



Dynavision D2™ Memory Test Protocol

Recommended Use for Establishing Memory Scores & Function

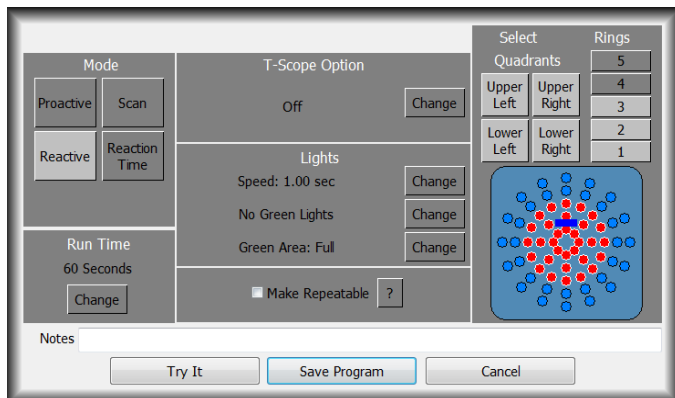
The following protocols mentioned in this document are not intended to diagnose, treat, or manage any diseases or conditions, including but not limited to concussions, traumatic brain injuries, stroke, etc. The following protocols have not be evaluated by the U.S. Food & Drug Administration.

Memory Tests

Programming:

To create a custom program click *Add Program*.

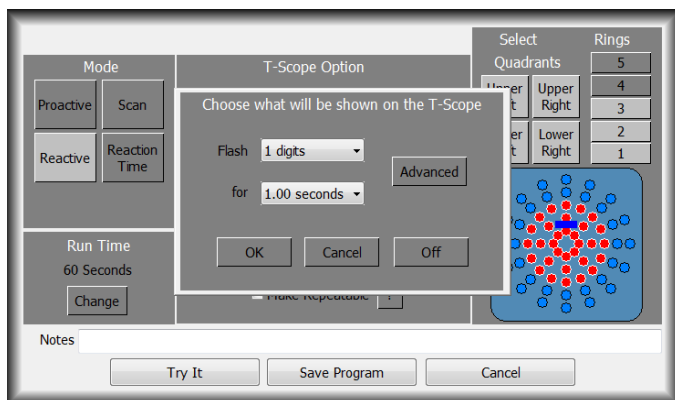
Memory Test 1



Step 1: Select *Reactive (Mode B)*

Step 2: Turn off rings 4 and 5

Step 3: Change *light speed* to 1.00 seconds



Step 4: Under *T-Scope Option*, click *Change*.

Step 5: Set flash at *1 digits* for *1.00 seconds*.

Step 6: Click *OK*. And then Click *Save Program*.

Step 7: Name the program *Memory Test 1*.

Step 8: Provide verbal instructions.

Step 9: Click *Run Program*.

Verbal Instructions:

“Single digit numbers will flash on the screen for one second.”

“Hit the red buttons as quickly as you can. At the same time, call the numbers out.”

“Do you have any questions?”

Observations:

Note the client’s score, ability to call numbers accurately.

Additional Observations:

- Left/right symmetry of the upper extremities
- Unsteady balance
- Alternating hands instead of using hand that is closest.
- Intention tremors
- Pauses before striking or calling numbers

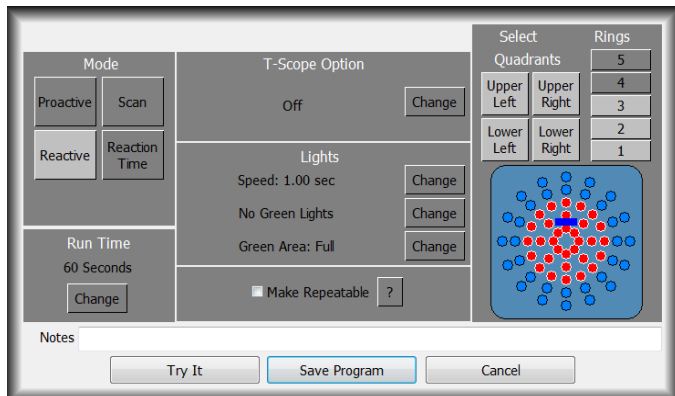
Data Management:

Focus: All data

Programming:

To create a custom program click *Add Program*.

