Helping with games

The M3W system
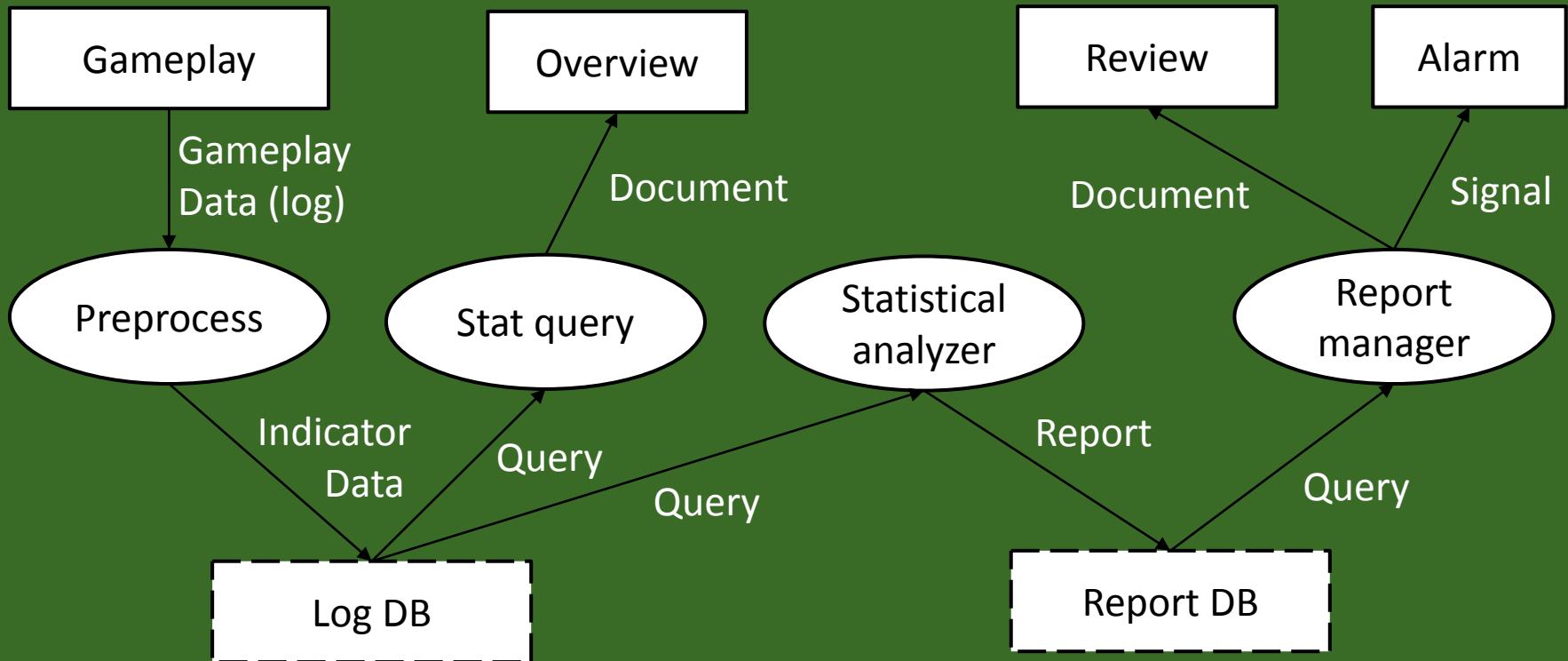
Mental wellness

- Cognitive illness is hard to diagnose early

- Tests: specific and deterministic cognitive problems
  - Challenges can be exactly reproduced
  - Can measure specific mental abilities
  - Uncomfortable, tiring, boring

