Supplemental Table 1. Description of Cognitive Training Games

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<tr>
<th>Posit Science Game</th>
<th>Description</th>
<th>Targeted Cognitive Domains</th>
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| **Road Tour**      | - User views an animated car or truck in the center of the screen, while a road sign appears on the outside of the screen in the user’s periphery  
- After very brief exposure (~1 second) image fades away  
- Selection screenshot appears, prompting the user to correctly select the vehicle type displayed on previous screen (car or truck)  
- After the selection is made a circle of cars appears around the periphery with a single road sign among them  
- User must correctly identify the location in which the road sign initially appeared around the periphery  
- Game focuses the user’s attention on a task in the middle of the screen while simultaneously requiring attention on the Route 66 road sign that appears in the periphery of the screen, calling on field of view  
- Task becomes more difficult as the user’s performance improves | Dual-task processing; speed of processing; inhibition; attention |
| **Jewel Diver**    | - Taking perspective of a scuba diver, user views a variety of jewels scattered across an underwater scene  
- User is instructed to simultaneously track a variety of jewels at one time  
- Stimulus jewel(s) appears very briefly on screen (~1 second) then fades away  
- After this initial viewing, each jewel is encapsulated by an opaque bubble and begins to float erratically around the screen alongside distractor bubbles  
- Once bubbles stop moving, participant must select the bubble that he/she believes contains the stimulus jewel(s)  
- Exercise increases in difficulty as user performance progresses: jewels travel more quickly, for longer amounts of time, and over larger areas  
- Exercise adapts to the user’s performance by changing the number of distracter stimuli/bubbles. | Divided attention; visuospatial working memory; inhibition |
| **Sweep Seeker**   | - Game’s objective is to accumulate points by collapsing a pyramid of seashells  
- Seashells are collapsed by lining up three similar shells in a row  
- In order to achieve three in a row, participants must strategically make dissimilar shells disappear  
- User selects shell that they want to disappear  
- Immediately following this selection a pattern of sweeps appears  
- User views two rapid visual “sweeps” (<1-second movements of bars) and is instructed to indicate whether each one swept inward or outward  
- When the sequence of sweeps is correctly identified the user is rewarded with the disappearance of the selected seashell | Visual processing speed; working memory |