

the development of a usable and innovative conceptual framework to guide the structuring and creation of game-based rehabilitation environments that are engaging and motivating to the patient, whilst addressing rehabilitation challenges.

IV. CONCLUSIONS

Design Science is used in this research to investigate how therapeutic games for cognitive rehabilitation can be designed to meet various rehabilitation needs, and create an innovative artefact (a conceptual framework for designing brain injury cognitive rehabilitation game) as guidance that would help in the development of an effective therapeutic game. In addition, for the purpose of demonstrating this artefact, a Rehabilitation Gaming System (RGS) prototype was developed as a proof of concept for experimental use and evaluation.

In the near future, usability testing will be conducted with therapists, to evaluate the RGS.

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