

# Cognitive Games for Healthy Elderly People in a Multitouch Screen

by: [David Facal](#), [Cristina Buiza](#), [Mari F. González](#), [John Soldatos](#), [Theodore Petsatodis](#), [Fotis Talantzis](#), [Elena Urdaneta](#), [Valeria Mart'inez](#), [José J. Yanguas](#)

In Proc. of the International Congress on Digital Homes, Robotics and Telecare for All (DRT4ALL) (20-22 May 2009) Key: citeulike:6726950

## Abstract

This paper shows the work carried out to develop cognitive training for healthy older adults based on the use of an integrated system of cognitive care. Aging produces changes on prospective memory, visual attention and bimanual coordination among other cognitive processes. For this reason HERMES Project seeks to reduce or to delay the normal cognitive decline that takes place in the elderly through active stimulation their memory. Besides, it has been developed considering the needs of older adults collected through a wide range of questionnaires, interviews, cultural probes and so on. Cognitive games of the HERMES Project have been built to promote the autonomy and independence of the user, sense of control and flow in the games. For these games, a novel, ergonomic and motivating multi-touch interface is employed, which is in-line with the recent wave of surface computing applications.