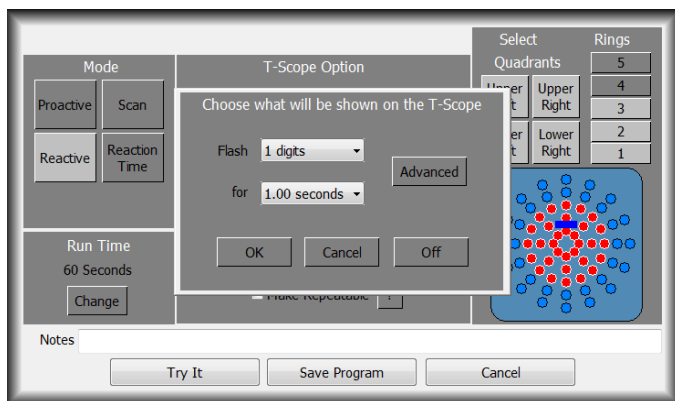
Memory Test 2



Step 1: Select *Reactive (Mode B)*

Step 2: Turn off rings 4 and 5

Step 3: Change light speed to 1.00 seconds



Step 4: Under *T-Scope Option*, click *Change*.

Step 5: Set flash at *1 digits* for *1.00 seconds*.

Step 6: Click *OK*, and then *Save Program*.

Step 7: Name the program *Memory Test 2*.

Step 8: Provide verbal instructions.

Step 9: Click *Run Program*.

Verbal Instructions:

“Single digit numbers will flash on the screen for one second.”

“Hit the red buttons as quickly as you can. At the same time, call out the first number, remember it, when the second number flashes, call out the sum of the first and second numbers.”

“For example, if the first number is 4 and the second number is 3, you would say “4” followed by “7.”

“Do you have any questions?”

Observations:

Note the client’s score and ability to call and add numbers.

Additional Observations:

- Left/right symmetry of the upper extremities
- Unsteady balance
- Alternating hands instead of using hand that is closest
- Intention tremors
- Pauses before striking or calling/adding numbers

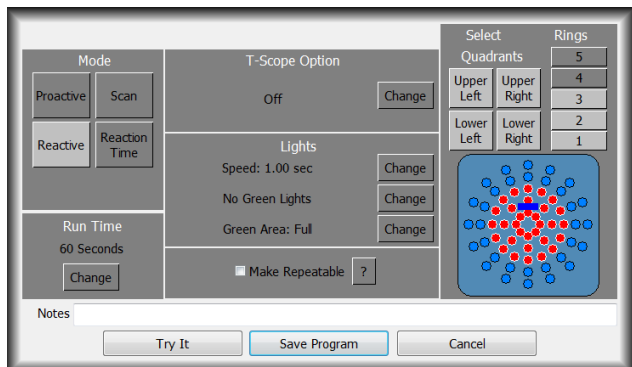
Data Management:

Focus: All data
Score: Calculate hits per minute minus T-Scope errors

Programming:

To create a custom program click *Add Program*.

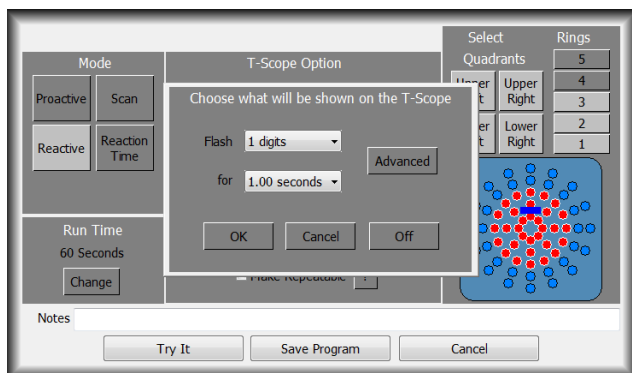
Memory Test 3



Step 1: Select *Reactive (Mode B)*

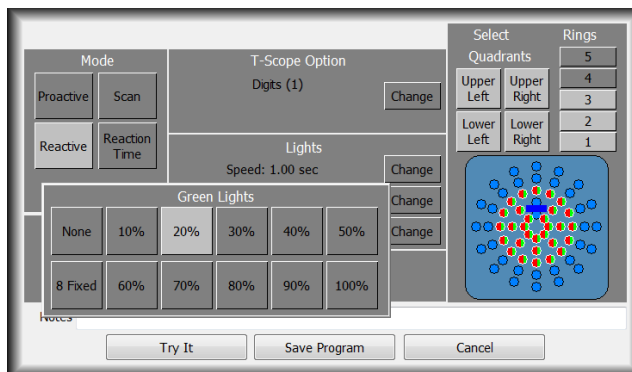
Step 2: Turn off rings 4 and 5

Step 3: Change light speed to 1.00 seconds



Step 4: Under *T-Scope Option* click *Change*.

