

Joint Event on  
**Neurology & Brain Injury**

March 14-15, 2019 | Paris, France

**MentalPlus and its applicability for cognitive evaluation and rehabilitation**

With the growth of the world population, there is concern about the mental health of the people resulting from the daily agitation, from the demands of the social environment, from the academic and professional milieus. In addition to population growth, there is concern about the aging of this population and with this the mental diseases that affect cognition. But not only aging must concern the minds of neuroscientists as well as the healthy development of children who are discovering and training their cognitive abilities. Therefore, neuroscience is concerned with the human being at all stages of his life, as well as preserving in integrity his physical, emotional and mental health. Thinking about how to find a faster and fun way to evaluate the cognitive functions of humans from the age of eight years to 80 years, the digital game MentalPlus was created. This game aims to evaluate and also to rehabilitate the mnemonic, attentive, perceptive and executive functions in just 25 minutes which characterizes it different from the other neuropsychological tests that require a long time, sometimes up to three hours to evaluate all these functions together and the most interesting in this game is that it is digital, fun and self-applicable. The MentalPlus digital game provides the evaluator with final graphs of the player's results allowing the understanding of the person's performance during the phases of the game in each evaluated function. The digital game MentalPlus is being studied in several research centers, national (Brazil) and international. Studies in clinical trials are being performed with the MentalPlus digital game to investigate its efficiency in evaluating cognitive functions such as postoperative recovery after anesthetic-surgical procedures, after a cardiorespiratory arrest, pathologies such as autism, attention deficit hyperactivity disorder (ADHD), depression, Perthes' disease and academic learning difficulties. The MentalPlus digital game is already in several places in the world: America, Europe, Africa, and Asia. We are interested in new partnerships. If you are a researcher and you are interested in collaborating with us, welcome, contact us!

**Biography**

Livia S S Valentin has completed her PhD from the University of São Paulo-School of Medicine and Duke University and Post-doctoral studies from Harvard Medical School. She is the Principal Investigator of MentalPlus Project, the international and multicentric study linked at National Institute of Health (NIH) and registered in the ClinicalTrials.gov under number NCT 02551952. She has published several papers in renowned journals and has been serving as an Editorial Board Member of repute whose main topics are Psychology, Psychiatry, Neurosciences, Anesthesiology, Neuropsychiatry, and Cardiology.

lssv@usp.br

**Livia S S Valentin**University of Sao Paulo School of Medicine-FMUSP,  
Brazil**Notes:**