

COGNITIVE ASSESSMENT IN VIRTUAL ENVIRONMENTS HOW TO CHOOSE THE NATURAL USER INTERFACES?

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Conflicts of interests

None

Alzheimer's disease

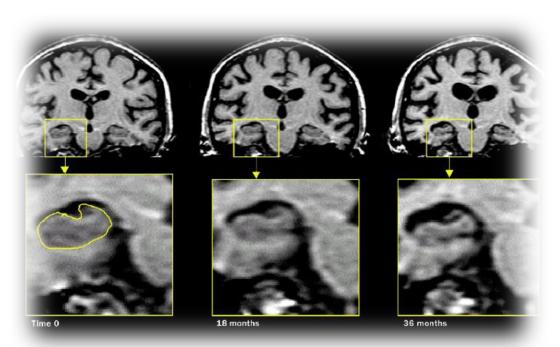
▶ 1907: first description by Aloïs Alzheimer

▶2015

- ► 47 million of patients
- ► 723 billion €
- Gross domestic product n°18
- No treatment

▶2050

- ▶ 132 million of patients
- ▶1767 billion €
- ► GDP n°9



Scheltens and al, 2002



Numerous paper tests

Mini Mental Status Examination (MMSE)
 Folstein and al, J Psychiatr Res (1975)



Montréal Cognitive Assessment (MoCA)
 Nasreddine ZS and al, J Am Geriatr Soc (2005)



Five words of Dubois (F5D)
 Dubois B and al, Presse Med (2002)



New evaluation tool

Maronnat F and al, Cognitive tasks modelization and description in VR environment for Alzheimer's disease state identification.

10th International Conference on Image Processing Theory, Tools and Applications (**IPTA 2020**), Nov 2020, Paris, France. pp.1-7, <u>(10.1109/IPTA50016.2020.9286627)</u>

<u>(hal-03404812)</u>

New evaluation tool

New immersive virtual tool

► Cognitive assessment based on MMSE, MoCA, and F5D

Find the most adapted Natural User Interactions for older adults with cognitive impairment









Application control

Choice of material





Oculus technologies. (2019). *Metaquest.* https://www.oculus.com/



Choice of material

Desired characteristics

Full immersion

Possibility of <mark>appearance of hands</mark> Sounds compatible with hearing impairment or **hearing aids**

Compatible with glasses (vision impairment)

Own storage

Free movements (no cables)

Could be proceeded while sitting

Low weight

Characteristics of OQ

Six degrees of freedom

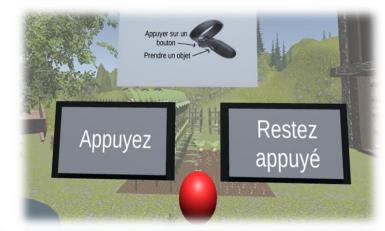
Two touch controllers with four integrated cameras

3D positional audio directly broadcasted from the headset

OLED screen 1440 × 1600 Resolution Per Eye 72 Hz Refresh Rate Supported Glasses Compatible 128 GB Battery included Possible Less than 600 grams

Welcome and training task

Discover the environment
Discover the material
Test the interactions
Oral instructions

