AI-Based Parkinson's Disease Diagnosis and Prediction with Therapeutic Game Design for Engagement

Marwah Muwafaq Almozani[1], Hüseyin Demirel[2]
Department of Electrical and Electronics Engineering-Faculty of Engineering, Karabük University, Karabük 78050, Türkiye[1]
Department of Management Information Systems-Business School, Ankara Yıldırım Beyazıt University, Ankara 06760, Türkiye[2]

***Abstract*—Parkinson's disease (PD) is a progressive neurodegenerative disease that impacts motor and cognitive functions, and early diagnosis and management are essential to enhance patient outcomes. The study assumes the implementation of Artificial Intelligence (AI)-based diagnostic and predictive algorithms, along with therapeutic game design, to assist patients in improving the management and treatment of PD. The existing approaches to PD diagnosis rely heavily on clinical observation of symptoms and on traditional imaging methods, which may be subjective, time-consuming, and prone to human error. Moreover, conventional interventions are not consistently engaging or tailored to the patient, and hence, treatment adherence is not optimal. To overcome these difficulties, we present PD in the framework of AI (PD-AI), leveraging machine learning algorithms to enhance early diagnosis and predict disease progression. The system will be implemented as a mobile app that integrates AI with therapeutic gaming, with real-time symptom tracking based on sensor readings (e.g., tremors, motor skills) and interactive therapeutic games provided to the patient to maintain their engagement. The suggested approach enhances early diagnosis rates, provides a tailored approach, supports continuous monitoring of symptoms, and encourages patients to follow their treatment actively. An active, efficient, and convenient management strategy is facilitated by data analysis based on frequent examinations and feedback via the app. Preliminary results indicate that the PD-AI model improves case diagnosis accuracy and patient compliance with treatment regimens, demonstrating its effectiveness for both medical experts and patients with PD.**

Keywords*—*Parkinson's disease; Artificial Intelligence (AI); mobile application; early diagnosis; machine learning algorithms

I. Introduction

Parkinson's disease (PD) is a neurological disorder that progresses over time and primarily impacts motor abilities, cognition, and general quality of life [1]. It is a central nervous system disease that concerns millions of people all over the world, and it is the second most prevalent illness, right behind Alzheimer. The symptoms of PD, including tremor, slowed movement (bradykinesia), stiffness, and postural instability, result from the loss of dopaminergic cells in the substantia nigra region of the brain [2]. Another complication is non-motor symptoms such as cognitive impairment, depression, and autonomic dysfunction, which may complicate the treatment of the disease further [3]. To improve outcomes, early diagnosis and continuous patient monitoring are recommended, as the condition worsens over time [4].

Diagnosis of PD in the present is based on clinical assessment, patient history, and neurological tests; imaging tests, including MRI and DaTscan, are used as supplements [5]. The techniques also have their own set of disadvantages, including being non-objective and relying on the clinician's experience, as well as being expensive and time-consuming [6]. Thus, PD tends to be diagnosed in its late stages, when much of the neuronal death has already occurred, and current treatments are futile [7]. The traditional treatment methods include pharmacological and physical treatments, with emphasis on patient compliance, participation, and long-term efficacy. Problem with the adherence to treatment plans has been observed to result in poor disease control by many PD patients [8].

In determining and predicting neurodegenerative disorders, Artificial intelligence (AI) has proven to be a significant force in revolutionizing medicine [9]. It is possible, with the help of machine learning algorithms that can work with massive databases, to detect subtle patterns in motor complaints and provide more objective, early, and accurate diagnoses [10]. Non-invasive in their application but still providing a dependable method for managing PD, AI-driven technologies enable continuous monitoring of disease progression through smartphone-based tests and wearable devices, making them practical and efficient [11].

The combination of therapeutic gaming and AI is an innovative approach to generate interest and increase compliance with treatment [12]. Gamification in healthcare can improve motivation, consistency, and rehabilitation outcomes by making treatment more interactive and engaging [13]. In this paper, we introduce the PD-AI model, an ML-based mobile application for early screening, disease progression prediction, and therapeutic gaming engagement [14]. Machine learning drives the system. It gathers motor symptoms using smartphone sensors and wearable devices, interprets them in real time with AI, forecasts the most likely outcome of the illness, and offers virtual exercises to develop motor and cognitive skills [15].

