

DAFTAR PUSTAKA

- [1] E. Topol, "Digital medicine: empowering both patients and clinicians," *The Lancet*, vol. 388, pp. 740-741, 2016.
- [2] G. C. Fairburn and V. Patel, "The impact of digital technology on psychological treatments and their dissemination," *Behaviour Research and Therapy*, vol. 88, pp. 19-25, 2017.
- [3] C. Tang, Z. Wang, X. Sima, and L. Zhang, "Research on Artificial Intelligence Algorithm and Its Application in Games," 2020. [Online]. Available: doi:10.1109/aiaam50918.2020.00085. [Accessed 17 November 2022].
- [4] M.-S. Wu, T.-H. Lan, C.-M. Chen, H.-C. Chiu, and T.-Y. Lan, "Socio-demographic and health-related factors associated with cognitive impairment in the elderly in Taiwan," *Institute of Population Health Sciences, Taiwan*, 11 January 2011. [Online]. Available: doi:10.1186/1471-2458-11-22. [Accessed 17 November 2022].
- [5] T. Loetscher and N. B. Lincoln, "Cognitive rehabilitation for attention deficits following stroke," *Cochrane Database of Systematic Reviews*, 2013. [Online]. Available: doi.org/10.1002/14651858.CD002842.pub2. [Accessed 17 November 2022].
- [6] C. Chung, A. Pollock, T. Campbell, B. Durward and S. Hagen, "Cognitive Rehabilitation for Executive Dysfunction in Adults with Stroke or Other Adult Nonprogressive Acquired Brain Damage," *Stroke*, vol. 44, no. 7, pp. 77-78, 2013.
- [7] R. D. Steele, A. Baird, D. McCall, and L. Haynes, "Combining Teletherapy and On-line Language Exercises in the Treatment of Chronic Aphasia: An Outcome Study," *International Journal of Telerehabilitation*, 2015. [Online]. Available: doi.org/10.5195/ijt.2014.6157. [Accessed 17 November 2022].
- [8] L. Stocco and S. Valentin, "Can Digital Games Be a Way of Improving the Neuroplasticity in Stroke Damage? Can the Adult Brain Grow New Cells or Rewire Itself in Response to a New Experience?" *Open Journal of Medical Psychology*, vol. 6, 2017.
- [9] S. Kühn, T. Gleich, R. C. Lorenz, U. Lindenberger and J. Gallinat, "Playing Super Mario induces structural brain plasticity: gray matter changes resulting from training with a commercial video game," *Molecular Psychiatry*, pp. 265-271, 2013.

- [10] R. d. Nair, H. Cogger, E. Worthington and N. B. Lincoln, "Cognitive rehabilitation for memory deficits after stroke," Cochrane Database Syst Rev, 2016.
- [11] Lingraphica, "TalkPath Therapy," [Online]. Available: <https://therapy.aphasia.com/>.
- [12] M. Sutton, "Tactus Therapy," Tactus Therapy Solutions, [Online]. Available: <https://tactustherapy.com/>.

DAFTAR PUSTAKA

- [1] E. Topol, "Digital medicine: empowering both patients and clinicians," *The Lancet*, vol. 388, pp. 740-741, 2016.
- [2] G. C. Fairburn and V. Patel, "The impact of digital technology on psychological treatments and their dissemination," *Behaviour Research and Therapy*, vol. 88, pp. 19-25, 2017.
- [3] C. Tang, Z. Wang, X. Sima, and L. Zhang, "Research on Artificial Intelligence Algorithm and Its Application in Games," 2020. [Online]. Available: doi:10.1109/aiaa50918.2020.00085. [Accessed 17 November 2022].
- [4] M.-S. Wu, T.-H. Lan, C.-M. Chen, H.-C. Chiu, and T.-Y. Lan, "Socio-demographic and health-related factors associated with cognitive impairment in the elderly in Taiwan," *Institute of Population Health Sciences, Taiwan*, 11 January 2011. [Online]. Available: doi:10.1186/1471-2458-11-22. [Accessed 17 November 2022].
- [5] T. Loetscher and N. B. Lincoln, "Cognitive rehabilitation for attention deficits following stroke," *Cochrane Database of Systematic Reviews*, 2013. [Online]. Available: doi.org/10.1002/14651858.CD002842.pub2. [Accessed 17 November 2022].
- [6] C. Chung, A. Pollock, T. Campbell, B. Durward and S. Hagen, "Cognitive Rehabilitation for Executive Dysfunction in Adults with Stroke or Other Adult Nonprogressive Acquired Brain Damage," *Stroke*, vol. 44, no. 7, pp. 77-78, 2013.
- [7] R. D. Steele, A. Baird, D. McCall, and L. Haynes, "Combining Teletherapy and On-line Language Exercises in the Treatment of Chronic Aphasia: An Outcome Study," *International Journal of Telerehabilitation*, 2015. [Online]. Available: doi.org/10.5195/ijt.2014.6157. [Accessed 17 November 2022].
- [8] L. Stocco and S. Valentin, "Can Digital Games Be a Way of Improving the Neuroplasticity in Stroke Damage? Can the Adult Brain Grow New Cells or Rewire Itself in Response to a New Experience?" *Open Journal of Medical Psychology*, vol. 6, 2017.
- [9] S. Kühn, T. Gleich, R. C. Lorenz, U. Lindenberger and J. Gallinat, "Playing Super Mario induces structural brain plasticity: gray matter changes resulting from training with a commercial video game," *Molecular Psychiatry*, pp. 265-271, 2013.

- [10] R. d. Nair, H. Cogger, E. Worthington and N. B. Lincoln, "Cognitive rehabilitation for memory deficits after stroke," Cochrane Database Syst Rev, 2016.
- [11] Lingraphica, "TalkPath Therapy," [Online]. Available: <https://therapy.aphasia.com/>.
- [12] M. Sutton, "Tactus Therapy," Tactus Therapy Solutions, [Online]. Available: <https://tactustherapy.com/>.