



SENIORSPHERE

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BACKGROUND

- Around 30% of the world's population lives with neurological disorders, such as dementia (Callixte et al., 2015)
- Incorporating games that train the mind into an individual's schedule can help delay the onset of neurological disorders (Ning, 2020)
- Skills like memory and pattern recognition can be repeatedly exercised to keep the brain active (Adcock et al., 2020).
- However, it can be difficult to incorporate these games as a consistent part of someone's schedule

PROBLEM STATEMENT

Mind-enhancing games to prevent cognitive decline are usually unavailable and difficult to include in a daily routine.

COMPETITORS

- Cognifit Brain Fitness - create weekly plans to stay on track - not user-friendly
- Brain HQ - customizable but many features require the paid version
- Lumosity - effectively trains skills but learning curve for less well-known games is high

TARGET AUDIENCE

This app is intended for the elderly, as well as anyone who may be concerned about the onset of neurological disorders as they age.

TOOLS



Android Studio for layout (xml) and function (java); shared preferences for saving user data locally

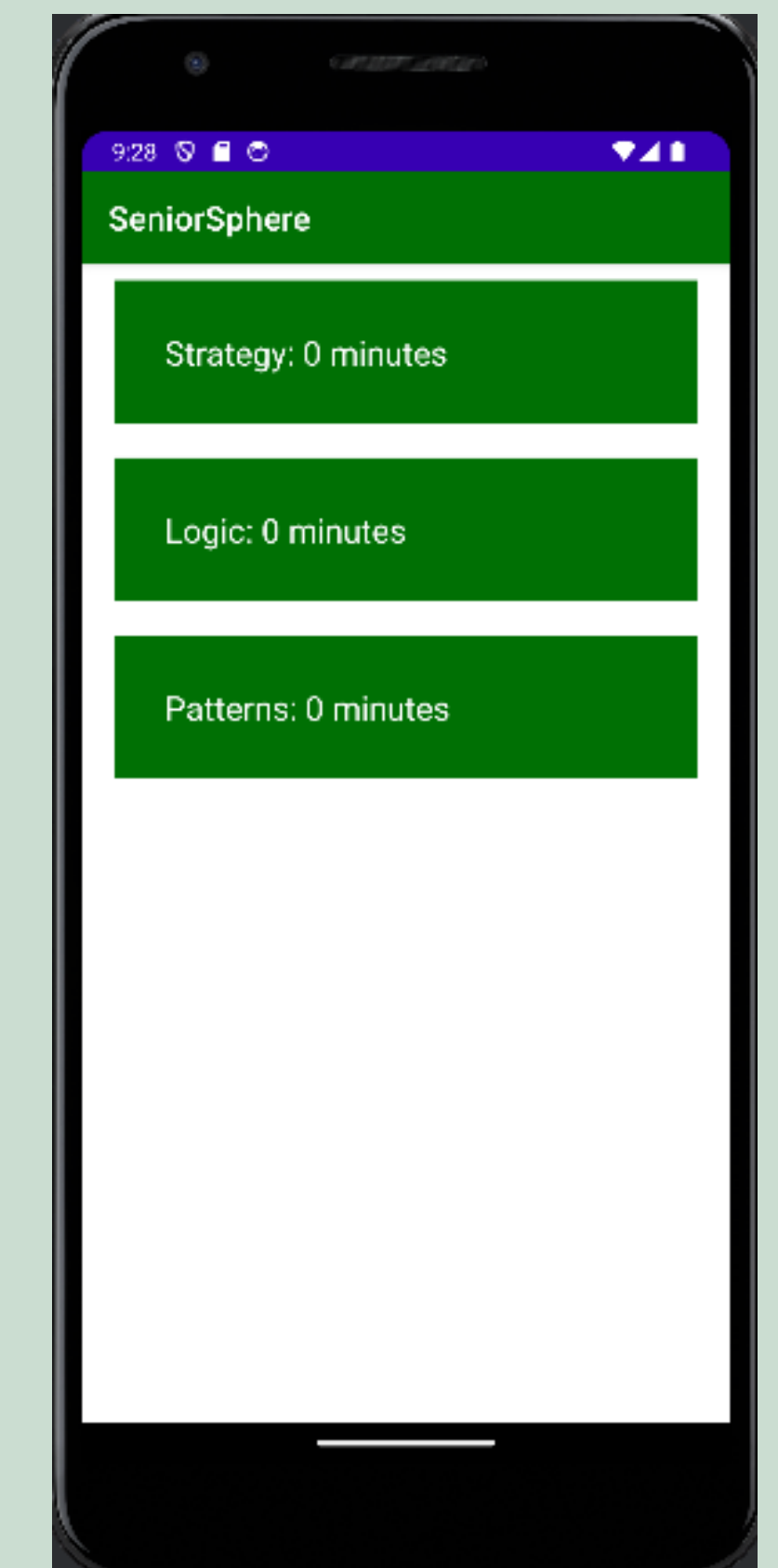
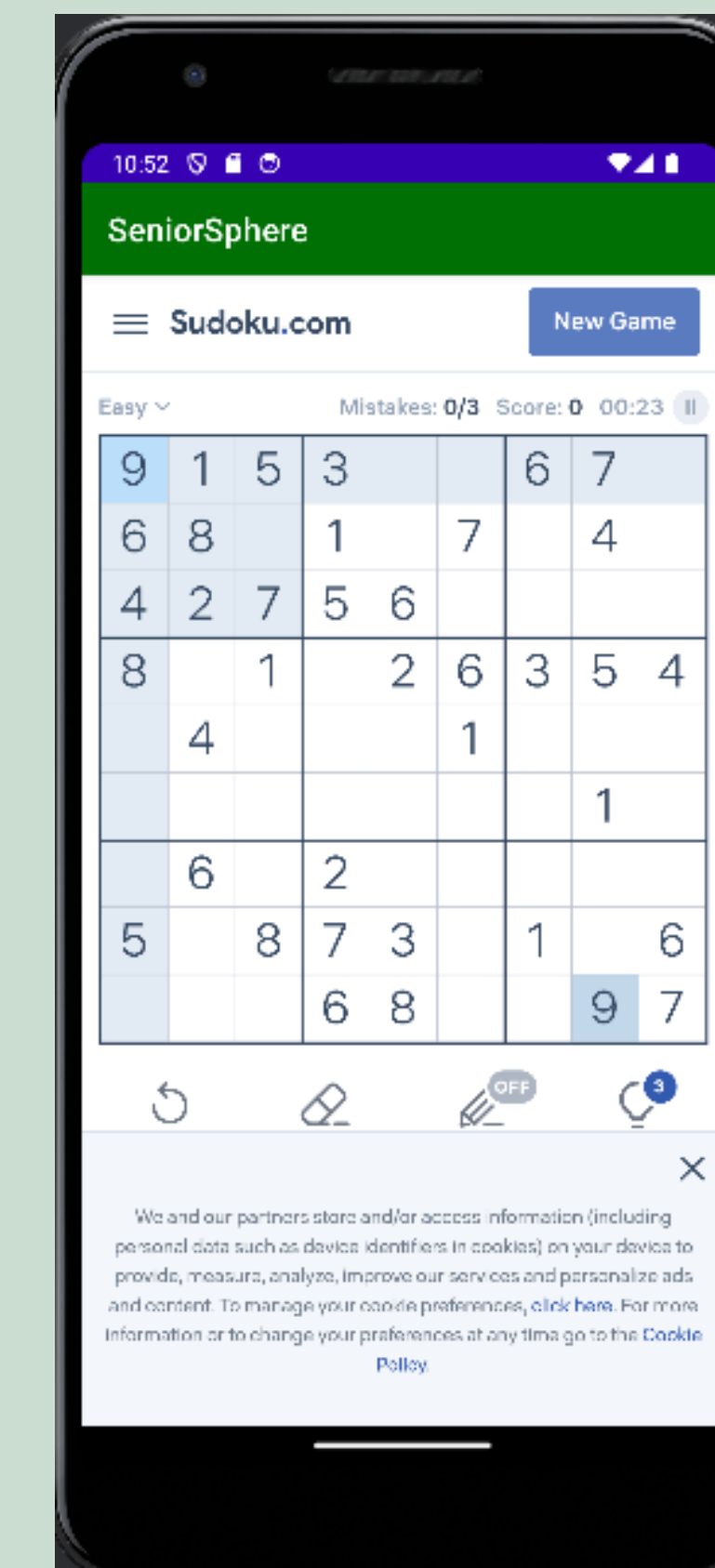
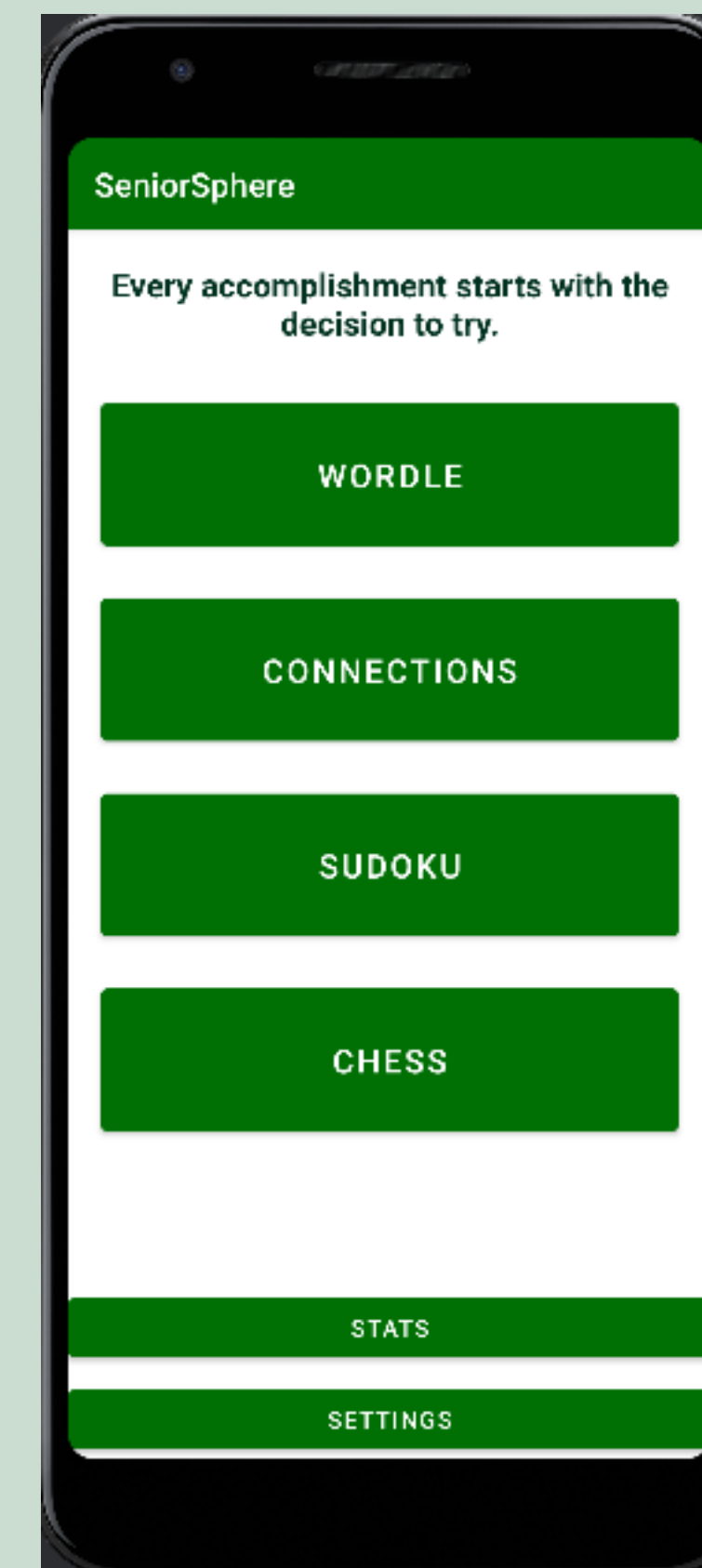
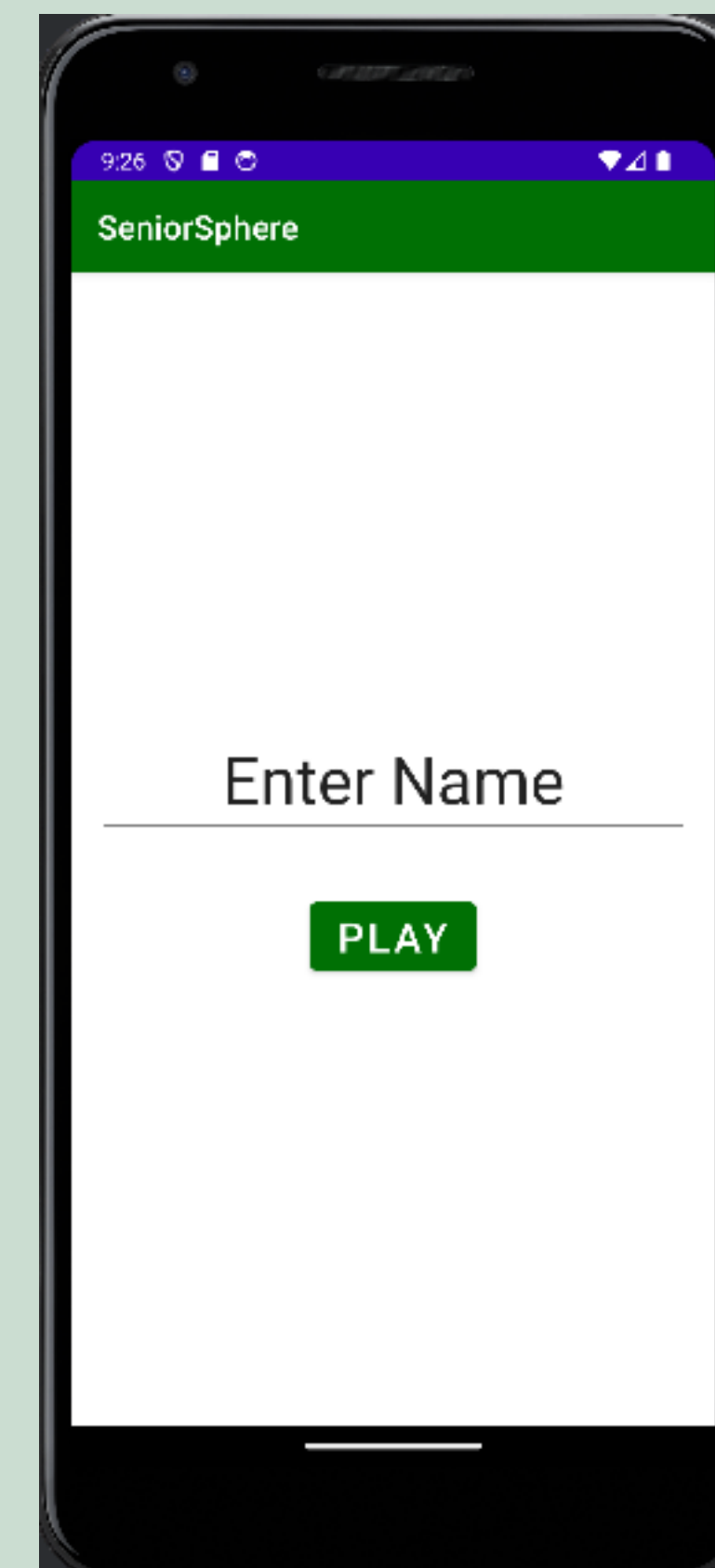
KEY FEATURES

- Contains readily available online games
- Records time spent playing a game and tracks the time spent on different skills (i.e. logic, strategy, etc.) that are trained for each game
- Displays time spent on a stats page
- Positive messages included on the homepage
- Is able to completely reset data for different users on the same device

FUTURE IMPLEMENTATIONS

- Updates to positive messages that are more personalized using the user's name
- A wider variety of games and possible more skills to keep track of
- Connecting with other users, including friends and family
- Calming music to accompany the homepage
- Options for senior caretakers or senior center staff to view and supervise game activity, if they wish to do so

UI



APP FLOW

