

"WaM" Cognitive Assessment in VR

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I'm working on a project that focuses on using gamification techniques for cognitive assessments in Virtual Reality. We're exploring the benefits of modern VR headsets, such as gaze tracking, heart rate monitoring, and pupil dilation, to enhance the engagement and accuracy of cognitive assessment for users.

So far, we have built a whac-a-mole game to test the general assumptions of the "serious game" approach for cognition testing. From the long-term perspective, this approach may help to create iterative and engaging tests with higher accuracy and lower administration needs.