

dkgames™ are available in six different training groups (3 installation packages):

A
Emotional Development
Serenity

B
Right Brain Exercise
Perception Exercise

C
Games for Adults
Games for Kids

The complete six-game suite consists of thirty-three different sets of images for client feedback.

dkgames: Selection in EEGer

1. Select your client and click **Begin Session**. Choose the **dkgames** category title from the list of available games.
2. From the EEG display:
 - a. Press the **S** key on the Therapist computer keyboard to display the special games dialog.
 - b. To make a change, scroll to **Group** or **Subgroup**.
 - c. *Single monitor configuration only*: Press the **Space Bar** to view the game choices.
 - d. Press the plus or minus key (+/–) to display the next available game group/subgroup option. (The **Group** is displayed in blue text and **Subgroup** is displayed in green text.)
 - e. *Single monitor configuration only*: Press the **Space Bar** to return to the EEG display.
 - f. Press **Enter** to close the special games dialog.

Descriptions of Groups and Subgroups

- ◆ **Emotional Development:** Focuses on emotion and nonverbal communication. Images are faces, nonthreatening animals, peaceful scenes, and signs of intergenerational synchrony in both humans and animals.
 - ◆ **Young Faces:** Emotionally expressive children, scenes of safety with young animals and their parents, or young animals approaching the camera. Images are revealed one section or panel at a time, until the entire image is shown (mosaic mode). [350 photos]
 - ◆ **Where's Wanda in the Animal Kingdom:** Images with Wanda the butterfly who we try to spot as she hides amid a variety of animals. She's very shy and often camouflages herself! [300 images]
 - ◆ **Where's Wanda around Children:** Images of Wanda the butterfly hovering near expressive eyes, mouths, or at the end of a child's gaze. [300 images]
 - ◆ **Where's Wanda in Nature:** Wanda the butterfly hiding amid peaceful and serene scenes of nature. [450 images]
 - ◆ **Name that Emotion:** Ekman-like faces designed for children. The 6 major emotions (fear, anxiety, anger, surprise, happiness, sadness) are expressed by teenagers, young kids, and the occasional adult. [150 sets]
- ◆ **Serenity:** Focuses on the extremely vast, the infinitesimal, and the verbal freedom in between.
 - ◆ **Universe:** Photographs of the larger world, from galaxies to sky to ocean. [275 photos]
 - ◆ **Unusual Beauty:** Photographs of nature in its most striking attire. [450 photos]
 - ◆ **Sayings:** 120 humorous sayings to ponder.
 - ◆ **Ancient Wisdom:** 300 phrases from Tao, Gnostic, and Judeo-Christian traditions.

- ◆ **Right Brain Exercise:** Emphasizes layers of visual perception and the arbitrary semantic divisions of the world around us. Humor and metaphor-based exercises are also included, to develop those strengths of the right cerebral hemisphere.
 - ◆ **Whatzit:** Skewed (non-canonical) views of everyday objects. The two hemispheres must work together to identify common household items from atypical perspectives and extreme close-ups. [275 photos]
 - ◆ **Focus:** Places or objects that are shown out of focus, then incrementally brought into focus. [75 photographs]
 - ◆ **Zoom out:** Photos begin as extreme close-ups; the camera pulls back to reveal the entire subject. [225 photos]
 - ◆ **Om:** Beautiful and luscious words (e.g., ethereal, callisto) or non-words (e.g., satellania, quoxidian, amanzi) are presented against backdrop images that extend or disambiguate their meaning. This set juxtaposes strengths of the left hemisphere (verbal) against strengths of the right hemisphere (holistic). [350 images]
 - ◆ **Jokes:** 40 jokes set against images consistent with the humor.
 - ◆ **Oracle:** Images that allow us to ask the Great Oracle any question we want and to bask in her extraordinary wisdom (i.e., a version of magic eight-ball) [165 images]

- **Perception Exercise:** Centers on conscious and non-conscious visual perception. The role of color (cortical) along with resolution and form stability (subcortical and cortical) are explored by this collection, along with conscious exploration and the effect of atypicality and novelty on meaning.
 - ◆ **The Color of Art:** Works of modern art in which color is added incrementally to a masterpiece. Paintings begin as dark and light versions of themselves and slowly transform into their final form. [150 images]
 - ◆ **The Color of the World:** 150 Photographs of nature and people in which color is added incrementally.
 - ◆ **Places in Focus:** 75 sets of images of unusual scenes and events shown out of focus, then brought into focus.
 - ◆ **Art in Focus:** Well-known works of arts which are brought into focus. [25 images]
 - ◆ **Unstable Art:** Painted portraits that transform (morph) into other works of art or to real people. [150 images]
 - ◆ **Visual Exploration:** Scenes (artwork, animals, or places) are explored in a series of selected close-ups followed by the entire scene. [125 images]
 - ◆ **Where's Wanda in Art:** Works of art in which Wanda the butterfly hides, sometimes merging into the canvas itself. Be warned - she can be very shy around the masters and hard to spot! [450 images]

- **Games for Adults:** Designed to enable Neurofeedback training during mathematical processing, response inhibition, as well as visual and verbal perception.
 - ◆ **Mathematics:** 100 addition and subtraction problems with answers (e.g., $2 - 3 + 3 = 2$).
 - ◆ **Stroop:** Versions of the Stroop test in which the color of a font is to be said aloud while inhibiting the meaning of the word. This is a frontal lobe test (response inhibition). For instance, the word "green" may appear in a blue font and we should say aloud "blue" and inhibit what we read (the word "green"). [100 images]
 - ◆ **Masterpieces:** Modern art paintings, revealed randomly (mosaic mode). [450 images]
 - ◆ **Unusual places:** Photographs of nature and places. [450 photos]
 - ◆ **Word race:** 100 sets of words in which we must decide or guess which of two words is longer as they are revealed letter by letter. This tests verbal perception, tapping on our entire lexicon to compare and discard likely word candidates as the words are slowly revealed.
 - ◆ **Where's Wanda in Masterpieces:** Works of art in which Wanda the butterfly hides, sometimes merging into the paint itself. Be warned - she can be very shy around the masters and hard to spot! [900 images]

- **Games for Kids:** Designed for children. Reward centers on animals, bugs, and household items.
 - ◆ **Animals in Focus:** Photos of animals shown out of focus, then incrementally brought into focus. [75 photos]
 - ◆ **Animals Everywhere! :** Photos of animals in the wild (a few in captivity) presented in mosaic mode. [250 photos]
 - ◆ **Bug race :** Races between butterflies, ladybugs, ants, and the occasional hungry spider. [100 variations]
 - ◆ **Road race :** Races between double-decker buses, cars, and trucks. [100 variations]
 - ◆ **Where's Wanda in the World:** Images of Wanda the butterfly hiding in unusual places. [450 images]