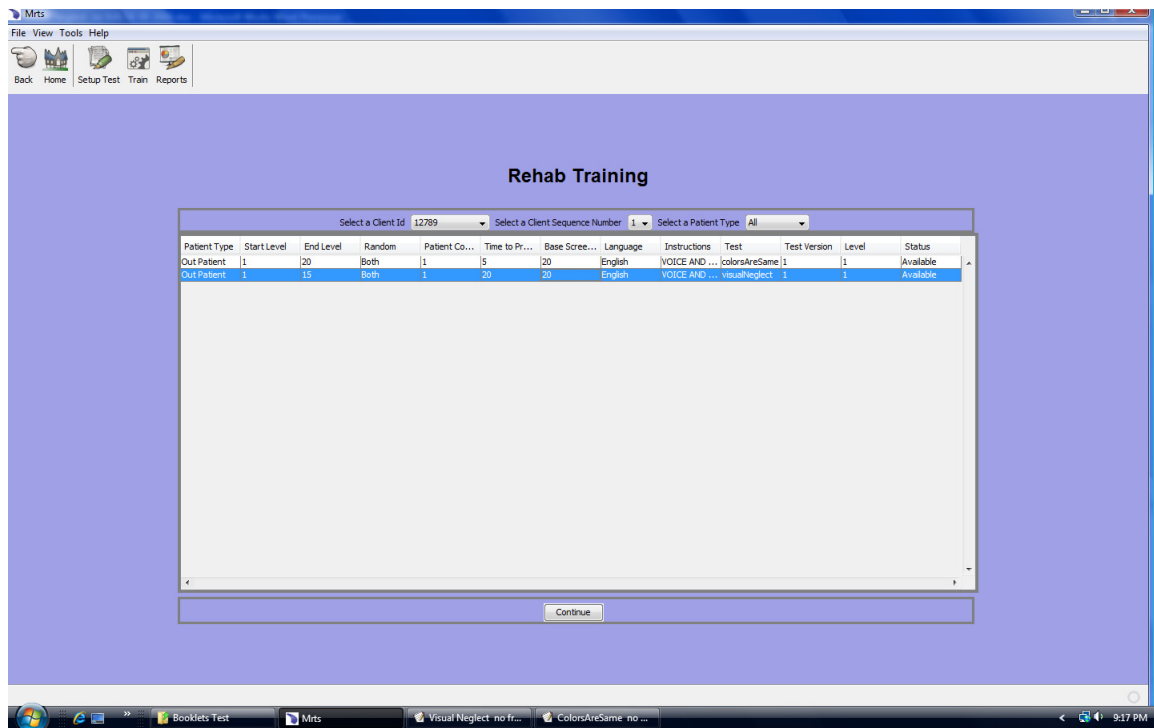
Reports - This will show you all the reports that have been created

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.

Highlight the test visualNeglect and press the Continue button.

The Introduction video will be presented in the language chosen for the test instructions.

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 visualNeglect 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 complex 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 rather 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.

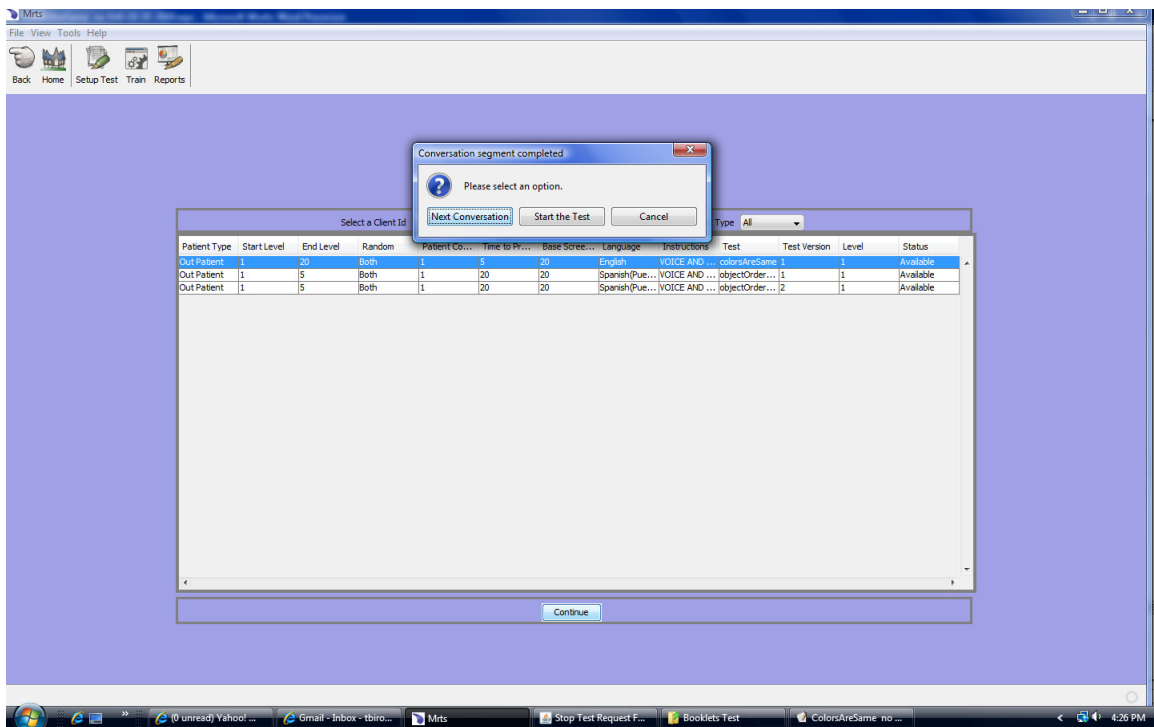
Status - This is the status for the test, the status can be:

Available - This means the test has not been started

In Progress - The 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.



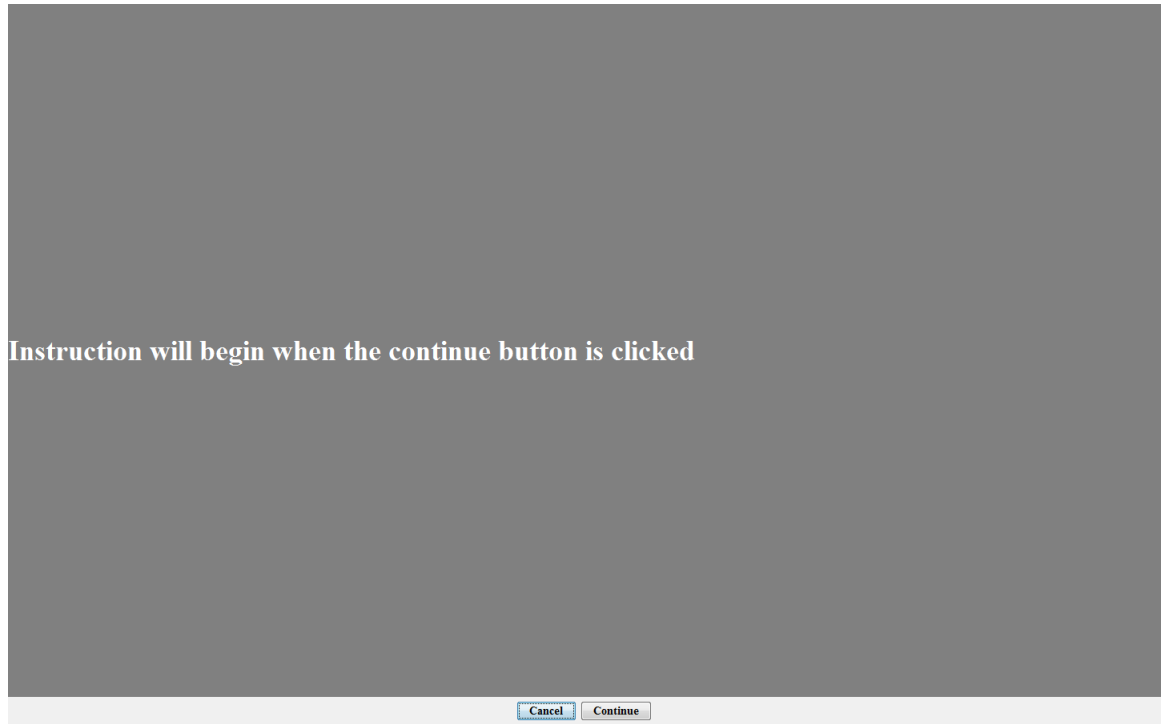
The three buttons are:

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

This test will measure your ability to see X's and O's placed on different parts of your computer screen. X's and O's will appear in one of the corners of your computer. Your task, use your mouse to highlight the X's and the O's from other letters that may appear with the X's and O's.

.....THE END

presented to the client in the language as defined in the previous menu. Remember, the instructions on what to look for X' and O', special characters, numbers, or combination will be presented based upon the following complexity levels. This is a copy from the front of this test booklet for ease of your use.

During the first five levels of the test there are one to five combinations of X's and O's displayed within the letter string.

During the levels six through ten, there are one to five combinations of special characters displayed within the letter string.

