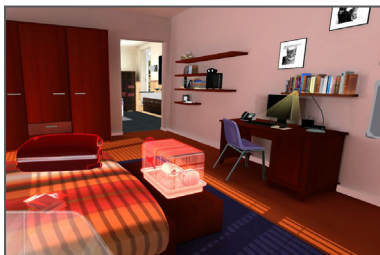




## R.O.G.E.R

To produce R.O.G.E.R, a **therapeutic** serious game, Fishing Cactus worked hand in glove with a cluster of four neurological practitioners from the Erasmé hospital in Brussels as well as Microsoft. The software actually backs neuro psychologists when testing brain-damaged patients. It operates on PC or **Xbox 360** through the **Kinect** interface, displaying a full **3D environment** during the test. When the patient pays a visit to his specialist, he is invited to start a new “game” which takes place in a familiar place: a common household.

The user must pack a piece of luggage with all the necessary commodities: toothbrush, garments, passport... As the patient is picking up his belongings around the house, the doctor can trigger disruptive actions like telephone ringing, turn off a leaking tap or turn on the radio, which allows him to judge the person’s reactions. It works as an extra observation tool for practitioners in addition to the other diagnosis techniques already at their disposal.



### Objectives of the Serious game:

- Developed in collaboration with neurologists from Erasmus hospital
- Cost-effective: operates on a standard PC or dev Xbox 360 through Kinect
- Easy to use
- Easy set-up
- Full 3D environment

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