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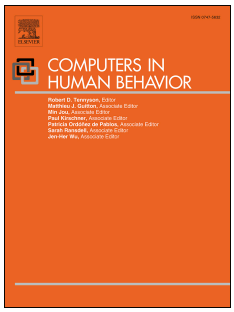

Evaluation of a new Serious Game based multitasking assessment tool for cognition and activities of daily living: comparison with a real cooking task

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Research Highlights

- Performance on the virtual cooking task was associated with multiple cognitive measures
- Performances in the virtual task were highly representative of what participants did in real life
- This tool is a first step toward including ecologically valid measures for a comprehensive assessment of healthy elderly controls
- The serious game has the potential to be used as a multitasking assessment tool for cognition and performances in an activity of daily living

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