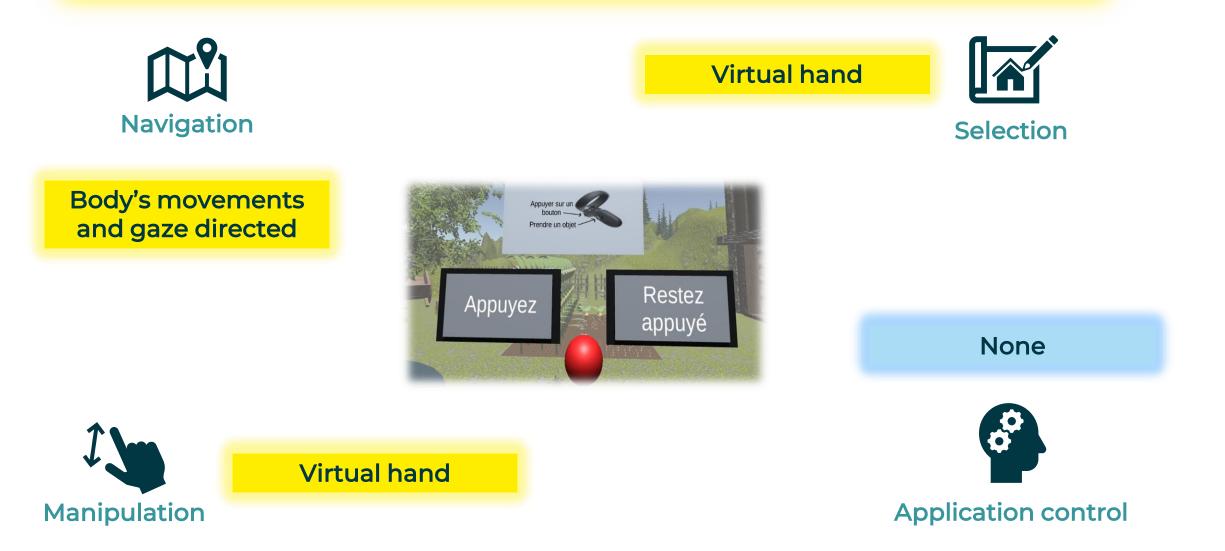








Welcome and training task

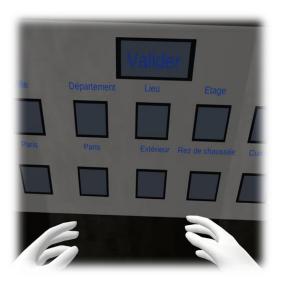


Orientation task

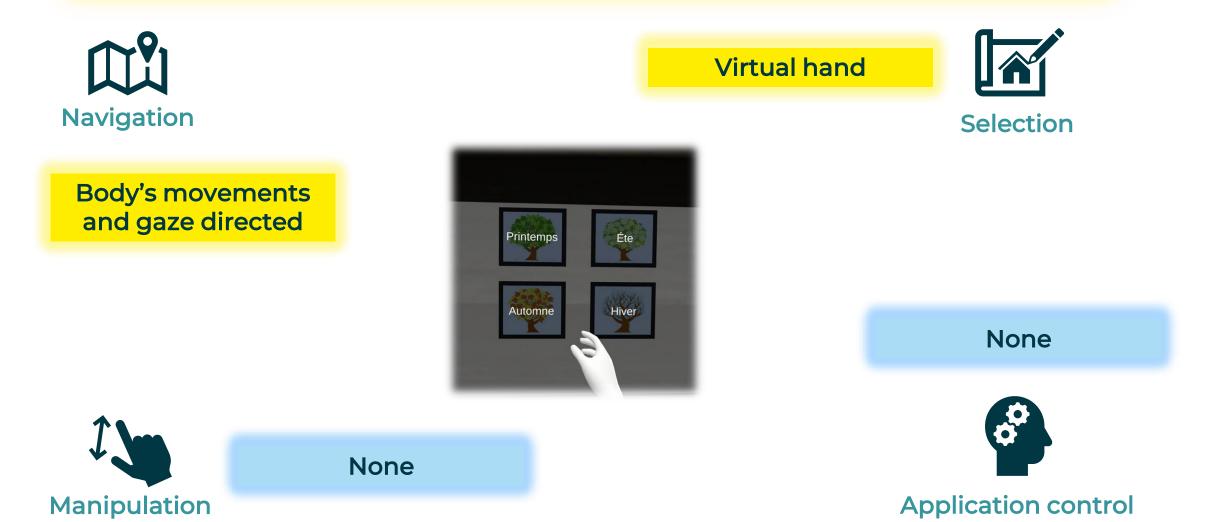
Original task: Spatio-temporal orientation
 Natural action: Oral answers
 Virtual action: Selection of items







