

Accepted Manuscript

A video game for the neuropsychological screening of children

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PII: S1875-9521(17)30008-3

DOI: <http://dx.doi.org/10.1016/j.entcom.2017.02.002>

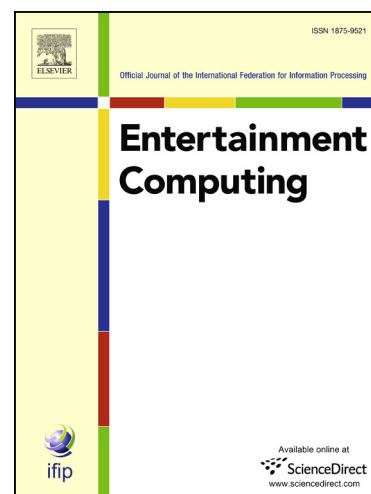
Reference: ENTCOM 209

To appear in: *Entertainment Computing*

Received Date: 6 June 2016

Revised Date: 24 November 2016

Accepted Date: 10 February 2017



Please cite this article as: M.F. Rosetti, M.F. Gómez-Tello, G. Victoria, R. Apiquian, A video game for the neuropsychological screening of children, *Entertainment Computing* (2017), doi: <http://dx.doi.org/10.1016/j.entcom.2017.02.002>

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Acknowledgments

The authors wish to thank Rosa Elena Ulloa for reviewing the final version of this manuscript and Enrique Morales and Andrea Oviedo of PixFrame Mexico for providing the software tested here. The authors would also like to thank the two anonymous reviewers for their careful reading, comments and suggestions that greatly improved the manuscript.

Abstract

The last decade has seen a steep increase in the number of computer and console games used for educational and research purposes. The current work presents an attempt to transfer some of the main

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