Some BrightBrainer Successes

Awards BrightBrainer received the 2018 Most Impactful Rehab Tech Award from the American Congress on Rehabilitation Medicine.

https://acrm.org/acrm-communities/technology/launchpad-winners-2018/

Socializing and Assisting BrightBrainer therapeutic games may be played solo or with an attendant/caregiver

Adapting to the Client Two AI layers adapt to each client each day. This makes games winnable, and very motivating.

Depression When games are won, clients receive rewards, their well-being goes up, and depression severity goes down without additional depression medication

http://brightcloudint.com/wp-content/uploads/2015AssistTech.BrightBrainer.published.plus_.pdf

Dementia BrightBrainer therapy made a 51 years old male with advance dementia read again in three weeks (he was 7 years after diagnosis)

http://brightcloudint.com/wp-content/uploads/PPA.Case_.Article.Published.pdf

An 87 years old woman who had Mild Cognitive Impairments before BrightBrainer Therapy returned to normal cognition in 8 weeks and maintained these gains 8 weeks after stopping playing BrightBrainer games.

http://brightcloudint.com/wp-content/uploads/PaperID36.IEEE_.pdf

Data Analytics: Individual and group performance data. Program Manager functions.

Languages: English and Spanish

Contact Greg Burdea PhD at 908-406-9334, president@brightcloudint.com for more information or to schedule onsite demonstrations.