



Screening and Therapy Overview

Short Name	Name	Therapy Goal / Purpose
Screening Tests		
Vita Test	<p><u>Screenings:</u></p> <ul style="list-style-type: none"> ▪ Word Pairs 1 ▪ Pathfinder Test ▪ Image Builder ▪ Number Sort ▪ Wordfinding ▪ Tower of London ▪ Word Pairs 2 <p><u>Questionnaires:</u></p> <ul style="list-style-type: none"> ▪ Wellbeing Questions ▪ ADL Questions 	<p>VERBAL SHORT-TERM MEMORY VISUAL-SPATIAL ATTENTION SPATIAL COGNITION WORKING MEMORY LANGUAGE PLANNING DELAYED VERBAL RECALL</p> <p>GERIATRIC DEPRESSION SCALE</p> <p>GERIATRIC EVERY DAY SKILLS 25 item questionnaire [MCI - mild cognitive impairment]</p>
Attention		
Hit It	Reaction and Impulse Control	tonic and phasic alertness, alertness intensity and impulse control
Pick It	Attention and Focus	selective attention, focus, visual scanning
Vita Att	Attention and Flexibility	selective attention, processing speed, shifting
Vita City	Spatial Cognition	orientation skills, exploration and action in space, visuo-constructive performance, planning skills
See It	Divided Attention	divided attention and short-term memory

Working Memory

Vita Work N-Back	Working Memory N-Back	<ul style="list-style-type: none"> ▪ training of memory span, playing cards on the first stack of cards are continuously revealed for a short time and then placed face down on a second stack of cards, the last card seen should be memorized, the task is to react when the same card / card color / card points reappears, in higher levels of difficulty, the aim is to memorize the penultimate card
Vita Work Verb	Working Memory Verbal	<ul style="list-style-type: none"> ▪ remembering playing cards names, card value, remembering cards on various piles, calculation of sums of memorized card values, cards are always revealed and placed face down, the memory content must be constantly updated
Vita Work Vis	Working Memory Visual	<ul style="list-style-type: none"> ▪ positions of cards have to be memorized, 2 to 6 cards should be placed in 3 to 10 positions, after the acquisition, the card positions change, positions that have not changed should be marked, the change of position is designed as an ongoing process, so that memory content must be constantly updated
Vita Work VerbVis	Working Memory Verb+Vis	<ul style="list-style-type: none"> ▪ most complex subtask, it should be memorized which card is in which position, card values and positions should be related to each other before they are hidden, after the cards have been hidden, they should be clicked in ascending or descending order
Vita Work Game	Working Memory 17+4	<ul style="list-style-type: none"> ▪ “Black Jack” adapted to a working memory task, the player and 1-3 opponents collect cards with the aim of getting as close as possible to “21” points without exceeding them, the player must constantly remember the card values in 2 to 4 stacks and update this memory content in each new round

Memory		
Learn It	Learning and Memory Strategies	learning and memory strategies and exercises
Flip It	Topological Short-Term Memory	memorizing and recall the position of figural content
Pair It	Short-Term Memory	memorizing, recall and recognizing figural content pairs
Vita Mem	Memory	short-term and delayed recall for pictorial content, assignment of terms to general terms, semantic memory
Daily Living / Executive Functions		
Time It	Time and Calendar	time - anticipation time - recognize, classify, evaluate, manipulate calendars - read and evaluate weekly/monthly calendars and assign events
Match It	Find Pairs /Visual Scanning	logical reasoning arithmetic (numbers/money)
Vita Plan	Thinking and Problem Solving	problem solving skills, planning, working memory
My World	Photo Album	activity-oriented patient specific training and knowledge transfer ADL sequences can be personalized

Language / Aphasia		
Word It	Language: Word Usage	basic handling of words, meaning, content and pronunciation, synonyms, anonyms, homonyms, vocabulary, word groups, abbreviations
Struct It	Language: Sentence Structure	basic handling of verbs, adjectives, prepositions and sentence structure, grammar and idioms
Sequence It	Language: Sequences	basic handling of letters, and syllables in words and the sorting of words, parts of sentences and sentences
Reason It	Language: Reasoning	using conclusions to choose the right words according to order, properties, similarities and contexts
Vita Lang	Language	categorization of words, word finding, word production