Orientation task

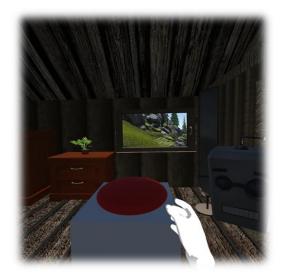


Attention tasks

 Original task: Calculation
 Natural action: Oral answers
 Virtual action: Selection of items

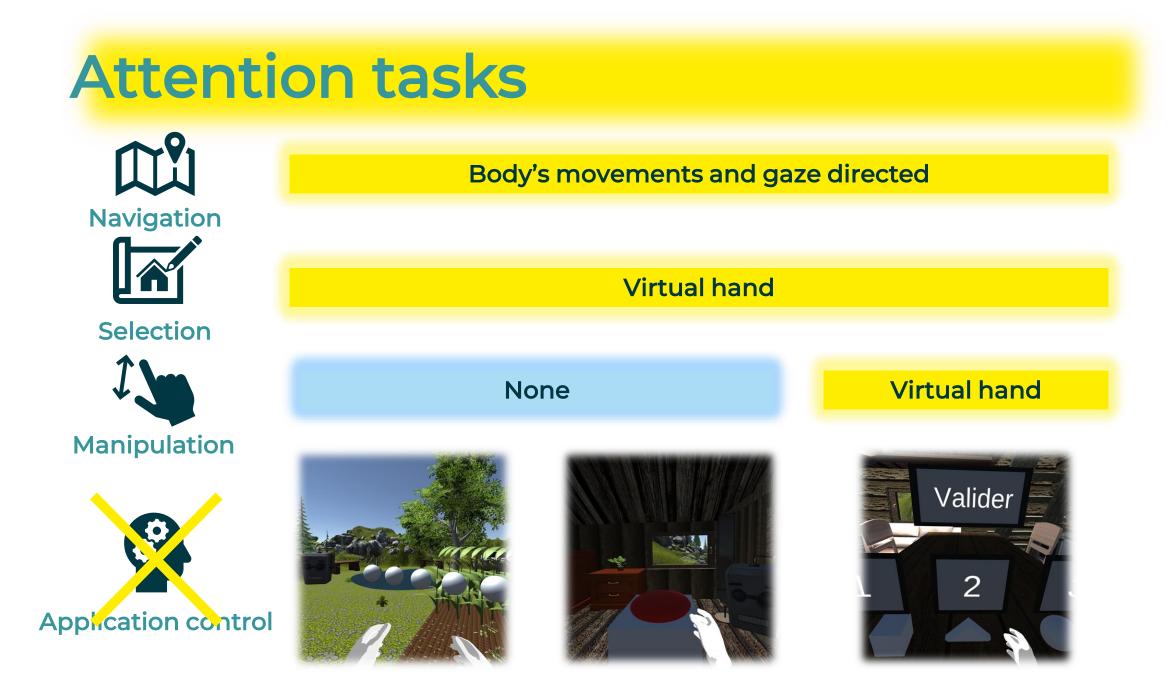


 Original task: List of letters
 Natural action: Movements
 Virtual action: Push on a button



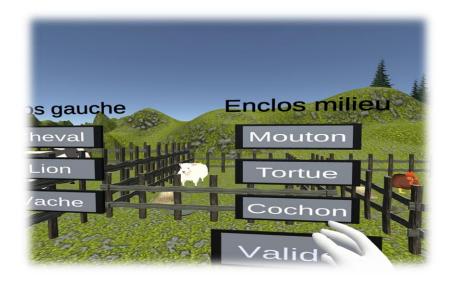
 Original task: Number series
 Natural action: Oral answers
 Virtual action: Selection of items





