## Image source data file of Extended Data Fig 3

		User	Feature			<b>Exercise Feature</b>
Name	Abbr.	Data type	Description	Skill	Abbr.	Subskill
Paid	Р	Disc.	Has the user subscribed to a paid account?	General	GE	_
Male	Μ	Disc.	Was male chosen as the user's gender during registration?		AT	Attentional Deployment
Female	F	Disc.	Was female chosen as the user's gender	Attention		Divided Attention
			during registration?			Field of View
Age	А	Cont.	The age that the user specified during			Information Processing
			registration.			Selective Attention
Education Level	E	Cont.	The education level that the user specified during registration.			Spatial Orientation
						Timing
						Visualization
				Flexibility	FL	General Flexibility
						<b>Response Inhibition</b>
		Scheduli	ng Feature			Task Switching
Name	Abbr.	Data type	Description			Reading Comprehension
Game Count	GaC	Cont	The number of times the user has practiced	Language	LA	Verbal Fluency
			this particular game.			Vocabulary Proficiency
	ArC	Cont.	The number of times the user has	Math	MA	General Math
Area Count			practiced games from the same area as the			

Abbr.

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AD\_AT

DA\_AT

FV\_AT

IP\_AT

SA\_AT

SO\_AT

TI\_AT

VI\_AT

GF\_FL

RI\_FL

TS\_FL

RC\_LA

VF\_LA

VP\_LA

GM\_MA

Area Count	ArC	Cont.	practiced games from the same area as the current game.	Math	MA	General Math	
						Numerical Calculation	NC_MA
Attribute Count Game Interval	AtC Gal	Cont. Cont.	<ul> <li>The number of times the user has practiced games from the same attribute as the current game.</li> <li>The time duration elapsed since the last time the user practiced this game.</li> </ul>	Memory	ME	Divided Attention	DA_ME
						Face-Name Recall	FR_ME
						Field of View	FV_ME
						Information Processing	IP_ME
Area Interval	Arl	Cont.	The time duration elapsed since the last time the user practiced a game from the same area as the current game.			Spatial Recall	SR_ME
						Working Memory	WM_ME
				Reasoning	RE	Logical Reasoning	LR_RE
Attribute Interval	Atl	Cont.	The time duration elapsed since the last time the user practiced a game from the same attribute as the current game.			Planning	PL_RE
						Spatial Reasoning	SR_RE