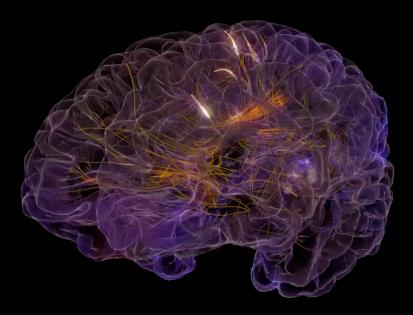
The Use of Targeted Video Games to Enhance Cognitive Characterization and Remediation



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Assistant Professor - Neurology and Psychiatry University of California, San Francisco



Research Motivation

 Identify alterations in fundamental brain mechanisms that underlie the broad spectrum of cognitive deficits.

• Leverage these mechanisms to enhance deficient cognitive control processes.

Cognitive enhancement



Physical exercise

Traditional Education

Enriched Environments

Video games



Nutrition

Neurofeedback

Pharmaceuticals

Meditation

Neuromodulation

The next wave of studies

★ Patricia Arean

- Depression & Aging
 - Geriatric Depression
 - Mobile At-Large Intervention

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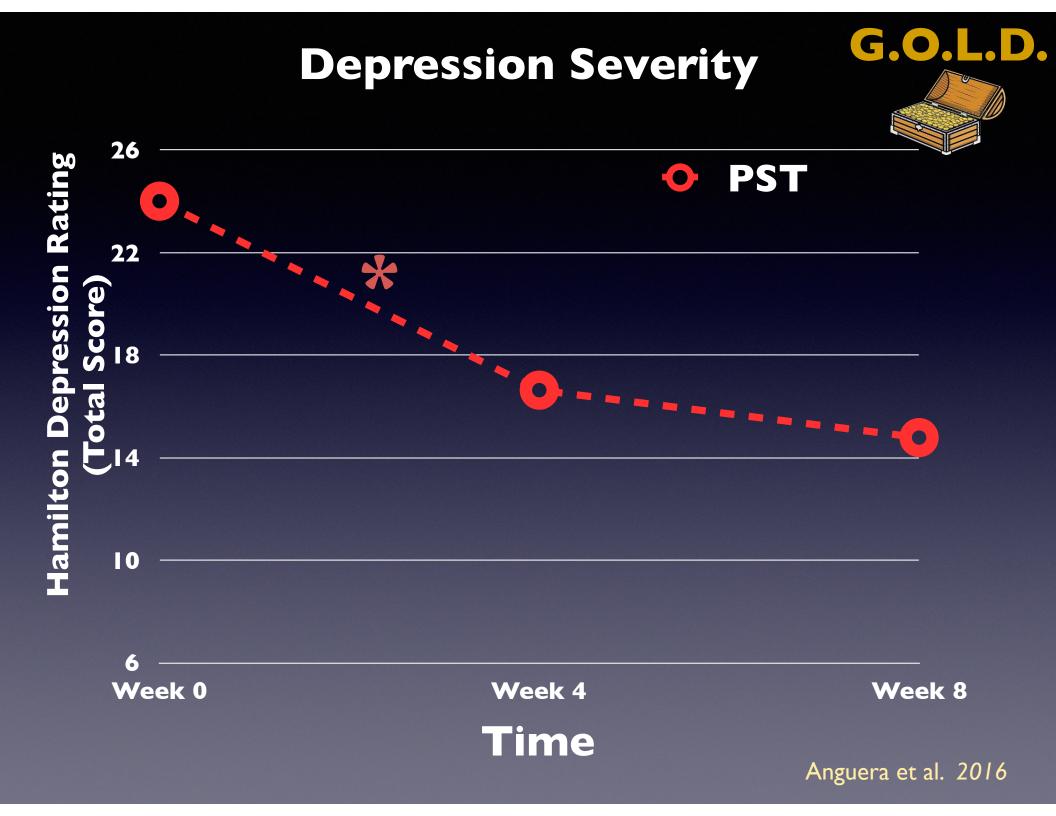
Research Motivation

