

## **Shareware Resources**

- Free web-based games to increase occupation-based therapy, reduce cost to clinic, and allow for carry-over to home use.
- Flash-based games to eliminate downloading and game demo time-limits
- Avoid games with time limits to allow for processing from clients

### **Cognitive Web Sites:**

- <http://www.braintraining101.com>
- <http://www.fitbrains.com/brain-games>
- <http://flashfabrica.com/eng/>
- <http://www.gamesforthebrain.com/>
- <http://kids.aol.com/games/brain-games>
- <http://www.engineering.com>
- <http://www.positscience.com/games-teasers>
- <http://www.brainmetrix.com/>
- [http://cognitivelabs.com/game\\_list2.htm](http://cognitivelabs.com/game_list2.htm)
- <http://kinderwebgames.com/red.html>

### **Spatial Awareness**

- <http://samgine.com/free/spatial-awareness-puzzles/>
- <http://playwithyourmind.com/brain-games/brain-fitness-games/visual-spatial-exercises/>

## **Problem Solving:**

- <http://www.miniclip.com/games/ice-breaker/en/>
- <http://www.shockwave.com/gamelanding/werebox.jsp>
- <http://www.candystand.com/play/bridgecraft>
- <http://www.candystand.com/play/electric-box>

## **Visual Scanning:**

- <http://www.gamehouse.com/online-games/aloha-solitaire-online> (download version for unlimited free play)
- <http://www.braintraining101.com/mahjong-ii/>
- <http://www.candystand.com/play/legend-of-the-golden-mask>

## **Visual Memory/Matching:**

- <http://www.braintraining101.com/double-bubble/>
- <http://www.shegame.com/view/4914/Kitties>
- <http://www.shegame.com/view/4284/3D-Memory>
- <http://www.braintraining101.com/memory-game/>

## **Single Switch (cause and effect):**

- <http://www.oneswitch.org.uk/2/switch-downloads.htm>

## Visual Perceptual Games:

- [www.jigzone.com](http://www.jigzone.com)
- <http://www.jigsawdoku.com>
- <http://www.shockwave.com/gamelanding/patchworkz.jsp>
- <http://www.braintraining101.com/row-swap-puzzle/>

## Word Games:

- <http://www.shockwave.com/gamelanding/texttwist2.jsp>
- <http://www.shockwave.com/gamelanding/wordjong.jsp>
- **Bookworm (Pogo Games)**

## General Game Sites:

- [www.Pogo.com](http://www.Pogo.com)
- [www.popcap.com](http://www.popcap.com)
- [www.fupa.com](http://www.fupa.com)
- <http://www.kongregate.com/>
- <http://www.shegame.com/>
- [www.candystand.com](http://www.candystand.com)
- [www.games.com](http://www.games.com)
- [www.miniclip.com](http://www.miniclip.com)
- <http://www.shockwave.com>

## Pay Sites:

- <http://www.mind360.com/games>
- <http://www.lumosity.com>
- <http://www.happy-neuron.com/>
- <http://www.scientificbraintrainingpro.com/>

## Sample Documentation for Computer-Therapy:

- *“Interactive computer activities”*                      - *Relate back to function*
- *Document objectively*    - *Placement of equipment*
  - *Muscles or movements isolated*
  - *Amount of reps or screen activations*
- Pt. seen in OT computer-therapy lab. Interactive computer activities to address attention, problem solving, and visual scanning for increased ADL performance. **A touchscreen was placed over the computer monitor to encourage forward reaching with monitor positioned at shoulder height, at midline, and 24 inches in front.** Pt. activated touch screen using left UE. An activity was explored for visual scanning and visual memory. *Pt. progressed from finding objects in a field of 4 to a field of 16 with Min verbal cuing. A visual scanning activity was explored by finding 9 different objects in a field of 30 objects with Min verbal cuing to scan all visual quadrants. A short term memory task was explored by having the patient identify a new object when it appeared. Pt. was able to identify a sequence of 7 objects. A final visual scanning activity was explored on a 17 inch monitor. Pt. was able to scan and match pairs of cards, activating the screen 52 times. Pt. required verbal cues to identify objects in the upper right visual field. Pt. attending to activities for 45 minutes, changing activities every 5-7 minutes.*