

about aging and decision making. Women were more likely than men to report preferring to make decisions with others. We discuss optimizing and compensatory functions of social preferences for decision making.

SOCIAL ASSOCIATIVE LEARNING AND TRUST FORMATION ACROSS ADULTHOOD

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Trust is a key component of social interaction. Older adults, however, often exhibit excessive trust relative to younger adults. One explanation is that older adults may learn to trust differently than younger adults. Here, we report a study examining how younger (N=36) and older adults (N=37) learn to trust over time. Participants completed a classic iterative trust game with three partners (15 trials each). Younger and older adults shared similar amounts but there were differences in how they shared that money. Compared to younger adults, older adults invested more with untrustworthy partners and less with trustworthy partners. As a group, older adults displayed less learning than younger adults and computational modeling suggests that older adults used different learning strategies. These findings suggest that older adults attend to and learn from social cues differently from younger adults. Neuroimaging results focused on reward processing will also be discussed.

SESSION 5320 (SYMPOSIUM)

AGING AND GAMING: THE SCIENCE AND PROMISE OF TECHNOLOGY-BASED LEISURE ACTIVITIES AND INTERVENTIONS

Chair: Chantal Kerssens

Much research has focused on technology to support older adults in basic and instrumental activities of daily living. Much less is known about technology supports of hobbies and leisure later in life. Physical, cognitive and social activities potentially delay the onset and progression of disease, including dementia. Older adults are interested in digital games, applications (apps) and social technologies, and will use technology provided their needs, preferences and goals are met. Moreover, video games can be designed to promote satisfying social experiences between players of differing capabilities. More work, however, is needed to understand

older adults' interactions and engagement with game-based interventions. This symposium presents cutting-edge research findings and design recommendations for technology-based leisure activities and interventions in older adults. Yow et al. present data from a large, touch-screen dual language intervention program with cognitive training tools aimed at slowing down the rate of cognitive decline in older adults with dementia. Boot et al. present longitudinal data from the Center for Research and Education on Aging and Technology Enhancement (CREATE) with a focus on leisure and videogames; Freed et al. present older adults' attitudes and experiences with an exercise videogame (exergame). Lin et al. discuss the early effects of an exergame involving real-world physical activity on activity, social contact and stress levels in dementia caregivers. Kerssens et al. discuss the creation and testing of an adapted, accessible version of beloved board games for people with mild cognitive impairment (MCI) and a care partner without MCI. Technology and Aging Interest Group Sponsored Symposium.

RETHINKING AND CO-DESIGN OF BELOVED BOARD GAMES FOR PEOPLE WITH MILD COGNITIVE IMPAIRMENT AND THEIR CARE PARTNERS

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Mild cognitive impairment (MCI) affects millions of older Americans and progression to dementia is common. Although people with MCI may experience impairments, they are often highly verbal, able, and eager to uphold beloved routines. Moreover, many seek opportunities to stay active, physically and mentally, to support their brain health. Some forms of cognitive training and social engagement potentially delay the onset and progression of disease, including dementia. This 12-month project used mixed methods to co-design and test an accessible version of well-known board games for people with MCI and a care partner without MCI. The overall goal was to foster a meaningful, joyous, social activity for players with differing capabilities using adapted game mechanics to create a compelling experience for both players. Coping strategies of care partners were studied to learn ways to foster positive interactions. Findings inform recommendations for game design and clinical interventions. Part of a symposium sponsored by Technology and Aging Interest Group.