- Games: exciting and fun versions of tests
  - May be less accurately paired with cognitive functions
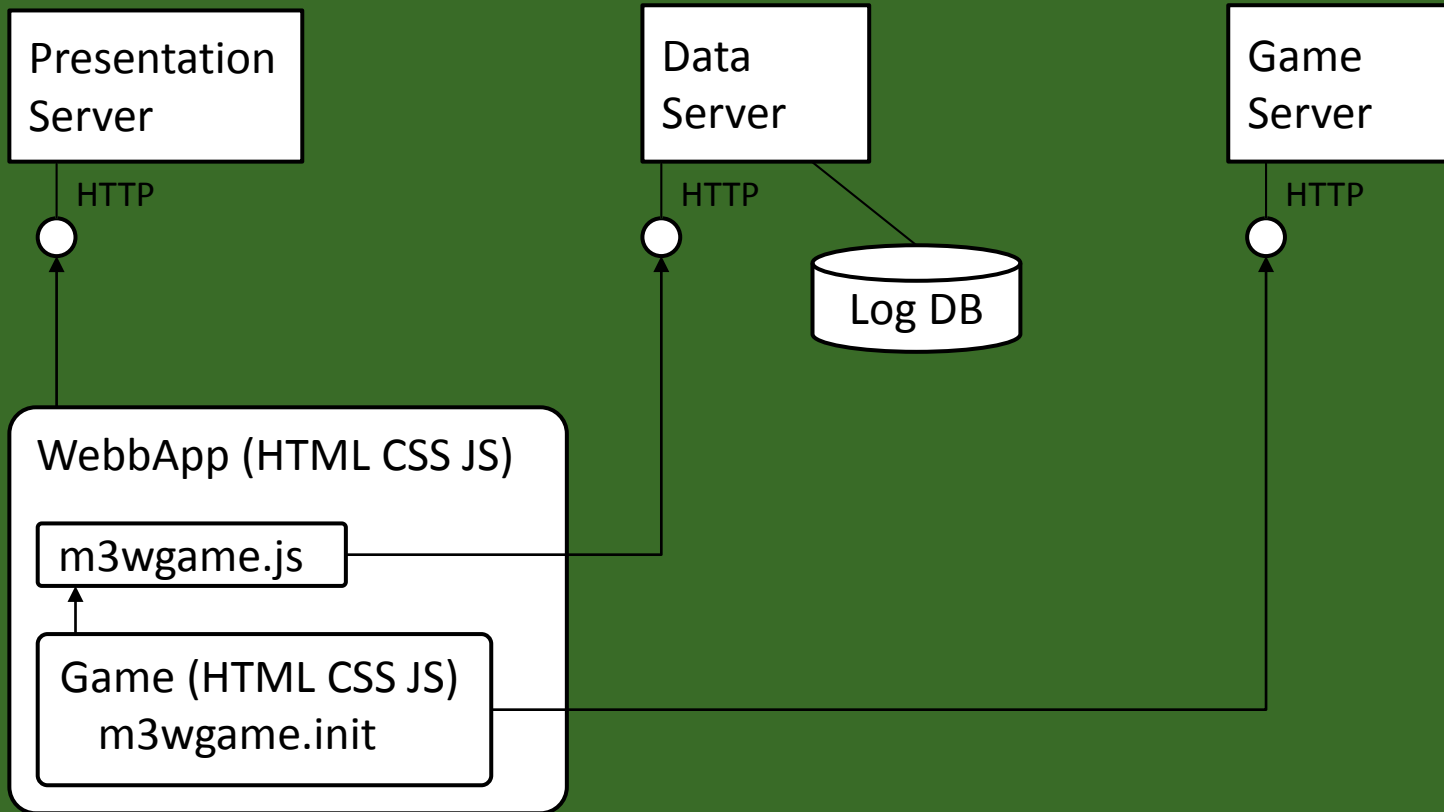
The M3W system

- "**M**aintaining and **M**easuring **M**ental **W**ellness"

- Computer games collect indicator data from gameplay
- Data analysis programs create reports
- Can indicator data tendencies foretell mental illness?

- Web based user interface ("browser games")
- Analyzer components under development

Data flow

Architecture

Presentation
Server

HTTP

Data
Server

HTTP

Game
Server

HTTP

Log DB

WebbApp (HTML CSS JS)

m3wgame.js

Game (HTML CSS JS)
m3wgame.init

Game integration

- Games are implemented as web site fragments (HTML)
  - Content is directly inserted into the main page
  - Provide the m3wgame.init global function
  - Interface objects are passed to m3wgame.init
  - Handle control events (start, close, pause, resume)
  - Return collected gameplay data

- Collected data is uploaded to the data server

The games

- Based on HTML5
- LimeJS game framework
- Multiplatform pursuits

Communication with M3W

- index.html, help.html, info.html
- M3W frame buttons
  - New game
  - Pause / Resume
  - Settings
  - Help
  - Game list (Exit)
- Game settings
- Sending of collected data

Collecting data

- General log informations

- Event log informations

- Statistics

BME - EMT