عنوان مقاله:

Effectiveness of Cognitive Computer Games (maghzineh) on Working Memory of the Students with Learning Disability in Reading

محل انتشار:

هشتمین کنگره علوم اعصاب و پایه و بالینی (سال: 1398)

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خلاصه مقاله:

Background and Aim : The present study was designed to evaluate the effectiveness of cognitive computer games on working memory of students with learning disabilities in reading.Methods : . For this purpose, a quasi-experimental research with a pretest-posttest design with a control group was conducted. 20 learning disabled students were selected and assigned randomly to two experimental (10) and control (10) groups. The experimental group was trained for 20 sessions individually for a month. The control group received no intervention during the training sessions of the experimental group. The subscale of working memory in the New version of Tehran-Stanford-Binet Intelligence Scale was used to measure working memory. The obtained data was analyzed using Analysis of Covariance.Results : The findings showed significant differences between the experimental and the control group in working memory in the participating students with learning disabilities in reading.Conclusion : Finally, using cognitive games for improving working memory of the students with learning disability in reading was discussed. Further discussions, as well as suggestions for future research, are presented.

کلمات کلیدی:

Computer cognitive games, working memory, Learning disabilities

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