Project Introduction

The proposed project is to design, develop and fabricate a handheld video game console for astronauts during long space flight. This portable hardware runs entertaining games that detect neurocognitive deficits and give an objective feedback to the astronaut about this decrement. This facilitates the crewmembers and flight surgeons to prescribe recommended countermeasures to the cognitive decrement.

Primary U.S. Work Locations and Key Partners

<table>
<thead>
<tr>
<th>Organizations Performing Work</th>
<th>Role</th>
<th>Type</th>
<th>Location</th>
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</thead>
<tbody>
<tr>
<td>★ Johnson Space Center (JSC)</td>
<td>Lead Organization</td>
<td>NASA Center</td>
<td>Houston, TX</td>
</tr>
<tr>
<td>Tietronix Software, Inc.</td>
<td>Supporting Organization</td>
<td>Industry</td>
<td>Houston, TX</td>
</tr>
</tbody>
</table>

Primary U.S. Work Locations

Texas
Handheld CAT Video Game, Phase I

Completed Technology Project (2008 - 2008)

Project Management (cont.)

**Program Manager:**
Carlos Torrez

**Principal Investigator:**
Victor Tang

For more information and an accessible alternative, please visit:
https://techport.nasa.gov/view/7297