Brain Training Research Data

Report due 20th June

## Participant Background Information

Below is a summary of the participants involved in the study, including age, diagnosis, frequency of speech therapy, and current use of the My Mind Matters Therapy apps:

- **Participant G:**
  - *Age: 8*
  - *Diagnosis: Autism Spectrum Disorder (ASD), Language Disorder*
  - *App Use: Uses the apps at school with SSO support; not used at home*
  - *Therapy: Weekly speech therapy*
- **Participant R:**
  - *Age: 9*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at home*
  - *Therapy: Fortnightly speech therapy*
- **Participant I:**
  - *Age: 7*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at home*
  - *Therapy: Fortnightly speech therapy*
- **Participant H:**
  - *Age: 9*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at home*
  - *Therapy: Fortnightly speech therapy*
- **Participant B:**
  - *Age: 6*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at both home and school*
  - *Therapy: Fortnightly speech therapy*
- **Participant L:**
  - *Age: 8*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at home*
  - *Therapy: Fortnightly speech therapy*
- **Participant A:**
  - *Age: 6*
  - *Diagnosis: ASD, Language Disorder*
  - *App Use: Uses the apps at home*
  - *Therapy: Weekly speech therapy*

Participant G (left): showing performance across five sessions in *Word Descriptions*.
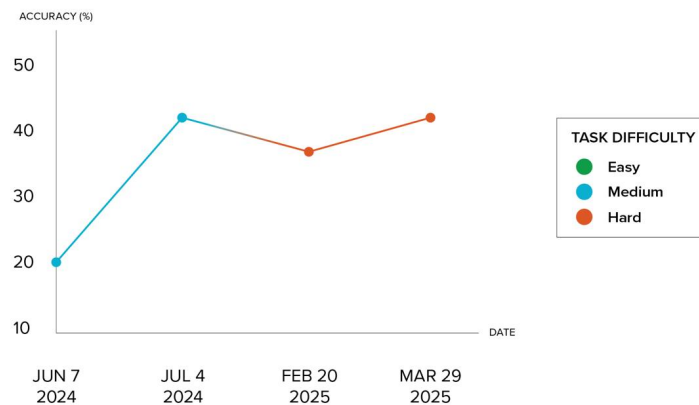
Participant G
Retrieve and Recall: Word Descriptions Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
● Easy
● Medium
● Hard

DATE

MAR 16   MAR 19   MAR 21   MAR 31   APR 5
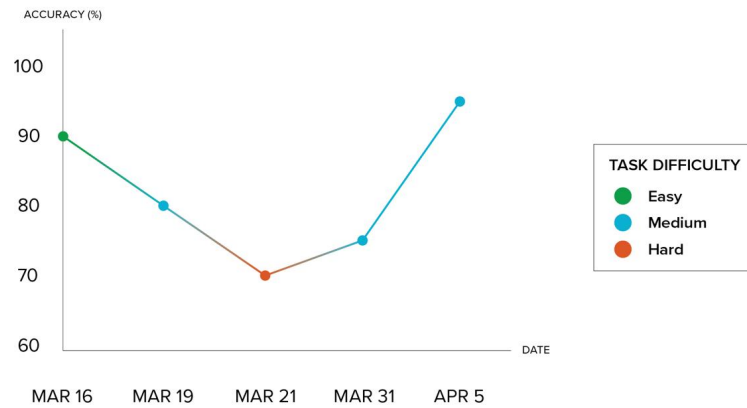
Participant G has shown **overall growth**, beginning at 20%, rising to 42% by the latest assessment.

Participant G
Name Recall: Progress

ACCURACY (%)

TASK DIFFICULTY
● Easy
● Medium
● Hard

DATE
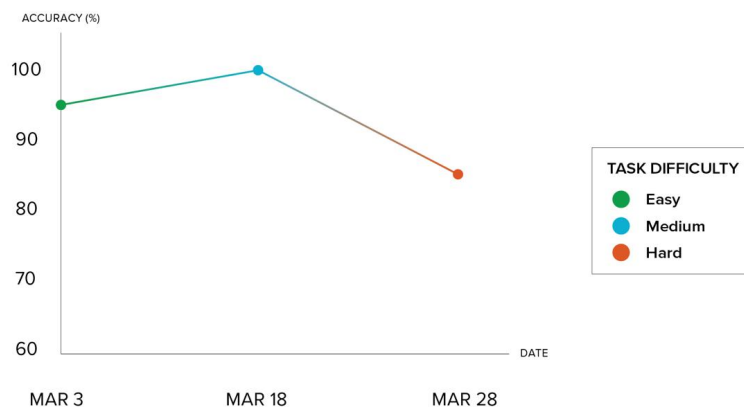
JUN 7
2024   JUL 4
2024   FEB 20
2025   MAR 29
2025