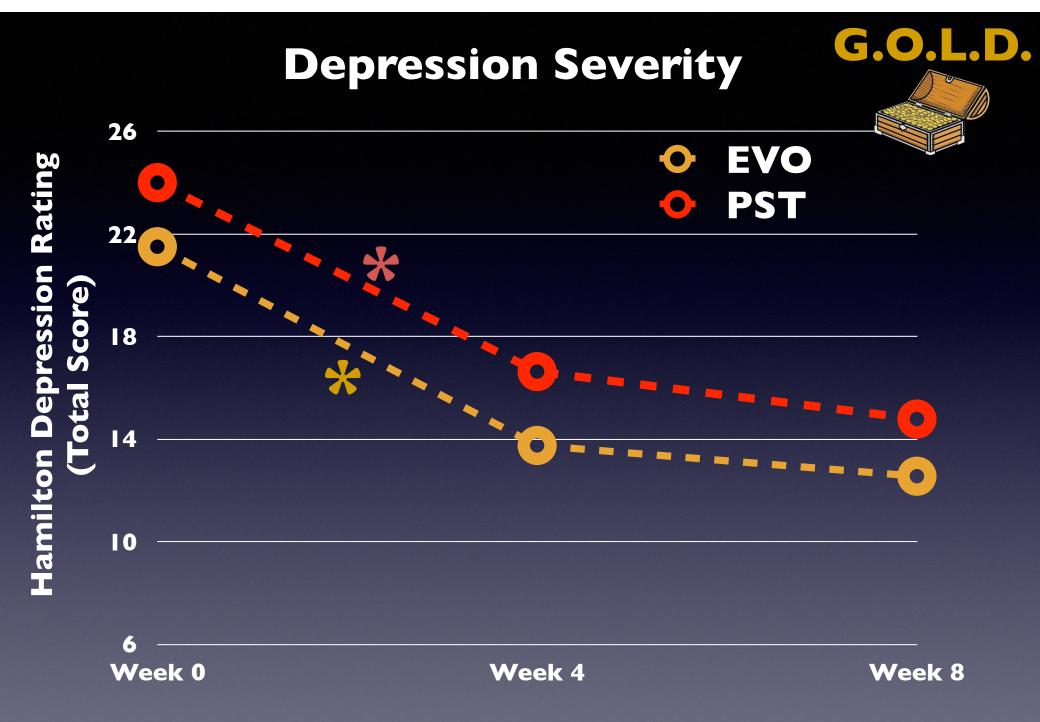
- Older adults with cognitive control deficits respond poorly to antidepressants
- Individuals with Late Life Depression have difficulty ignoring irrelevant information
- NIMH (2015) strategic plan called for 'novel interventions' that treat known cognitive & behavioral correlates of depression

Games for Overcoming Late-Life Depression



Geriatric individuals with severe depression
Eager to try non-pharmaceutical treatments





Time

Anguera et al. 2016

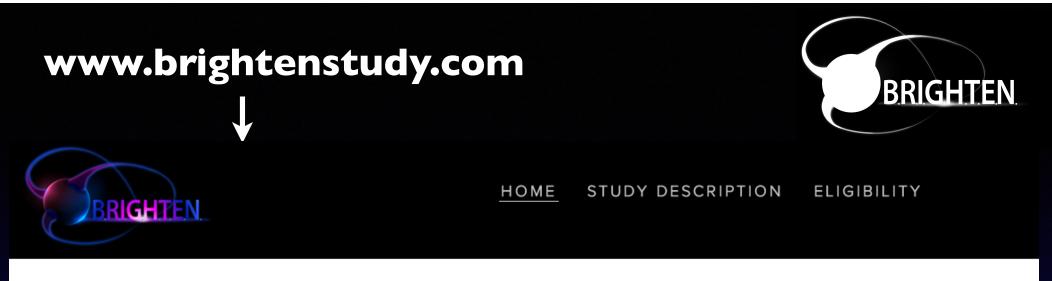
Assessing AND Remediating outside the lab



"<u>Bridging Research and</u> <u>Innovation for Greater</u> <u>Health in Technology,</u> <u>Emotion and Neuroscience</u>"

Can mood and brain game apps really contribute to mental health?