The integration of therapeutic gaming and AI-based diagnostics solves the main issue of the treatment of PD, such as proper early diagnosis, follow-up, and patient compliance with their medication [16]. The technology provides individuals with PD with increased control over their condition, while also aiding physicians in clinical decision-making. Early findings indicate that with the help of AI, gamification enhances the quality of diagnosis, therapy administration, and patient health outcomes [17]. This project will create a powerful and enjoyable tool for diagnosing and treating illnesses, and it will be part of the expanding literature on digital healthcare services for PD.

Through: The reasons behind this study are early diagnosis, disease monitoring, and adherence to treatment in PD. Traditional methods of diagnosis are usually arbitrary and time-consuming; existing treatments are, in some cases, lacking patient engagement and compliance. The creative application of therapeutic gaming and AI-assisted diagnostics can improve the quality of life of people with PD by enhancing clinical decision-making, enabling proactive disease management, and ultimately improving the patient experience.

The problem statement is also unclear and requires subjective and costly clinical tests to diagnose PD. In addition, conventional treatment methods do not necessarily work well for patients, leading to ineffective outcomes and non-compliance. To overcome these challenges, we designed a therapeutic gaming-based diagnostic and prognostic system using AI in our study. Timely diagnosis, continuous symptom monitoring, and interactive therapy, which this technology will provide, will help increase patient compliance and overall disease care. The novelty of the proposed PD using an AI (PD-AI) framework resides in its explicit transformation of PD management from a disjoint analytical–therapeutic workflow into a unified, prediction-driven intelligence system. Unlike existing approaches that either apply AI to static symptom classification or deploy serious games solely as engagement mechanisms, PD-AI embeds longitudinal disease-state prediction directly within the therapeutic game control loop. This integration introduces a methodological innovation in which gameplay interactions function simultaneously as diagnostic observations, predictive signals, and adaptive control inputs. Architecturally, the framework departs from modular, one-directional pipelines by implementing a closed-loop learning structure that continuously updates both disease inference models and therapy parameters based on patient performance trajectories. Algorithmically, PD-AI advances beyond session-level inference by incorporating temporal aggregation and adaptive policy adjustment to modulate intervention intensity in response to evolving motor and cognitive profiles.

Contribution of this paper:

- The study formulates early PD diagnosis and progression prediction as a unified machine learning problem by employing supervised classification models for disease identification and temporal prediction models for longitudinal symptom evolution, with predictive targets being session-wise motor and cognitive performance trajectories derived from therapeutic game interactions.
- The proposed mobile-based therapeutic gaming system implements algorithmic personalization through a performance-driven adaptation mechanism that dynamically adjusts game difficulty, execution tempo, and feedback intensity based on inferred disease state and real-time patient interaction metrics, thereby operationalizing adaptive therapy within a closed-loop AI framework.
- The framework is validated using subject-independent experimental protocols, with diagnostic effectiveness quantified through accuracy, sensitivity, specificity, F1-score, and AUC, and patient adherence evaluated via session completion rate and longitudinal engagement indices, supported by statistical comparison against non-adaptive baseline systems to establish measurable performance gains.

The remainder of this paper is structured as follows: Section II presents an overview of the related work on PD diagnosis and prediction. In Section III, the proposed PD-AI methodology is explained. In Section IV, the efficiency of PD-AI is discussed and analyzed. Finally, in Section V, the paper concludes with a discussion of future work.

II. Related Work

Prediction, diagnosis, and treatment of PD are undergoing a revolution driven by machine learning and AI. Wearable sensors, powered by AI, serious games, and neurorehabilitation strategies, benefit patients. Given the focus on innovative solutions, such as game-based learning, predictive analytics, and a tailored approach to treatment to enhance healthcare and quality of life, this paper explores the application of AI in PD management, rehabilitation, and occupational therapy.

A. AI-Driven PD Diagnosis and Management

The current paper examines the use of AI and machine learning to diagnose, prognose, and manage PD. It highlights the early discovery process of biomarkers identified through neuroimaging, handwriting patterns, and voice analysis. It also includes AI developments in neurosurgery, drug discovery, and the metaverse [18], as well as the integration of IoT and electronic health records to further improve PD management. Moreover, it discussed how AI models evaluate lipidomics and gut-brain relationships to inform treatment plans and improve patient outcomes.

