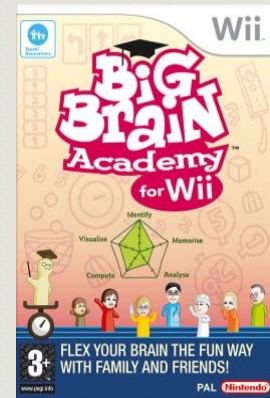


Summary

Big Brain Academy is a collection of puzzles and mini games that exercise the brain. The controls are simple and only require the ability to point the WiiMote and press A, the rest is down to brain power.

There are 5 main categories of tests, Visualize, Identity, Memorise, Compute and Analyze. The game can be played individually or with up to 8 players. Within a therapy session this game can be used to work on dexterity with combined cognitive function of which co-ordination is key. The faster the answers are selected the more points are scored.

The puzzles and brain activities range from easy to complex, with some being as simple as object recognition to others requiring 3D comparisons of shapes. The level of difficulty is set by the software based on previous scores, so the puzzles only get harder as the player gets better.



Buy From:



Web Links

- [Official Site](#)

Summary

Big Brain Academy is fun puzzle game that, whilst requires reasonable cognition, can be played by a spectrum of people. The controls are easy to master with just the need to point and press the A button, although speed and accuracy of controlling the remote will influence the scores.

Overall this game has few direct physical benefits but as a distraction to fine motor control does offer benefits within a therapy session.



Official Information : [Big Brain Academy](#)

No. Players 8

Controllers 1

Connectivity Wi-Fi

Mini Games 0

Age 3+

Positives / Negatives

- Easy to use
- Contributes to cognitive skills
- Requires reasonably quick thinking as most games are against the clock
- There is a fair amount of narrative dialogue within the game which can sometimes take a while to scroll through before playing.

Physical requirements to play game

Users need to be able to point the WiiMote at the screen and press A to select their answers before the time runs out.

Proprioception		Co-ordination	
Balance		Bilateral	
Dexterity		Cardiovascular	
Wrist/hand mvts		Sequencing	
Upper Limb gross movement		Speed	
Cognition		reflexes	

Ease of Navigation

Once set up the game is easy to navigate through. The naration can get a little long winded with the 'Professor' character explaining each screen and the results. This only requires the user to press A to accelerate through, if required.

Therapeutic benefits / best qualities of the game

The therapeutic benefits for this game maybe considered as few, but this game may appeal to the slightly older population. The game requires good use of hands combined with dexterity and is therefore of benefit when working on fine motor control skills. The cognitive aspect of the game may also offer a good distraction to the development of physical skills, assuming that the exercises are with in the capabilities of the user.

Adaptations

This game can easily be played with the use of a wrist splint and or an external button to replace the A button for those with limited dexterity.

Limitations

The game could be too complex for those with learning disabilities or be too quick for those with physical limitations to their dominant hand. The game can be played with the use of combined wrist straps for the WiiMote and external A buttons to select, for those with limited dexterity. The game can also be played in teams whereby those who are unable to navigate to the answer with the controller help answer the questions and the other team player who may need help with the exercises can physically control the WiiMote.