



BCL5

5th Workshop on Brain, Computation, and Learning



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04 July | 09:00 – 10:30
Faculty Hall



Games for Cognitive Assessment

Abstract: Typically the word ‘game’ evokes a sense of frivolousness among the laity, a sense of trivialness, disdain, non-usefulness, stereotyped as entertainment and dismissed as shallow. However, such a stance reflects our collective slumber, an ignorance of the broader opportunities for value, meaning, and purpose that games can uniquely offer. Obviously, these novel games are different from the traditional games – although entertaining, these novel games are value-based, vision-driven, and impact-focused. In my talk, I will present and discuss the evidence behind the role of such novel games for cognitive assessment. I will discuss how our team at EvoReality is actively working to leverage games for dementia care and assessment in India. I hope that my narrative backed by scientific investigation will encourage and inspire you to look at games in a new light, so that together we can explore and bring to fruition the wonderful possibilities latent in novel games.