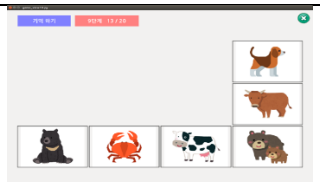
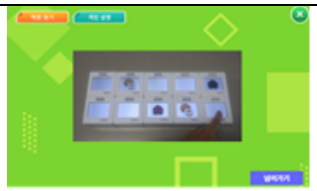
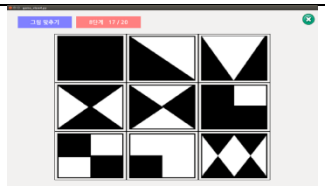
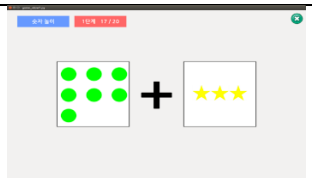
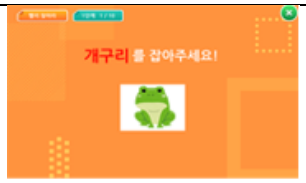
Supplementary Figure 1. Brief description of cognitive training programs provided by Bomy.

Target training domain	Program name	Main screen
Memory (8)	**Feeding:** A game where a robot remembers the food it wants to eat and prepares it later.	
	Answering Calls: A game where a robot answers incoming calls and remembers the content of the conversation with the caller, then tries to guess or match the conversation topic.	
	Market Shopping: A game where a robot remembers the items to be purchased at the supermarket, collects them, and calculates the total cost.	
	Getting to Know Your Neighbor: A game where virtual neighbors introduce themselves, and players listen to their self-introductions, remember the details, and then answer questions based on what their neighbors shared.	
	Remembering Pictures: A game where you memorize an image displayed on the screen and then try to find an identical image.	
	Finding a Match: A game where images are presented on a grid, briefly shown, then hidden. Players must remember the locations of matching pairs of images and match them correctly	
	Cooking: A game where you remember the ingredients needed for a recipe from the refrigerator, gather them, and then cook a meal.	
	Hide and Seek: A game where you locate and remember the hidden path of a character within the screen and then find them in the correct order	
Visuospatial (2)	**Creating a Picture**: A game where you use given blocks to construct an image on the screen to match the one displayed.	

	Fixing it: A game where you use the given blocks to recreate the image shown on the screen accurately.	
Language(2)	**Dress Up**: A game where you listen to the robot's description of the clothing it wants to wear and then select and dress it up from the wardrobe accordingly.	
	Word Building: A game where you use the letters provided on blocks to create words on the screen, aiming to form the specified number of words	
Calculation(2)	**Giving Allowance**: A game where you calculate the price of the items the robot needs and give it an allowance accordingly.	
	Number Play: A game where you use numbers to perform addition and subtraction calculations.	
Attention/ Frontal function (6)	**Find Quickly**: A game where you need to tap on the displayed animals in order as fast as possible to catch them.	
	Clap Counting: A game where you listen to the robot's description of a category and then clap based on whether the content displayed on the screen falls within the category the robot described.	
	Follow the Numbers: A game where you listen to numbers and press blocks in the order of the numbers you hear.	
	Number Sequence Search: A game where you find numbers in sequential order and shake or press blocks accordingly.	

	Go Fishing: A game that uses motion recognition to catch the fish the robot requests in a screen.	
	Play the Piano: A game where you press blocks in response to numbers displayed on the screen to play music, similar to playing a piano.	