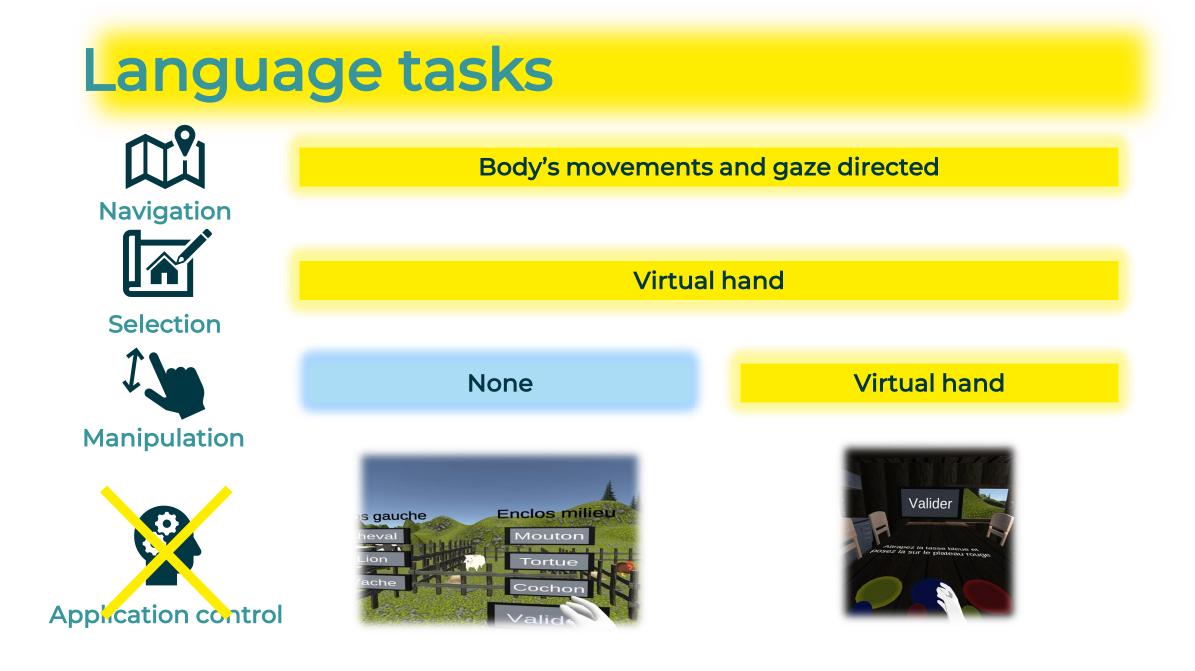
Language tasks

Original task:
 Name objects
 Natural action:
 Oral answers
 Virtual action:
 Selection of items



Original task:
Written order and lecture
Natural action:
Movements and writing
Virtual action:
Selection and movements of items





Praxis task

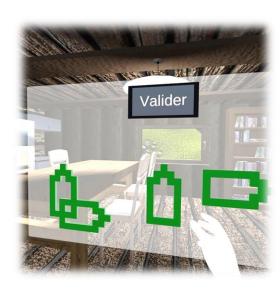
- Original task: Drawing
- Natural action: Draw a figure
- Virtual action: Selection and movements of items