Anguera et al. 2016 Arean et al. 2017



Do mood and brain game apps really work?

Join our 100% mobile study to explore if these apps improve your mood, concentration and motivation. You don't even have to leave your home to join.

Eligibility Assessment (PHQ-9)

Self-administered depression rating

Randomization



Anguera et al. 2016 Arean et al. 2017

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Primary Assessments TRIGHTEN





Call Metrics

SMS Metrics

Accelerometer

Screen Usage

Survey	Frequency		
PHQ-2	Daily		
PHQ-9	Weeks 1-4, 6,8,10,12		
SDS	Weeks 0-4, 6,8,10,12		
GAD	Week 0		
Alcohol	Week 0		
IMPACT-mania	Week 0		
PGIC	Weeks 0, 4, 8,12		
IMPACT-mental health	Weeks 0, 4, 8,12		
Sleep	Week 0, 4, 8, 12		
App use	Week 0, 4, 8, 12		
App satisfaction	Week 0, 4, 8, 12		

Anguera et al. 2016



1. Watch the tutorial for EVO



2. Watch the tutorial for ACE



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Click on EVO

icon to download

Download the instruction manual here (PDF)

3. Use the username and password provided in your email to play EVO & ACE, and for info regarding the Ginger.io app!

Enrollment of all recruited in BRIGHTEN over 6 months