Participant R, separated by game and level:

- **Hear and Recall: Colours** – significant improvement from 25% to 90% on the Medium level.
- **Hear and Recall: Words** – consistently high accuracy, peaking at 100% on the Medium level.
- **Hear and Recall: Numbers** – good overall progress with improvement at all levels.

Participant R
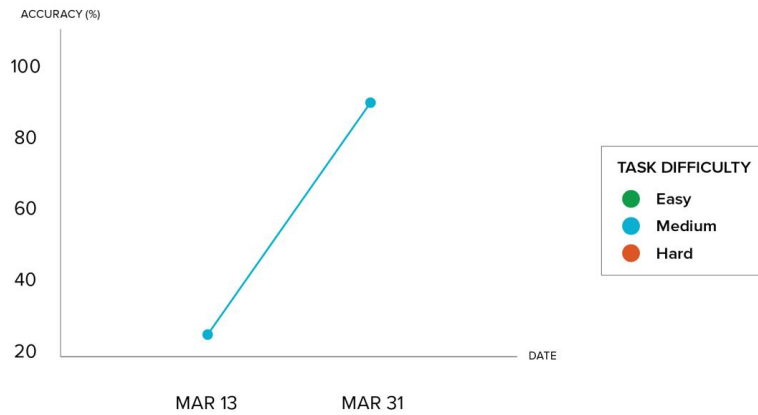**Hear and Recall:** Numbers Progress - 2025

ACCURACY (%)

TASK DIFFICULTY	
●	Easy
●	Medium
●	Hard
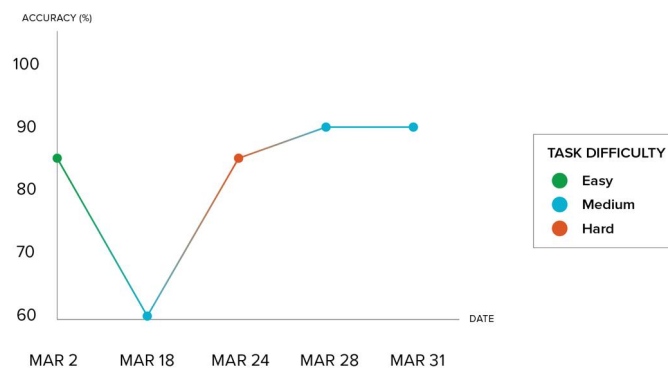
Participant R
Hear and Recall: Words Progress - 2025

ACCURACY (%)

TASK DIFFICULTY	
●	Easy
●	Medium
●	Hard

Participant R
Hear and Recall: Colours Progress - 2025
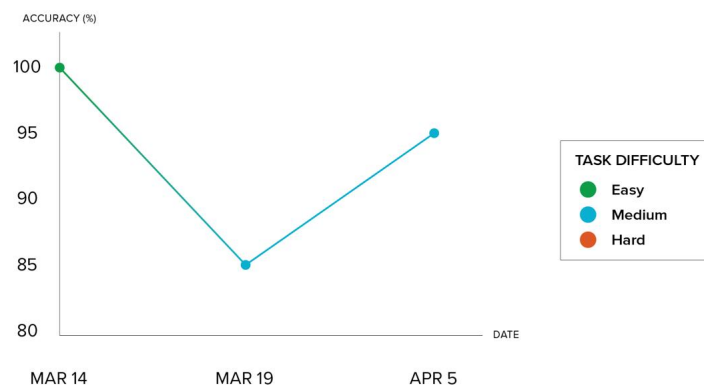