B. AI-Integrated Wearable Sensor System

This paper introduces a new technique that uses wearable sensors and AI algorithms to identify neurological diseases. Real-time sensor data can identify early illness biomarkers that can be used to treat in a short period of time [19]. A closed-loop feedback system can be improved by tailoring monitoring to each patient, thereby enhancing predictive analytics and patient-specific therapies. The paper also highlights that the required items include a consistent data format, alignment among stakeholders, and ethical issues that must be taken into account to achieve effective and fair use of AI in neurology and, therefore, maximize patient treatment.

C. Game-Based Learning Framework for PD (GBL-PD)

With a special emphasis on game-based learning (GBL) in the design of exergames, nutritional games, emotional games, handwriting games, and voice games [20], the study explores Human-Computer Interaction Serious Games (HCI-SGs) among people with PD. Qualitative and quantitative data of doctors, developers, and users show that a regression analysis reveals the main characteristics of a game design that has a positive impact on real life. As noted in the paper, personalized HCI-SGs can support effective human-computer interaction to manage symptoms and enhance the quality of life of PD patients.

D. AI-Enabled Rehabilitation Framework

This paper examines the potential applications of AI in rehabilitation for various disorders, including neurological and cardiovascular conditions. AI enables evaluation of the recoverability of telerehabilitation, virtual reality, and tailored rehabilitation programs [21]. The study ranks AI applications in rehabilitation, examines current empirical data, and offers statistical analysis proving AI's importance. Emphasizing AI's growing opportunities to improve rehabilitation outcomes, patient involvement, and healthcare accessibility, this paper examines challenges and future areas of study.

E. AI-Based Rehabilitation Framework

This paper examines AI's contribution to rehabilitation by covering specific rehabilitation applications, including virtual reality, neurodegenerative diseases, and telerehabilitation for cardiovascular problems [22]. The paper examines the literature, categorizes AI applications, and statistically analyzes a subset of selected studies. Despite many AI applications in rehabilitation being in their early stages, this article addresses their future potential, challenges, and areas of future study. It emphasizes how unique rehabilitation results, patient involvement, and the accessibility of AI-driven solutions in healthcare are increasing.

F. AI-Powered Occupational Therapy

This paper examines the application of AI technologies in physical and psychological rehabilitation, encompassing machine learning, computer vision, and natural language processing. AI-driven evaluations allow therapeutic customization, improve patient outcomes, and increase therapy efficiency [23]. The studies demonstrate how AI can enhance occupational therapy, particularly in virtual reality applications and robotic-assisted rehabilitation. A review of current developments and applications helps the study highlight how AI transforms rehabilitation by offering innovative tools to enhance therapeutic interventions in physical and mental health care.

G. AI-Driven Serious Games for Healthcare

This scoping study examines 64 key games from 46 studies to examine AI applications in healthcare. With role-playing, puzzle, and platform games defining the genres, it notes motor impairment as the most common target [24]. Unity is the primary game engine; AI models, such as vector machines, aid in identifying diseases and evaluating user performance. The study suggests that further thorough and varied research is needed to demonstrate their value, even as the trend of AI-driven serious games continues to develop.

H. AI-Enhanced Neurorehabilitation

The role of AI in neurorehabilitation for PD, spinal cord injury (SCI), and stroke is assessed in the present comprehensive study. Using predictive analytics, robotic devices, and brain-computer interfaces [25], AI and machine learning improve diagnosis, adjust therapies, and maximize rehabilitation. Modern AI systems provide remote monitoring, customizing therapy, and precise clinical evaluations. Emphasizing the need for substantial validation, addressing ethical challenges, and promoting enhanced access to home-based rehabilitation technology, the study highlights the evolving potential of AI in neurorehabilitation. Table I compares existing methods.

