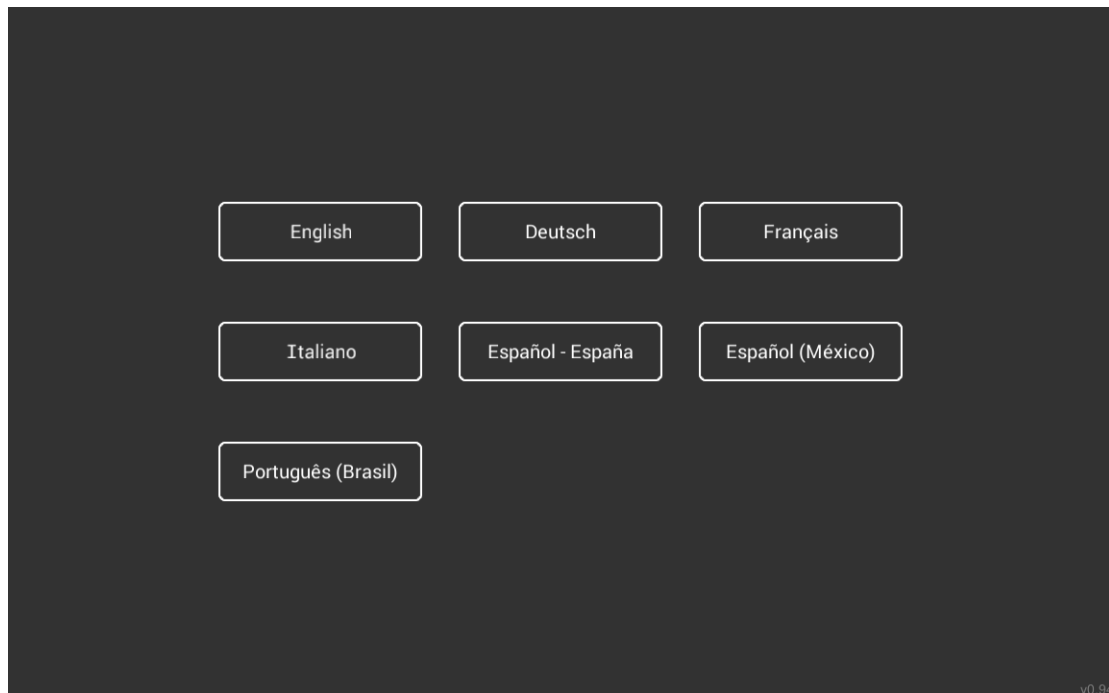


THINC-it operation guide.

V0.95

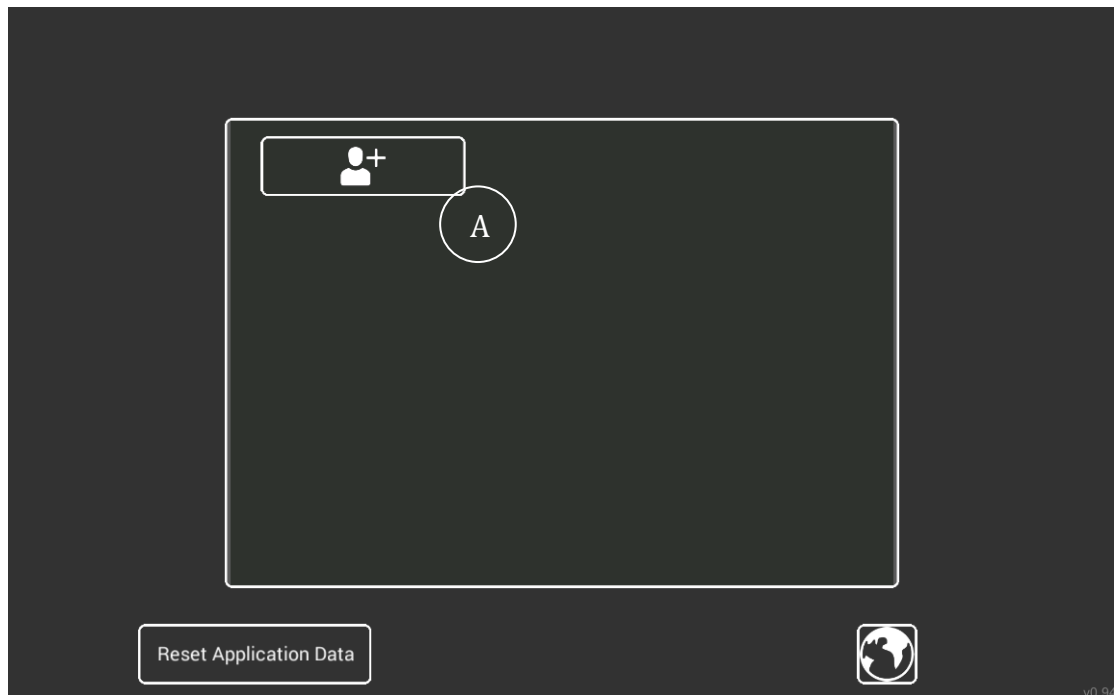
This guide covers operation of the Thinc-it application for iPad, Android tablet, Windows PC and Mac OSX.