Step 5: Set flash at *1 digits* for *1.00 seconds*.



Step 6: Change *no green lights* to *20%*.

Verbal Instructions:

“Single digit numbers will flash on the screen for one second.”

“Hit the red buttons as quickly as you can. At the same time, call out the first number, remember it, when the second number flashes call out the sum of the first and second numbers.”

“When you see a green light, hit it and call out “green.”

“Do you have any questions?”

Observations:

Note the client’s score, ability to call and add numbers, and ability to call green lights accurately.

Additional Observations:

- Left/right symmetry of the upper extremities
- Unsteady balance
- Alternating hands instead of using hand that is closest
- Intention tremors
- Pauses before striking or calling/adding numbers
- Pauses with calling/hitting green

Data Management:

Focus: All data
Score: Calculate hits per minute minus T-Scope errors

Memory Test 3 Contd.

Step 7: Click *Save Program*.

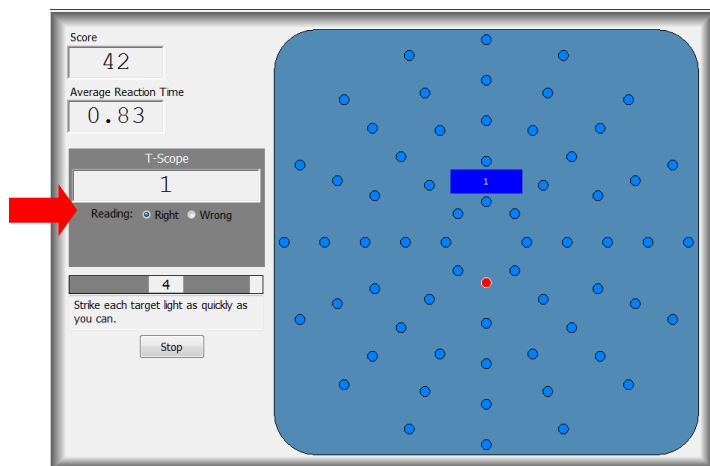
Step 8: Name the program *Memory Test 3*. Click *OK*.

Step 9: Provide verbal instructions.

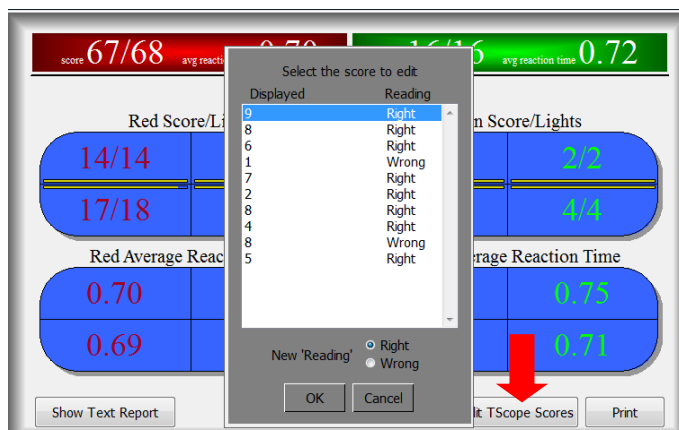
Step 9: Click *Run Program*.

Documenting T-Scope Errors:

A *T-Scope Error* is indicated when the participant does not call out the character flashing on the screen, or calls out the wrong character. Errors may be recorded during the run by selecting *Right* or *Wrong*. Scores may be updated immediately after the run by clicking *Edit T-Scope Score*, or a later date by clicking the *View Patient History* tab, selecting the desired report, and then clicking *Edit T-Scope Scores*.



1. Click *Right* or *Wrong* to record errors during the run.



2. Click *Edit T-Scope Scores* to edit T-Scope errors after the run.