

I performed a full session in CGNVT012 and 013 two different days. Here are the comments that I found in both days:

- **Detection**

First of all, the detection is amazing much better than any other time that I have test CogniVitra.

In some exercises right knee was not detected (I think we already talk to remove those movements due to the risk of fall)

The second day the rotation of my face was not detected, however the movement of my upper body (left/right), although I was always staring at CogniVitra, answered the question.

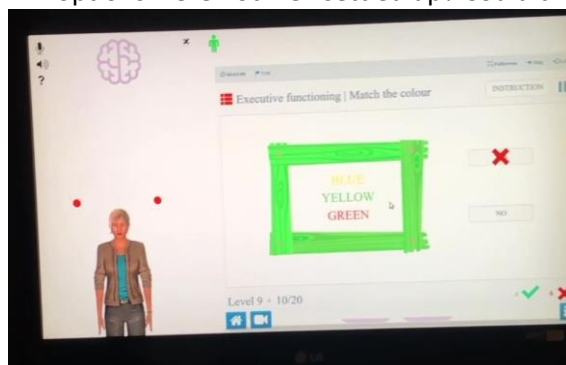
Suggestion: Before an exercise could we ask the participant to rise each arm or rotate the face until they get the correct position to be detected? Something to verify that the patient knows the movement required.

- **Rachel**

Rachel arms were not moving.

- **Comments on games**

- 1) Equal or different: ok
- 2) Pages: ok
- 3) Commands:
 - In the level were there were options A/B; For option B you have to rise both arms (according to the instructions), however it was to rise right arm only.
 - In the next level in which there were 3 options (A/B/C); B option was rising both arms and C rising right arm.
- 4) Maths:
 - Same as reported in "Commands".
 - In this case was even more confusing. You have to rice your left arm to choose the most right number. This should be like this?
- 5) Frames:
 - In the instructions is sad "the same set of photos", substitute to "the same set of photos and in the same position"
- 6) Trees: ok
- 7) Match the colour:
 - I think I understood the instructions of the game however the correct/incorrect options were not well settled up? Could that be?

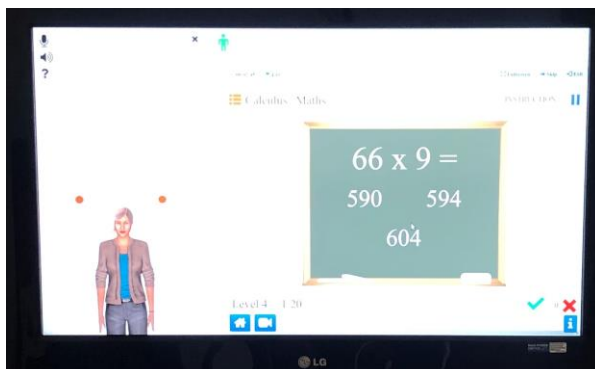




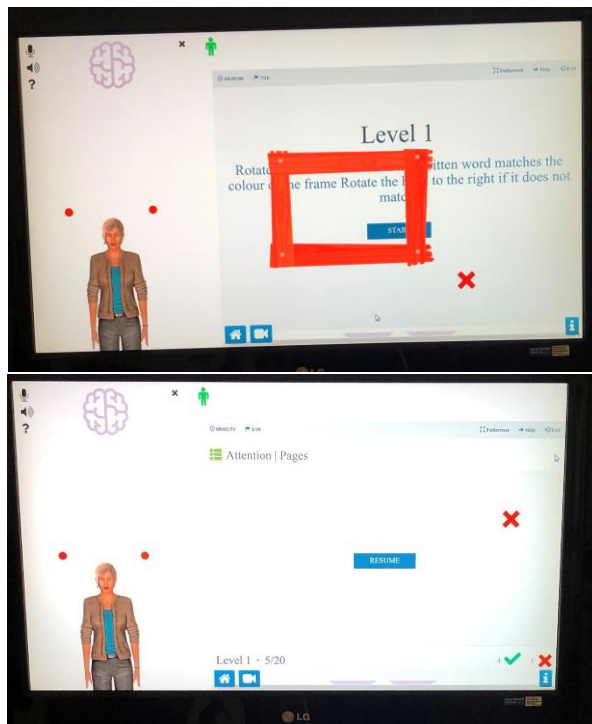
- 8) Logical mind:
 - There were 3 options, but the option in the middle was not detected (2 knees up)
- 9) At the right moment:
 - I got tired rising both arms almost in every question, so my arms were raised for 4'/5'
- 10) Random letters: ok

General comments on games:

- Do you think the time should STOP whenever there is an explanation (when advancing the level) or when rechecking the instructions?
- Have you thought in colour blind people? Should this people be excluded from the study?
- All options should be specified (A/B/C):



- Should we put an image (left/right arm or the profile of the face facing right or left) under each option? For instance is its option A and you have to rise the left arm, put a left arm under the option A.
- All games that used the knees should be replace for arm moves due to the risk of fall right?
- Some images that appear when it shouldn't:



- **Audio**

Audio was not tested.