Participant L:
- **Participant I:**
  - *Hear and Recall: Pictures* – Shows a strong overall upward trend with a dip mid-way.
  - *Retrieve and Recall: Naming Pictures* – Shows clear improvement from 70% to 80%.
- **Participant L:**
  - *Hear and Recall: Pictures* – Progressed steadily from 85% to 90%.
  - *Hear and Recall: Colours* – Consistent performance at 100%.
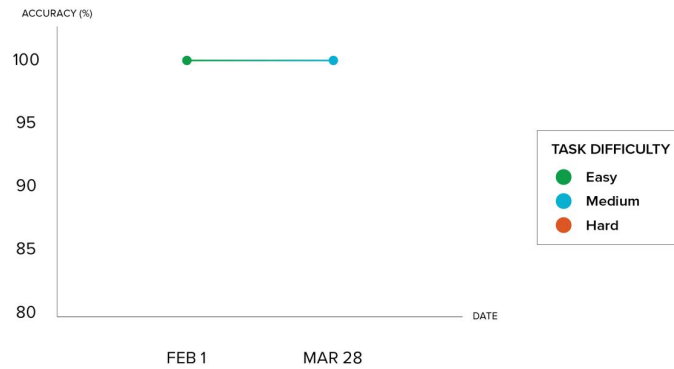 - *Retrieve and Recall: Naming Pictures* – Excellent growth after a dip, now at 95%.

Participant L
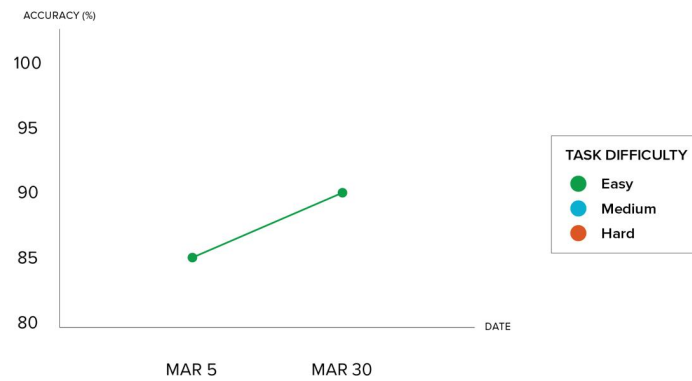**Retrieve and Recall:** Naming Pictures Progress - 2025

Participant L
Hear and Recall: Colours Progress - 2025

ACCURACY (%)

Participant L
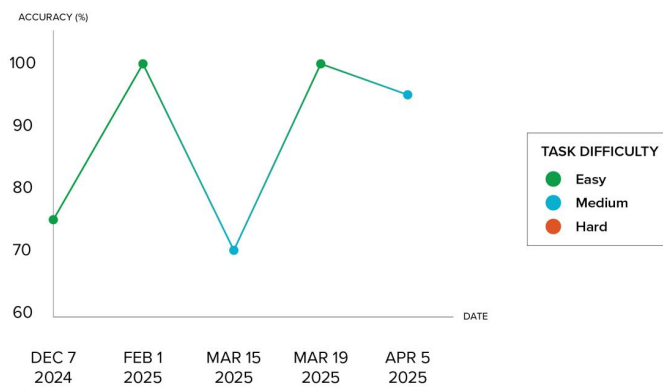**Hear and Recall:** Pictures Progress - 2025

ACCURACY (%)

Participant I:
Hear and Recall Progress by Level
- Tracks improvement over time by difficulty level (Easy, Medium).
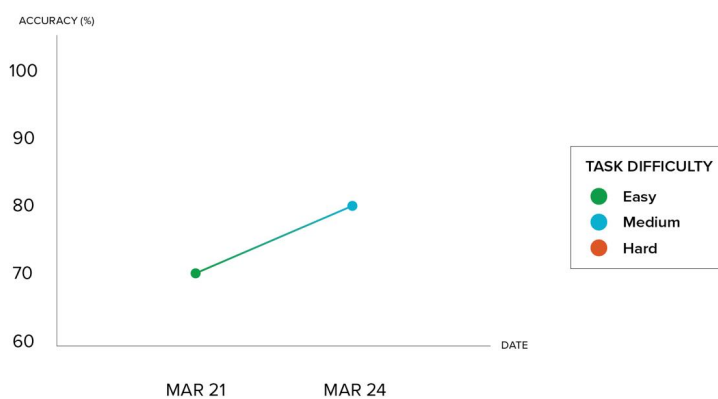- Participant I shows strong improvement, especially from 70% (Medium) to 95% (Medium) over time.

