

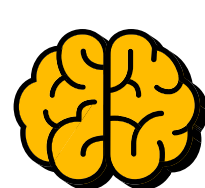
# Beyond entertainment: asmodee champions scientific research on the power of board games

Infographic

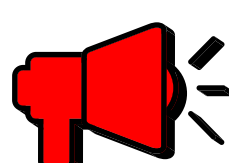
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**Game in Lab:**  
The only research support program on  
board games launched by a game publisher

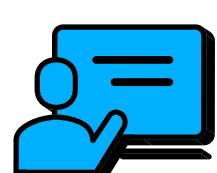
## Missions:



Support scientific research  
on board games



Give access to scientific  
knowledge on board games



Support or organize conferences  
on board games research

## Key Figures:

25+

research projects  
funded

20+

articles published  
by Game in Lab-backed  
researchers

30+

scientific events  
supported



**Game in Lab research shows:**  
Modern board games can boost cognitive and academic skills.  
Making them valuable tools for education

2

## Three major research projects



**Dr. Léa Martinez**  
(asmodee / University  
of Poitiers, France)

**Cognitive benefits  
of short board game  
sessions in teenagers**



**Pr. Jorge Moya-Higueras**  
(University of Lleida,  
Spain)

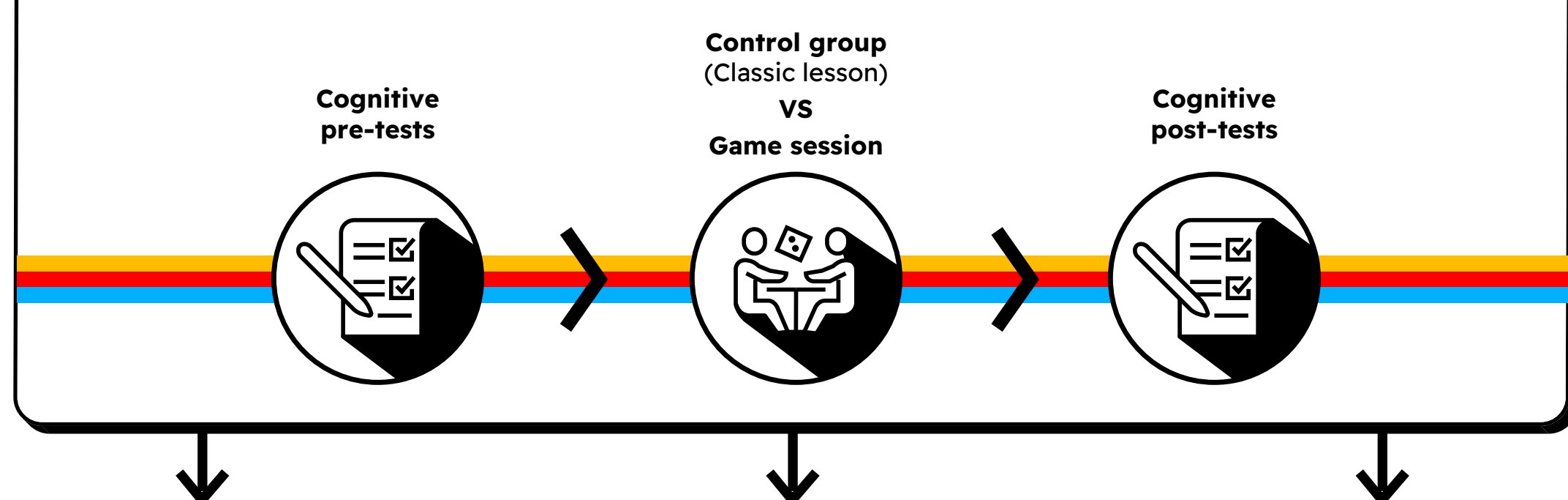
**Cognitive and academic  
benefits of school-based  
board game sessions in  
children**



**Anick Pelletier**  
(Optineurones Clinic,  
Quebec)

**Cognitive benefits  
of a metacognitive  
program with board  
games in children**

### 1 common research methodology: the pre-test/post-test design



### Key findings:

Board game sessions  
vs. classic lessons:

**+8%**

attention improvement  
in teenagers after 1 game  
session (vs. watching a  
video)

**+18%**

short-term  
memory

**+17%**

arithmetic

**x2**

improvement in  
executive functions

**+17%**

inhibition  
control

**+10%**

Reading

**x5**

increase in  
self-efficacy

**+13%**

cognitive  
flexibility

**-34%**

conduct problems  
(in children with  
attention disorders)

### Study conclusions:

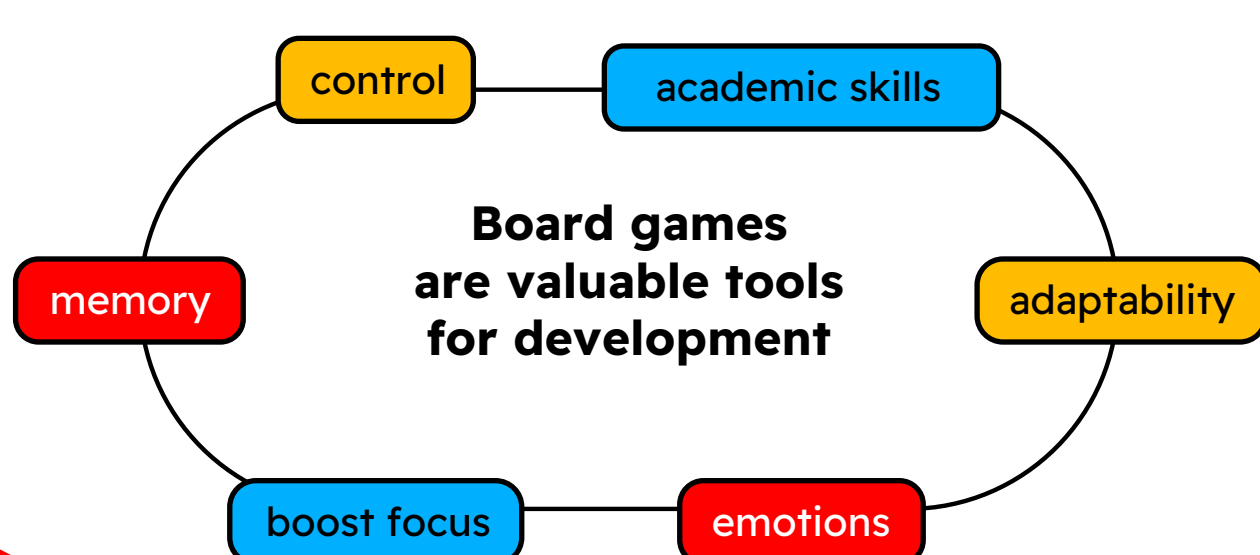
One board game session may  
influence cognitive state in older  
teenagers

Cognitive training based on  
modern board games can support  
the development of executive and  
academic skills in children

Learning how to learn through  
board games seems to be the best  
way to support executive skills  
development in children

3

## Conclusion



**New perspectives on play**  
Game in Lab bridges science and  
gameplay to unlock new tools for  
learning, inclusion and growth

**asmodee**  
Inspired by Players