Fig 1.



Select your desired language. You may return to this screen at any time from the main menu and change the application language.

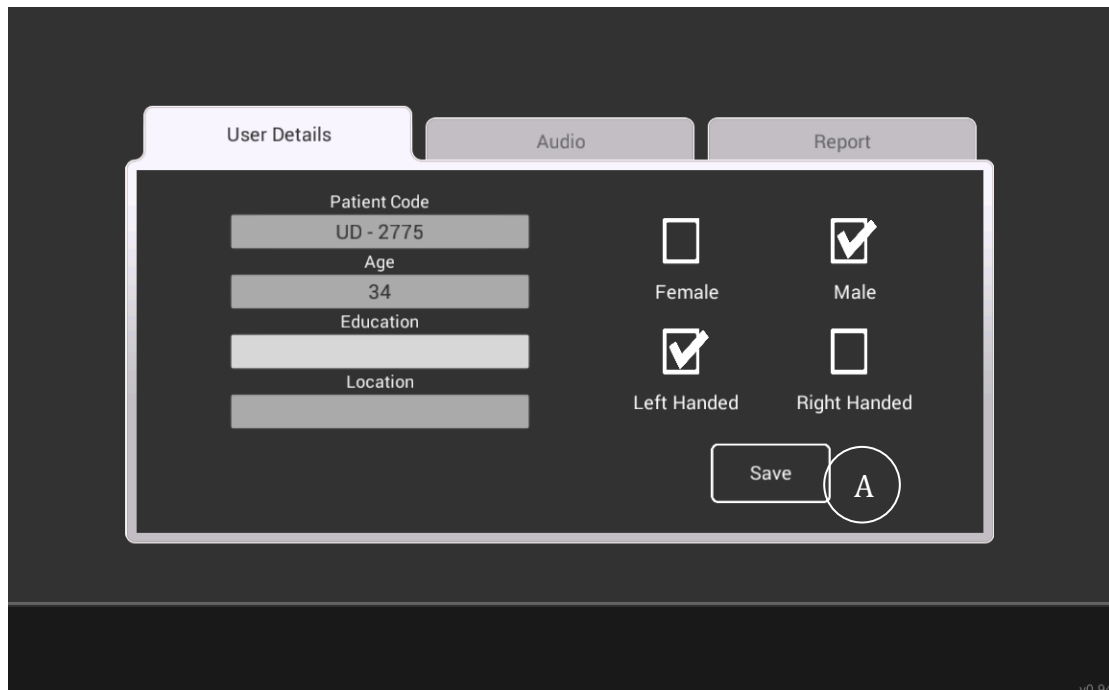
Fig 2.



The Thinc-it application allows for multiple user profiles on a single device. Data for each user will be stored within their profile.

