



# Immersive simulation experience and cognition brain behaviour

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## Abstract

Immersive Simulation Experience is the process of putting a group of people in activity created in an environment that simulates the objective(s) of their exposure for them to stimulate their thinking faculty. This encompasses the process connected with perception, judgment, memory, knowledge, skill and attributes. The triggers of certain behaviour could be relates to memory, emotion, motor control, moral decision making, social cognition, and neurological disorders.

This process creates a platform for the subject of the research to behave in such manner which allows their behaviour to show up that may reflect on their conscious and subconscious mind in their progress in learning.

## Biography

Garry Chow has completed his LL.B (Hons) from Wolverhampton University, UK. He is an accredited practitioner in neuroscience brain mapping and accredited mediator. He is a director and dean of Cavemen Global's training technology faculty. He has co-developed numerous learning and development programme using Immersive Simulation Experience that enhances reasoning.