

benefits

innovative brain improvement

a LightBe Corp division

MAIN GENERAL BENEFITS OF DIGITAL PUZZLES / GAMES / VR

- Improve Concentration & Focus
- Exercise Both Sides of The Brain Create Neural Bridges
- Improve Short-Term Memory & Recall Mechanism
- Improve Spatial Orientation, Spatial Reasoning & Visualization
- Ability to Reverse Direction
- Improve Mental Flexibility
- Less Brain Deterioration As You Age (Alzheimer, Dementia, Senility)
- Improve Learning Ability & Retaining Information

SOME CONDITIONS THAT CAN BE ADDRESSED BY THE APPS

- Lack of Visual Perception
- Lack of Coordination & Focus
- Attention Deficit
- Short-Term Memory
- Developmental Delays
- Lack of Sensory Integration and Processing
- Autism
- Aspergers
- Neurological Impairment
- Gross Motor and Fine Motor
- Visual Motor Integration
- Eyes-Hand Coordination
- Concussions/TBI
- Relatedness and Play

Even though people speak different languages, dimensional **Puzzle/Game/VR Apps** such as those deployed by **ibraini** rise above culture-specific understanding of the world.

THE APPS MIGHT BENEFIT

- Young Children (preschool and up)
- Teens
- Young Adults
- Middle Age
- Seniors
- Disabled People
- People Affected By Various Types of Mental Deficiencies

Of all Stills, thomledge

PROFESSIONS THAT MIGHT BENEFIT FROM THE APPS

Therapists

- Traumatic Brain Injury
- Trauma PTSD
- CBT, ADHD
- Asperger
- Developmental Disorders
- Learning Disability

Special Educators

- Developmental Disorders
- Learning Disability

Teachers/Educators

- Educational Tool
- Entertainment

Facilities Workers

- Senior Centers
- Nursing Homes
- Therapy Groups in Clinics
- Rehabilitation

Research Teams & Groups in Colleges & Universities.

POTENTIAL SPECIFIC GENERAL BENEFITS OF THE APPS

- Build and strengthen oculomotor, binocular and sensory skills, in particular hand-eye coordination, using the whole-brain cognitive concepts.
- Developing logical thinking, problem solving skills.
- Rewarding persistence and patience.
- Building a sense of mastery, individual success and achievement.
- · Improving memory and building a level of focused concentration.
- Developing ability to compare hidden information in a Puzzle/Game with information already in memory.
- Improvement of visual spatial orientation. Understanding the positional relationships of objects in space. Manipulation of connected objects.
- Learning to recognize patterns is the foundation for reading, math, and logic skills such as shape/size recognition, differences and similarities, analyzing by trial & error.
- Helping to diminish the ravaging effects on brain/mental skills by the process of aging.
- Enhancing cognition generally.

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POTENTIAL SPECIFIC GENERAL BENEFITS OF THE VR APPS

- VR provides spatial immersion in 3-dimensional world.
- Improvement of visual spatial orientation and relations.
- Understanding the positional relationships of objects in space, such as the ability to determine that one object or part of an object is turned in a different direction than the others or that an object is in front or behind another one.
- An important benefit present in all forms of Virtual Rehabilitation is interactivity and motivation. This is especially true in game-based therapeutic approaches where the patient competes against the computer.
- Visual and auditory rewards, such as displaying gratifying messages.
- Exposure therapy in VR is also safer, as in the case of people experiencing fear.
 They can view situations without being scared.

POTENTIAL SPECIFIC GENERAL BENEFITS OF THE APPS FOR CHILDREN AND YOUTH

- Rich and stimulating instructions can be provided through playful Puzzle/ Game/VR activities.
- Development of positive feelings about geometry.
- Exploring and understanding of geometry shapes.
- Improvement of spatial skills and teaching about spatial relationships.
- Gaining a stronger grasp of dimensional geometry, sharpening spatial rotation and flip skills, acquiring a precise vocabulary for manipulating shapes.

EXPECTED RESULTS OF USING THE APPS



The ibraini Digital 2D & 3D Puzzle Apps, Game Apps and VR Apps with various level of difficulty are conducive to promote potential substantial benefits and helpful results or effects to people of all age, background and impairment conditions.

They can promote well-being, brain fitness and be a factor of life and behavior improvement.

People with no known impairment can play with them for challenge and fun.



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