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(57) Abstract :

An amusement-based concentration improvement device comprising a platform 1 developed to be installed on a tabletop, the platform 1 is mapped with a touch interactive display panel 2 utilized for selecting a difficulty level at which the user wants to perform a concentration improving activity, a circular rotatable disc 3 arranged on the platform 1 and integrated with multiple slots 4, each of the slots 4 are secured with a motorized iris lid 5 expose a metallic element integrated within the slots 4, a rod 7 associated with the device and integrated with an electromagnet 8 by means of a string 9 engaged with the element, and an artificial intelligence-based imaging unit 6 installed on the platform 1 determining number of the elements engaged by the user.

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