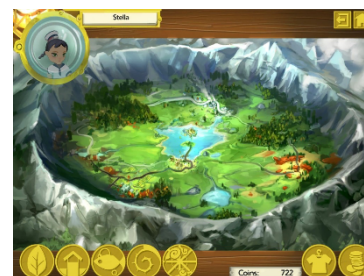




## Research Study Recruiting Participants

### Research Study: A New Game-based Cognitive Intervention for Children: Improving Attention and Executive Functions

- Attention and Executive Functions (EF) are important for self-regulation, flexibility, school/work success, making/keeping friends, mental health, quality of life, etc.
- Attention and EF problems are very common in children and failure to remediate them may lead to difficulties with learning, self-regulation, and aspects of physical/mental health.
- Prior studies show that children can demonstrate significant gains in attention, memory, self-regulation, emotional and behavioural control, self-efficacy, use of problem solving strategies, and academic performance, in response to attention and executive function interventions.
- The process of delivering the intervention also can help interventionists to develop their knowledge and skills for supporting children with neurodevelopmental disorders.
- Children will be randomly assigned to one of two intervention conditions: Dino Island and educational games. Interventions will be delivered in a 1:1 parent to child model within homes. Parent facilitators will receive training and ongoing support from the research team.
- Please note that not all families/children may be eligible to participate at this time.



**The Research Study will run from January 2021 to June 2021 approximately.**

**If you are interested in participating or need more information;  
please visit <http://uvicdinoisland.cogtrain.ca> or contact  
[macounlab@uvic.ca](mailto:macounlab@uvic.ca) by December 20<sup>th</sup>, 2020.**

This project is being conducted as a joint initiative amongst Dr. Sarah Macoun (University of Victoria), The Uncomplicated Family/Kids Uncomplicated, The Centre for Child Development Lower Mainland, Healthtech Connex, Woodview Autism and MH services, and Surrey School District.

# RECRUITING PARTICIPANTS

## FOR RESEARCH STUDY



We would like to inform you of an exciting research study, which may be of interest to you. The project is entitled **“A New Game-based Cognitive Intervention for Children”**



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