Click/touch button (A) to create a new user.

Fig 3.



Enter user details.

As well as the core fields, you have the option of turning off audio and the ability to add notes about the user.

Click/Touch “Save” button (A) once the details have been entered.

NOTE – On some devices the additional option of designating a report email address may be presented here.

Fig 4.



This is the Thinc-it main menu screen. The patient code of the currently selected user is displayed at the bottom of the screen for reference. The Thinc-it application comprises 5 games/modules, represented by the 5 coloured icons:

From left to right –

1. PDQ-5D Subjective Questionnaire
2. “Spotter” – CRT game
3. “Symbol Check” – Nback game
4. “CodeBreaker” – DSST game
5. Trails – TMT game

The user can launch any of these games/modules from this screen by clicking/touching the appropriate icon.

The “Begin Test” button in the centre of the menu launches a full test comprising all 5 games/modules in order and groups their results together as a “test”.

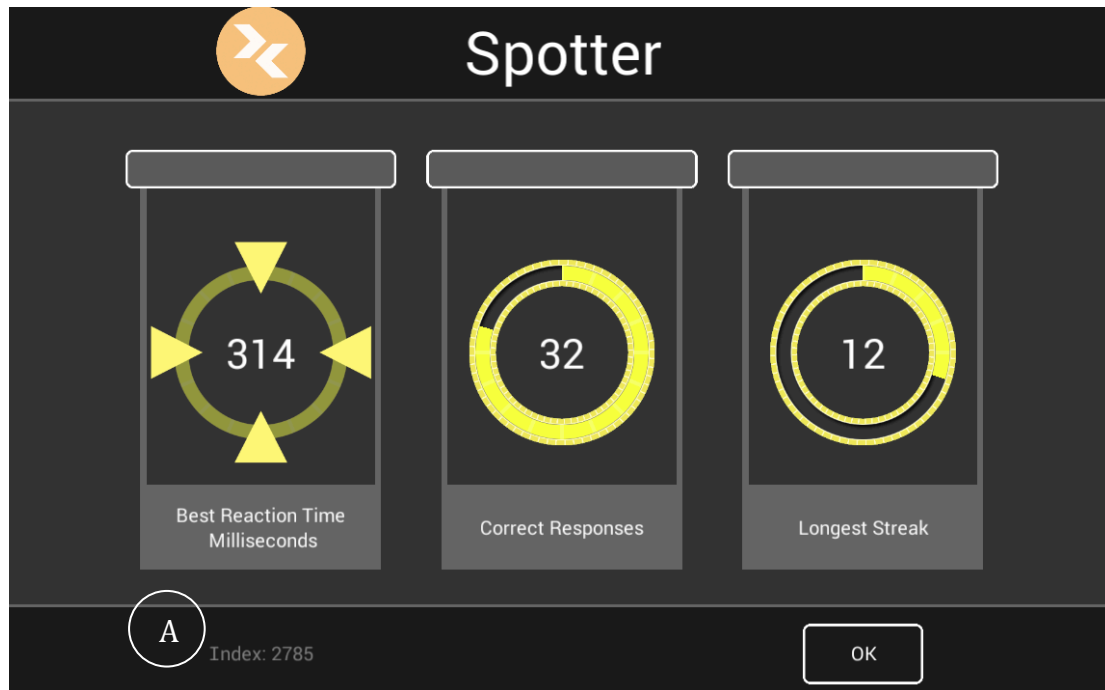
Button (A) returns to the user select/creation screen. **See figs 2, 10.**

Button (B) navigates to the currently selected user’s performance record. **See figs. 6, 7, 8.**

Button (C) Globe icon opens the language selection menu. **See fig 1.**

Button (D) opens the information menu, in which can be viewed the T&Cs.

Fig 5.



Upon completion of a game (excluding the PDQ-5D) a results screen will be displayed as above. This screen will be displayed after each game regardless of whether it is played in isolation or as part of a full test.

