Playful Body and Brain Test with the Moto Tiles

We propose novel playful body and brain test. The test includes a series of standardized Moto Tiles games, which cover both physical and cognitive abilities. Reference scores of the tests were modeled by data collected from a large number of participants of different ages. The reference scores can be applied to evaluate a user's body and brain abilities in comparison with the average performance at the same age. By inverting this model, a new model was obtained. The input of the new model was game score and output was user's body and brain age, which provides an interesting and attractive manner to present the test results.