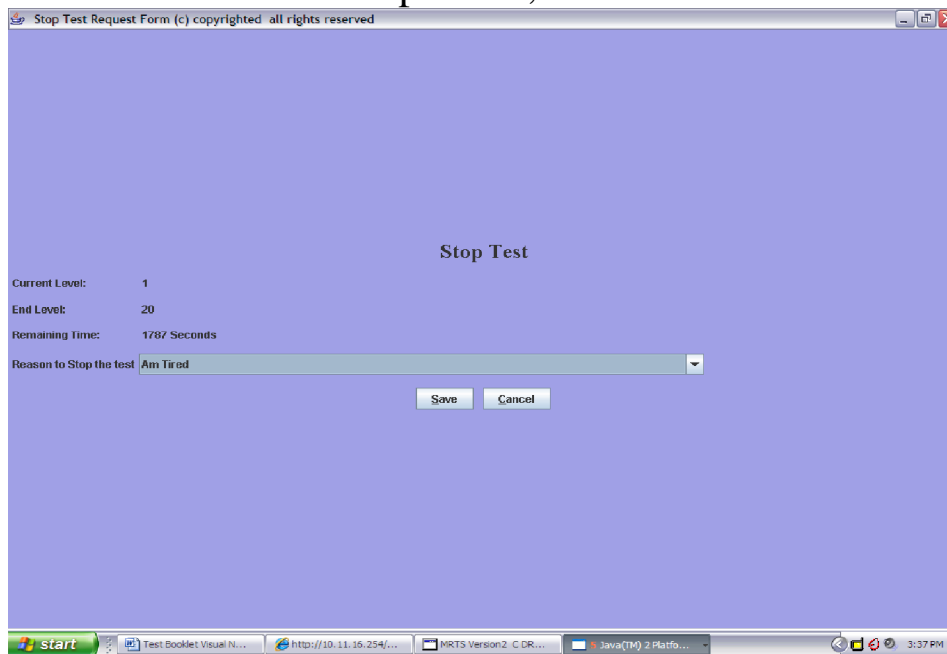
During the levels eleven through fifteen there are one to five combinations of numbers displayed within the letter string.
During level sixteen through twenty X's and O's, or the special

characters, or numbers are displayed within the letter string.

The client may stop and start the test as often as required, even across various days. Press the Stop button at the bottom of each screen and the following menu is displayed.

Use the Reason to Stop the Test drop down to select the reason for stopping the test.

If the Cancel button is pressed, the test will continue.



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.

Some more examples of screens the patient may see when they take the test.



As you can tell there is an O as the fourth character and the letter

string is displayed on the right side of the screen.

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



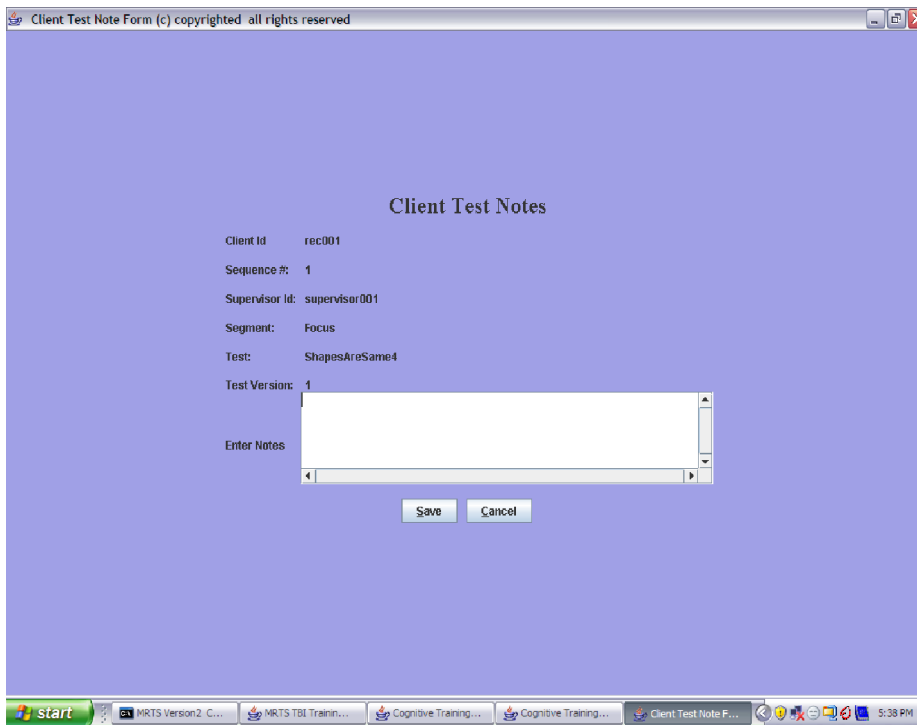
In this level number of the test shows the letter X twice and the client has correctly selected both prior to the process time expiring.

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.