The 3 primary scores displayed in the boxes are feedback designed to encourage the user to play to the best of their ability on repeated use. **These should not be taken as a performance metric in a clinical sense.**

The “Index” score in the bottom left (A) is an overview performance metric, the minimum is 0 and the maximum is 4000. This value is entered into the user’s performance data record.

Fig 6.



This is the user performance data record.

The central graph displays the relative scores in the 5 modules of the most recently completed full test. You can cycle back through test scores using the arrow buttons either side of the graph (where data is available).

Button (A) switches to an overlaid view of the last 7 completed full tests.

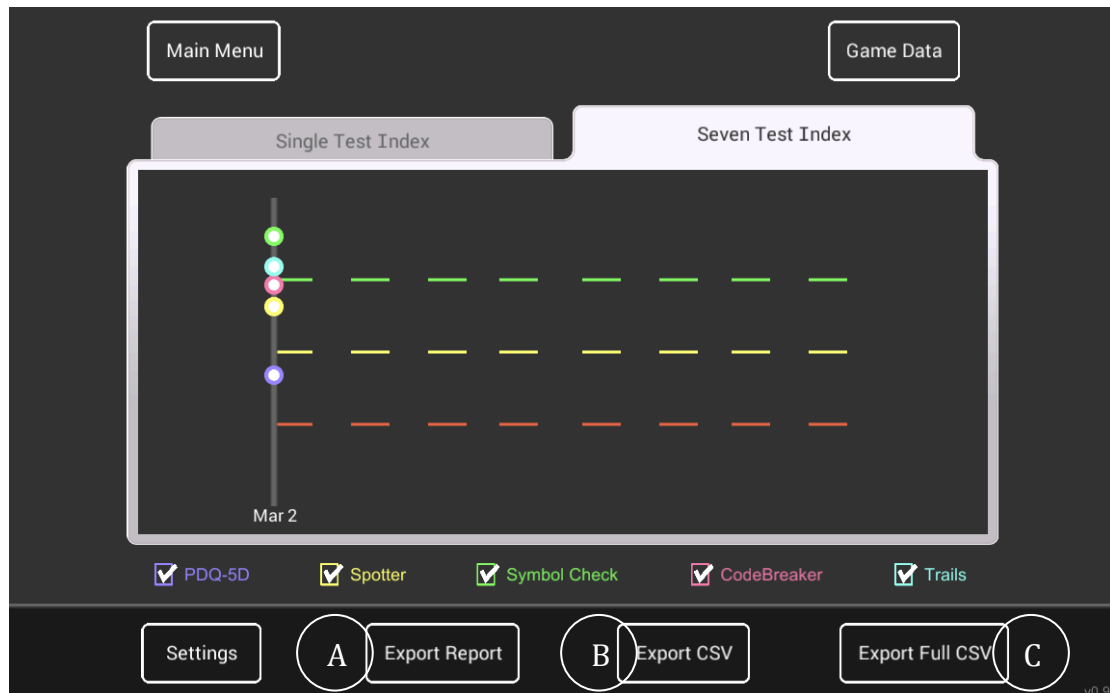
See fig 7.

Button (B) returns to the main menu.

Button (C) switches to a view of the individual game/module performance records. **See fig 8.**

Button (D) navigates to the user details interface, allowing you to modify or update the user's information, notes and settings if necessary. **See fig 3.**

Fig 7.



This shows the user performance data record with the 7-test graph displayed.

The tick boxes under the graph can be used to turn on/off the graph data for individual games/modules.

Buttons (A) (B) and (C) allow you export a user's performance data from the app.

NOTE - These data exports are VERY detailed and feature not only the index scores displayed in these graphs, but also ALL of the contributing data input, stimulus, latency, error

Button (A) exports a RTF file format report of the data within the currently displayed tests. Includes a graph image.

Button (B) exports a CSV file containing the data within the currently displayed games/modules.