Augl-Jan 31 2014-2015

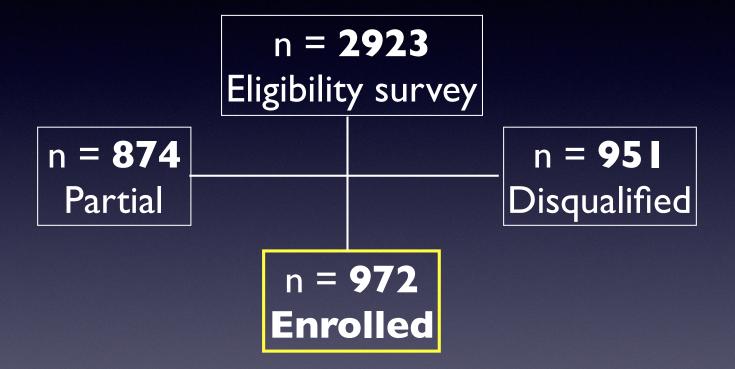
craigslist



Anguera et al. 2016 Arean et al. 2017



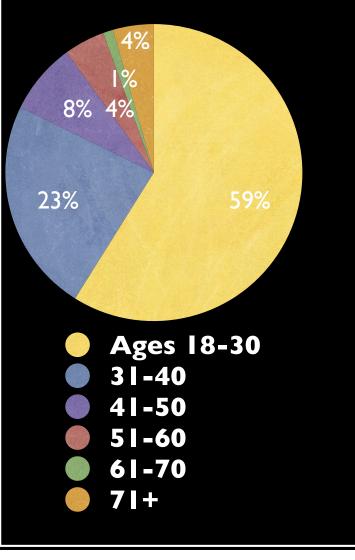
Participant CONSORT table

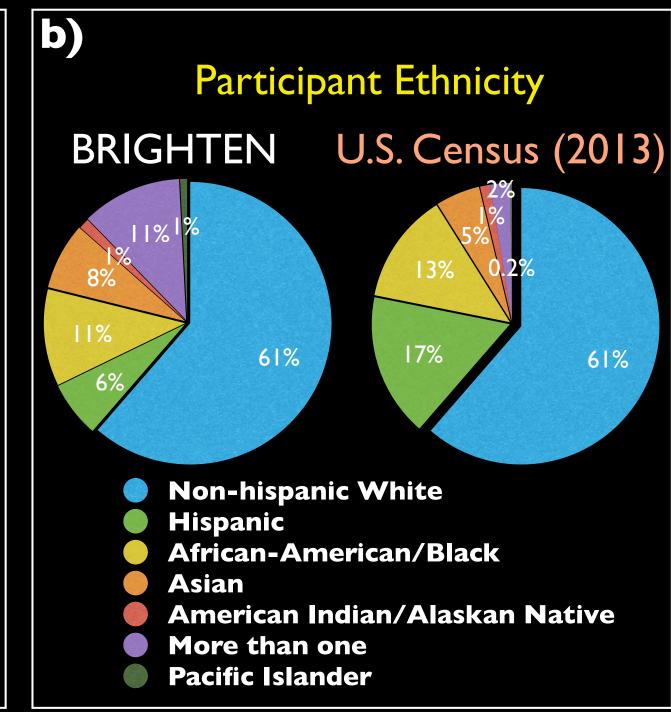


Participant Demographics

% in each age range of recruited sample

a)







Participant Acquisition Costs

	Initial Recruitment	Enrolled	Using Treatments	Using Assessments & Treatments	Recruitment + Average Participant Payment	Individual "Complete" Data Set
Craigslist	\$0.3 I	\$ 0. 8	\$3.19	\$4.00	\$39 ± \$21	\$79

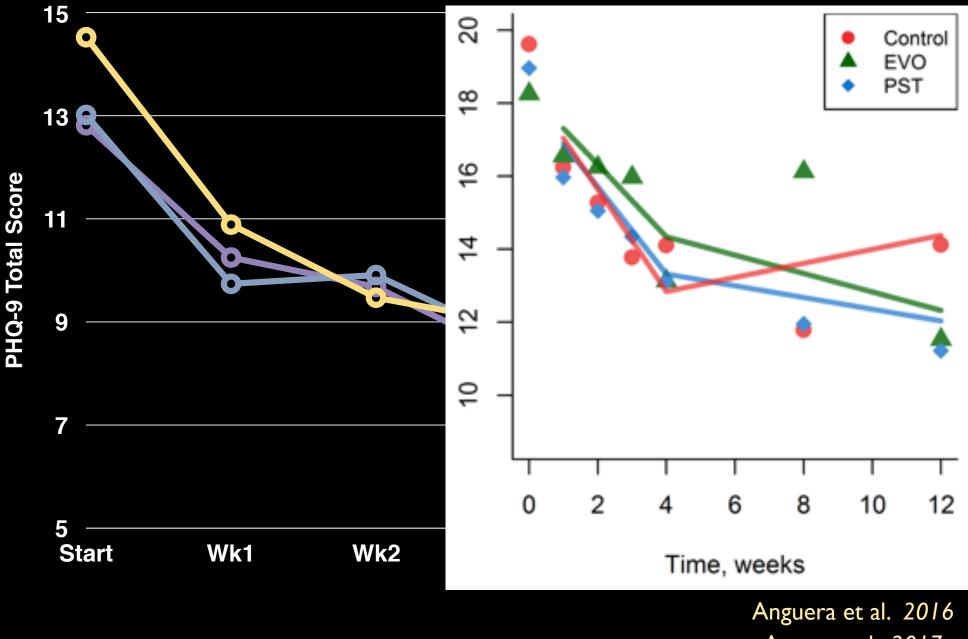
Typical RCTs cost <u>millions of dollars</u> and recruit 200–300 participants in 3–5 years

\$314,264 over 2 years

Anguera et al. 2016

Remediation

Depression by Group



Arean et al. 2017

Mental Health & Disparities Research

...what would happen if we actually tried to enroll these folks?!



www.brightenstudy.com/spa

Summary



Targeted cognitive control interventions for depression show promise





Such mobile apps can reach clinical populations, but personalization is critical

MANY MANY THANKS ...



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