Praxis task



Body's movements and gaze directed





Virtual hand







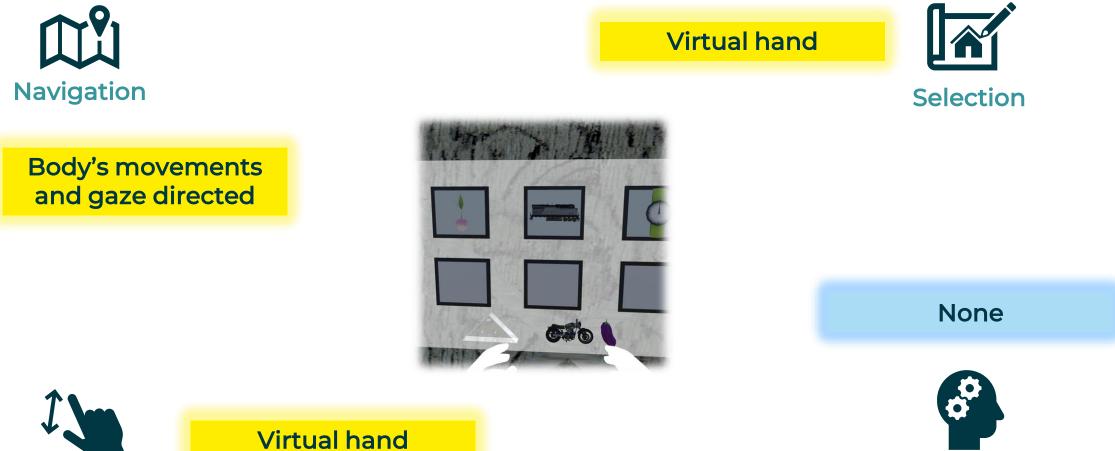
Application control

Abstraction task

- Original task: Find the similarity between items
- Natural action: Oral answers
- Virtual action: Selection and movements of items



Abstraction task



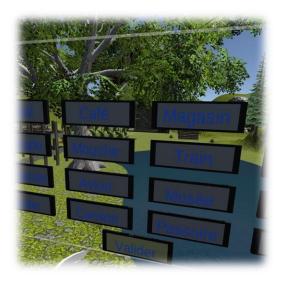
Manipulation

Application control

Memory task

Original task: Remembering five words
 Natural action: Oral answers
 Virtual action: Selection of items



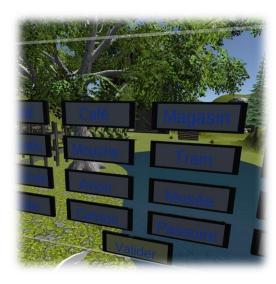


Memory task

Virtual hand



Body's movements and gaze directed







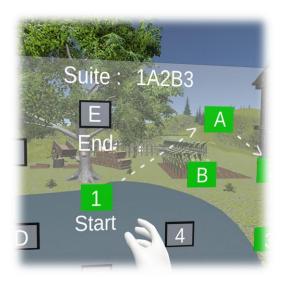
Selection





Executive functions tasks

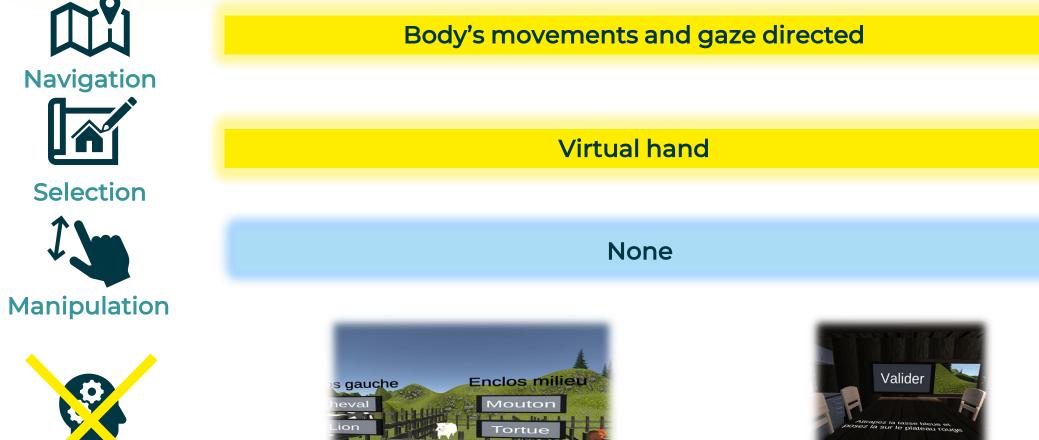
Original task:
 Logical sequence
 Natural action:
 Draw lines
 Virtual action:
 Selection of items



Original task:
Clock test
Natural action:
Draw a clock (figures and arrows)
Virtual action:
Selection of items



Executive functions tasks



Application control

Mouton Tortue Cochon Valid

Discussion and conclusion

- OQ already used in cognitive assessment
- Autonomous system
- Based on
 classical tests
- Several cognitive functions



- Use of hand controllers
- Limits in speech recognition
- No writing function
- Reading tasks
- Untested among an elderly population