Button (C) exports a CSV file containing ALL the performance data within the profile of the current user, regardless of which data is currently displayed on screen. WARNING – likely to be a very large amount of data.

Fig 8.

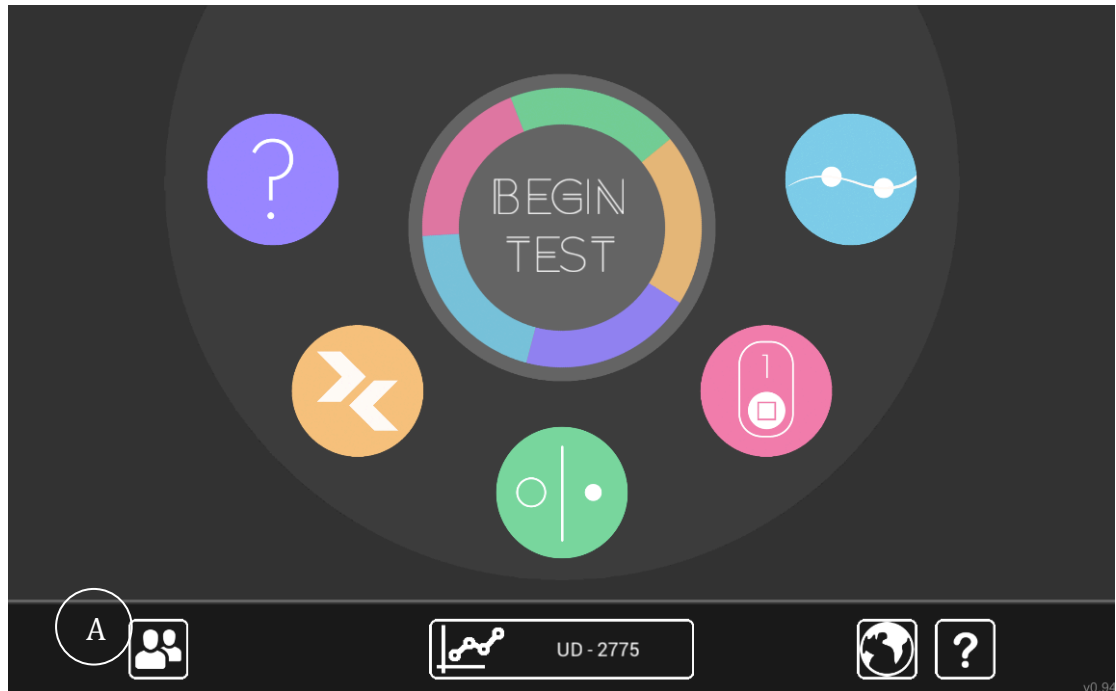


This shows the user performance data record with individual game/module data displayed.

Button (A) returns to full test index data display.