Retrieve and Recall Progress by Level
- Shows progress from Easy (70%) to Medium (80%), indicating improved recall on harder tasks.

Participant I
Hear and Recall: Pictures Progress - 2024/25

Participant I
Retrieve and Recall: Pictures Progress - 2025

Participant B – Progress by Game
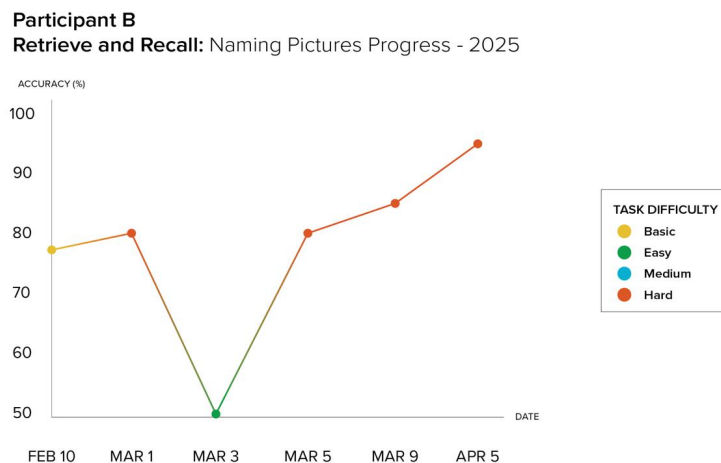- **Games Tracked**:
  - *Hear and Recall – Pictures*: Fluctuations but overall upward trend, peaking at 100%.
  - *Retrieve and Recall – Naming Pictures*: Consistent improvement from 50% up to 95%.

Hear and Recall – Pictures
- Tracks progress over time across four difficulty levels: Basic, Easy, Medium, and Hard.
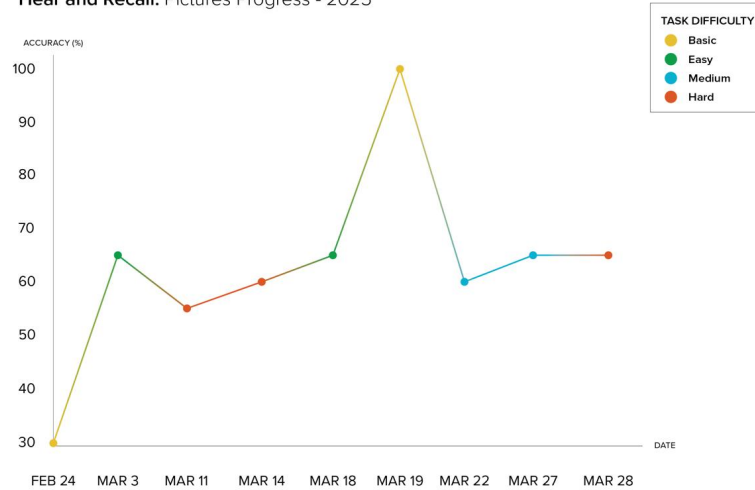- Shows clear progression, especially improvement within **Basic** and **Medium** tasks.

Retrieve and Recall – Naming Pictures
- Displays performance on **Hard**, **Easy**, and **Basic** levels separately.
- Reveals steady improvement in the **Hard** category, indicating strong progress at higher levels.

