Gamified Assessment Methods

The gamified assessment measures cognitive skills through short interactive games. Public Aon preparation material describes task families such as numerical, verbal, inductive, deductive, digitChallenge, switchChallenge, gapChallenge, grid/memory-style, and planning/motion-style tasks.

Your syllabus mentions:

- complex planning,
- working memory,
- deductive reasoning,
- numeracy.

General rules

1. Read instructions slowly once.
2. Do not panic after a wrong move.
3. These games often adapt difficulty, so accuracy matters.
4. Use pattern labels: rotate, mirror, count, swap, increasing, decreasing.
5. Do not chase impossible speed in the first few levels.

Working memory games

Typical task:

- Remember positions, symbols, numbers, or sequences.

Method:

- Chunk information.
- Convert positions into shapes.
- Use row-column naming.

Example:

Instead of remembering:

```
cell 2, cell 5, cell 9
```

Remember:

```
diagonal bottom-right pattern
```

Complex planning games

Typical task:

- Move objects to a goal state with limited moves.
- Avoid blocked paths.
- Plan sequence before acting.

Method:

1. Identify final goal.
2. Identify blockers.
3. Plan 2–3 moves ahead.
4. Do not move randomly.
5. If stuck, reverse-think from target to start.

Deductive reasoning games

Typical task:

- Infer rule from examples.
- Complete missing pattern.
- Switch symbols based on hidden logic.

Method:

Check in order:

1. Number count changed?
2. Position changed?
3. Color/shading changed?
4. Shape rotated?
5. Mirror applied?
6. Alternating rule?
7. Arithmetic sequence?

Numeracy games

Typical task:

- Fast mental arithmetic.
- Compare numbers.
- Complete operations.

Method:

- Use approximation first.
- Break numbers.

- Memorize multiplication table up to 20.
- Avoid writing every small calculation.

Example:

```
48 × 25 = 48 × 100 / 4 = 1200
```

Accuracy vs speed

Best approach:

- First 20% of game: understand rule and maintain accuracy.
- Middle 60%: speed up.
- Last 20%: avoid panic mistakes.

What to practice daily

- 10 minutes: grid memory
- 10 minutes: mental arithmetic
- 10 minutes: pattern completion
- 10 minutes: planning puzzle