



nesplora

GIUNTI PSYCHOMETRICS

WHAT SETS NESPLORA APART FROM TRADITIONAL CPTS?

NESPLORA AULA AND AQUARIUM address the limitations of traditional CPTs through:

-  **Immersive VR environments:** Realistic simulations that allow for natural examinee interaction.
-  **Advanced metrics:** Recording of variables such as omissions, commissions, reaction times, head movements, and more.
-  **Objectivity:** Reduction of evaluator bias through automated assessment.

1

MORE DATA

2

GREATER OBJECTIVITY

3

HIGHER ECOLOGICAL VALIDITY

THE RESULT?

FOR THE CLINICIAN

- 1 **Objective, detailed data:** Improves the accuracy of cognitive function assessment.
- 2 **Automated reports:** Facilitates result interpretation and supports clinical decision-making.
- 3 **Training resources:** Access to manuals and training videos for effective implementation.

FOR THE EXAMINEE

- 1 **Accurate, personalized assessments:** Improve understanding of their cognitive abilities.
- 2 **Natural interactions:** VR enables a more comfortable and less intrusive experience.
- 3 **Real-world meaningful results:** Outcomes better reflect everyday functioning.



**RECOMMENDED WEBINAR FOR
FURTHER INFORMATION**

COMPARATIVE TABLE

Criterion	Traditional CPTs	Nesplora (VR-based CPT)
Format	Computer-based tasks, 2D, simple stimuli (letters, numbers, shapes).	Immersive 3D virtual reality environments with realistic, interactive scenarios.
Key metrics	Reaction times, commission errors, and omission errors.	Omissions, commissions, reaction times, head movements, and motor activity.
Ecological validity	Limited: the testing context is artificial and not representative of real-life situations.	High: simulates everyday situations (classroom, aquarium).
Evaluator bias	May influence the interpretation of results.	Eliminated: automated, standardized instructions.
Cultural bias	High in some tests, as they rely on symbols or culturally specific stimuli.	Reduced: natural, universal environments less dependent on cultural context.
User experience	Perceived as repetitive and not very engaging.	Engaging and natural, with greater user involvement.
Applications	Clinical assessment and attention evaluation.	Clinical, educational, and research applications; also useful for intervention design and follow-up.
Reports	Technical reports that require professional interpretation.	Clear communication: reports tailored for neuropsychologists, educators, and families.
Technological innovation	Limited to PC-based software.	Use of VR with Meta Quest 2/3/3S headsets and continuous updates based on research.