Participant B
Retrieve and Recall: Naming Pictures Progress - 2025

Participant B
Hear and Recall: Pictures Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
- Basic
- Easy
- Medium
- Hard

DATE

FEB 24   MAR 3   MAR 11   MAR 14   MAR 18   MAR 19   MAR 22   MAR 27   MAR 28

Participant B - Name Recall Progress

Participant B - Name Recall Progress

Task Level
- BASIC Level
- EASY Level
- MEDIUM Level
- HARD Level

Accuracy (%)

Feb 27   Date   Mar 22
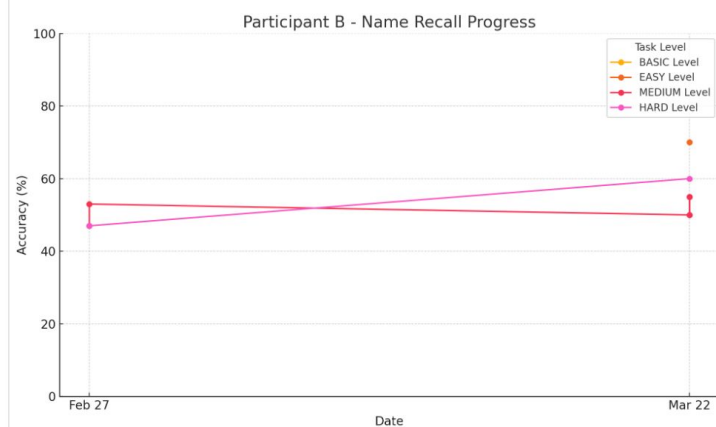
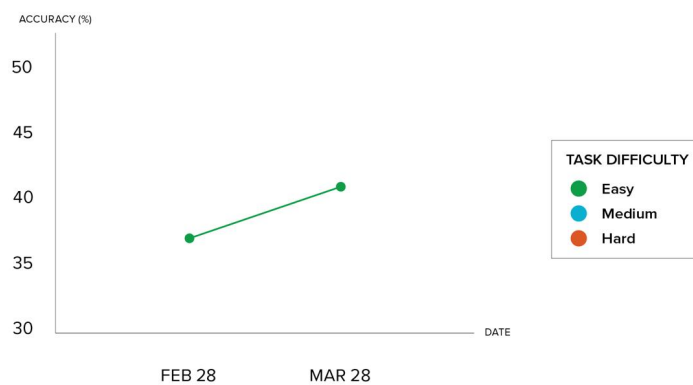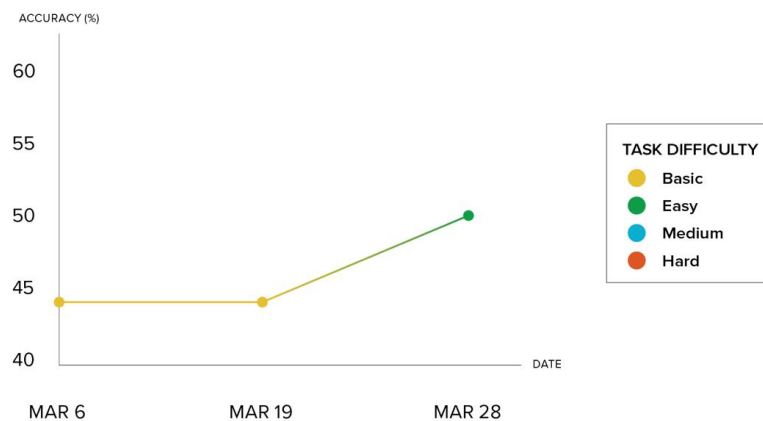**Participant A – Progress by Game**

- **Games Tracked**:
    - *Hear and Recall – Colours*: Shows gradual improvement from 44% to 50%. Same with Name Recall.
    - *Conversation Recall*: Strong performance, improving from 86% to 100%
- **Participant A** shows **steady improvement**, increasing accuracy from 37% to 42%.

Participant A
Name Recall: Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
- Easy
- Medium
- Hard

DATE

FEB 28   MAR 28

Participant A
Hear and Recall: Colours Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
- Basic
- Easy
- Medium
- Hard

DATE

MAR 6   MAR 19   MAR 28

Participant A
Conversation Recall: Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
- 🟢 Easy
- 🔵 Medium
- 🔴 Hard

DATE

MAR 4   APR 5

Participant H: showing a clear upward trend in accuracy. **Participant H** showing accuracy percentages across different **difficulty levels** in the *Word Descriptions* task

Participant H
Retrieve and Recall: Word Descriptions Progress - 2025

ACCURACY (%)

TASK DIFFICULTY
- 🟢 Easy
- 🔵 Medium
- 🔴 Hard

DATE

MAR 22   MAR 30   MAR 30   APR 5