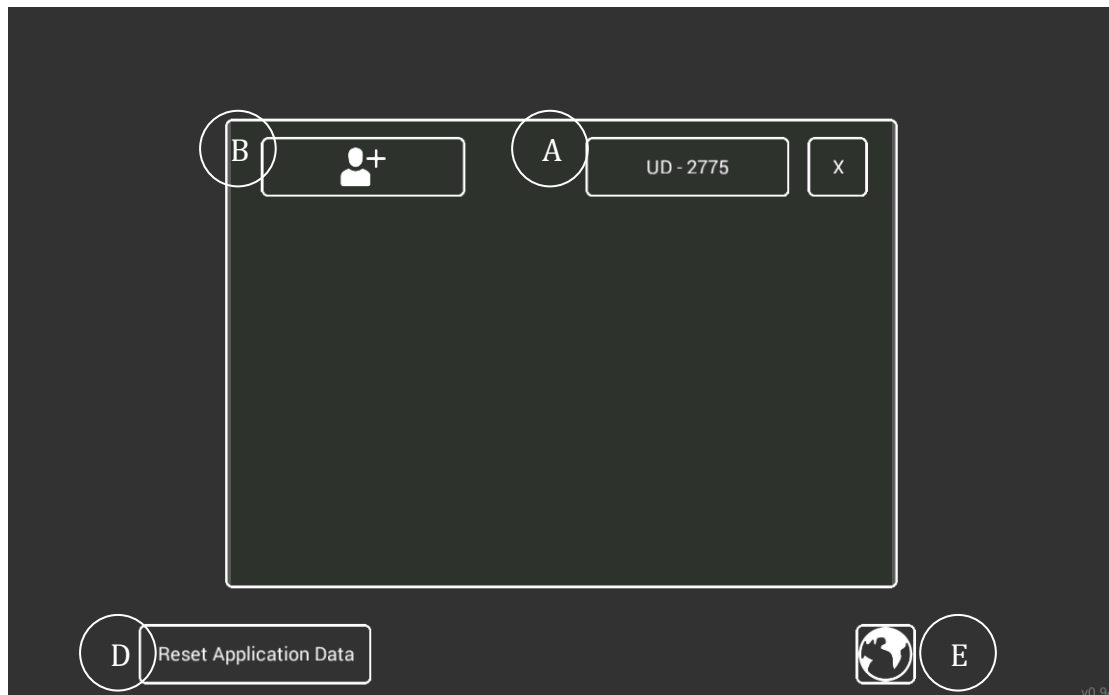
Export buttons function the same way in this screen.

Fig 9.



To change users, return to the main menu screen, then click/touch the user select button (A). This will take you to the user selection screen. **See Fig 10.**

Fig 10.



From this screen you can change user, manage existing user profiles, or create new ones.

Here we can see one existing user (A).

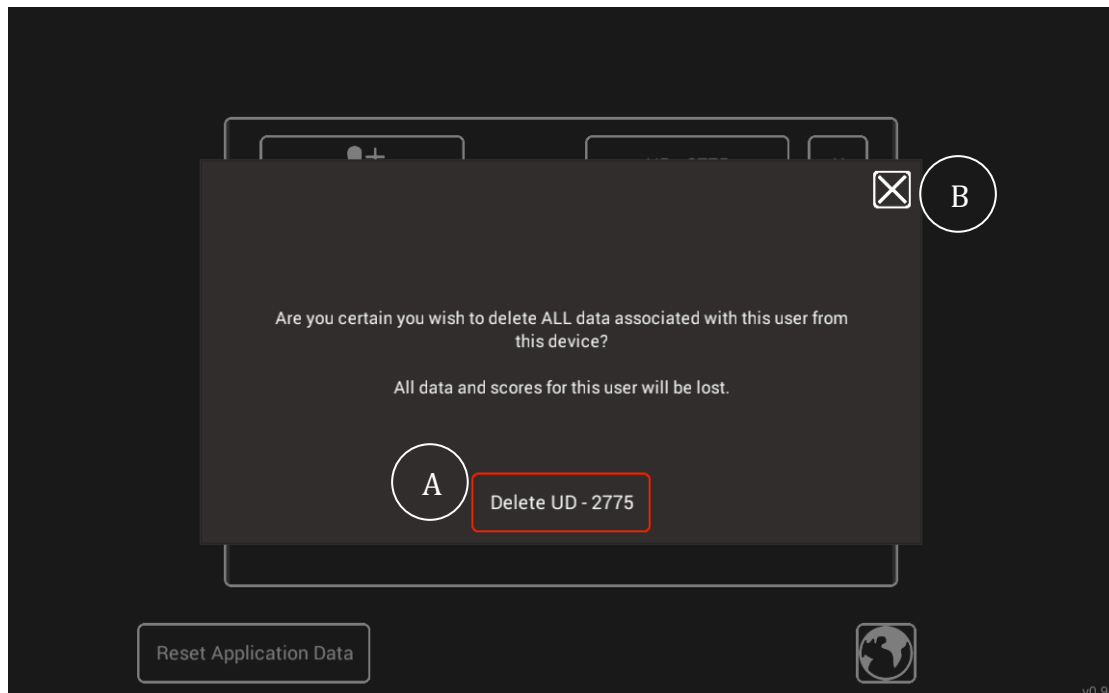
To create a new user click/touch button (B)

To delete an existing user click the button marked “x” next to their patient code (C). **See fig 11.**

Button (D) is used to reset the entire application and delete ALL data including ALL user profiles, PC and Mac only. See fig 12.

