Supplementary data 2: Screenshots of the serious game (All images have been created by authors)

Figure 1: screenshot of the island of cognition allowing access to the four main worlds of the serious game.
Figure 2: screenshots of the first world designed to improve planification.

Figure 3: screenshots of the second world designed to improve episodic memory.
Figure 4: screenshots of the third world designed to improve working memory.

Figure 5: screenshots of the fourth world designed to improve divided attention.

Figure 6: screenshots of the bonus worlds.