Note – the language menu is also accessible from this screen (E).

Fig 11.



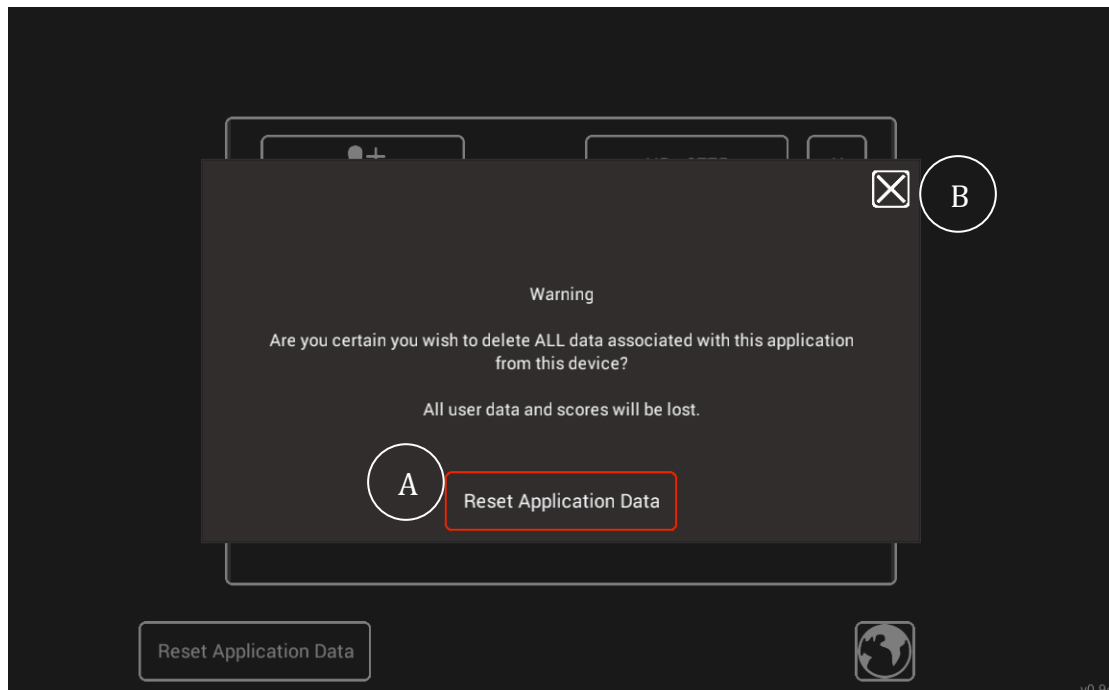
When deleting a user you will be presented with a confirmation screen like the above.

Deleting a user profile will delete ALL the performance data held under that profile from the app.

If you are **absolutely certain** you wish to delete a user and ALL their associated data, click/touch button (A). This is a NON-Reversible action.

If you change your mind or have reached this screen by accident, click/touch the close "x" button (B) and the user data/profile will remain.

Fig 12.



PC and Mac only

If you click/touch the “Reset application data” button you will be presented with a confirmation screen like the above.

Resetting application data (A) will delete ALL user profiles, data, preferences from the app and essentially reset it to default spec.

! ALL data will be LOST if you confirm this action!

This feature is primarily to clear a machine of all data before uninstalling the app.

As a last resort it can also be used to clear corrupt or rejected data.

In either case it is not recommended that you take this action unless ALL current data has been exported and stored externally.

If you change your mind or have reached this screen by accident, click/touch the close “x” button (B) and the app will remain as it is.