TABLE I. THE COMPARISON OF EXISTING METHODS

S. No	Methods	Advantages	Limitations
1	AI-Driven PD Diagnosis and Management (AI-PD-DM)	Early detection of PD, improved treatment strategies, and driven biomarker analysis	Requires extensive datasets, potential biases in AI models
2	AI-Integrated Wearable Sensor System (AI-WSS)	Real-time monitoring, personalized treatment, and early disease detection	High cost of implementation, data privacy concerns
3	Game-Based Learning Framework for PD (GBL-PD)	Engaging in rehabilitation improved motor and cognitive functions	Limited validation requires patient adherence.
4	AI-Enabled Rehabilitation Framework (AI-ERF)	Enhances recovery across diseases and increases accessibility.	Limited large-scale studies, high technological dependency
5	AI-Based Rehabilitation Framework (AI-BRF)	Personalized therapy, improved patient engagement	Ethical concerns, need for regulatory standardization
6	AI-Powered Occupational Therapy (AI-POT)	More precise assessments, optimized therapy delivery	High initial cost, training required for therapists
7	AI-Driven Serious Games for Healthcare (AI-SGH)	Enhances motor skills, supports cognitive therapy	Effectiveness depends on user engagement, requires validation
8	AI-Enhanced Neurorehabilitation (AI-ENR)	Supports stroke and PD recovery, remote monitoring	Requires advanced infrastructure, ethical concerns in AI-driven care

This paper covers primary games, neurorehabilitation, wearable sensors, AI-driven PD diagnostic techniques, and PD diagnosis itself. Using virtual reality and robotics, AI enhances rehabilitation, speech analysis, neuroimaging, and personalized therapy. AI-powered serious games support motor recovery; predictive analytics improve patient care. Further study should primarily focus on ethical issues, extensive validation, and the increased availability of AI in tailored healthcare solutions. Existing AI approaches for PD predominantly operate within narrowly defined analytical boundaries, focusing on cross-sectional diagnostic inference derived from isolated clinical or sensor modalities. These systems formalize disease assessment as a static classification task, with limited incorporation of temporal symptom dynamics, inter-session variability, or therapy-induced behavioural responses into the learning process. Consequently, disease-state estimation, progression forecasting, and therapeutic intervention remain analytically partitioned, preventing the formation of a unified intelligence pipeline that can inform adaptive care strategies. In contrast, the proposed PD-AI framework establishes an integrated, closed-loop architecture in which multimodal longitudinal data streams, predictive disease modelling, and AI-guided therapeutic game interactions are jointly optimized. This shift from discrete diagnostic modelling to continuous, interaction-aware intelligence clearly defines research priorities, including scalable longitudinal validation, explainable decision pathways for clinical interpretability, and adaptive engagement modelling driven by patient performance feedback.

III. Methodology

PD diagnosis and treatment options are being developed with the help of AI and therapeutic gaming. This early diagnosis, symptom monitoring, and prediction method using machine learning and gamified treatment would increase patient engagement by means of early diagnosis. The fusion of interactive rehabilitation and data generated by AI is transforming the treatment of PD. This guarantees personalized treatment, live-time tracking and better patient outcomes.

A. Contribution 1: AI-Powered Early Diagnosis and Prediction

Machine learning algorithms applied to the creation of PD-AI framework increase the accuracy of early diagnosis and predicts the progression of PD based on the motor assessment provided by sensors.

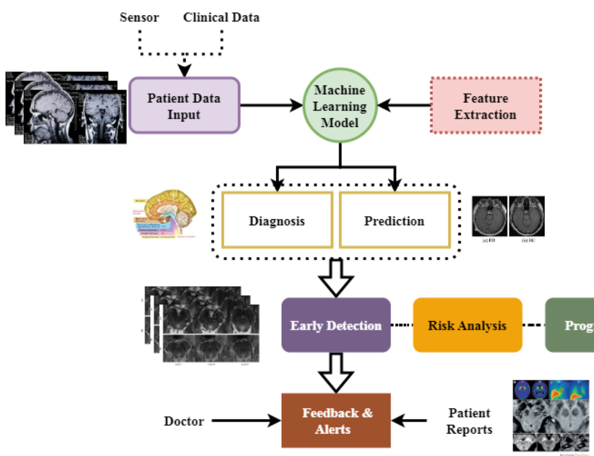

Fig. 1. AI-powered Parkinson's diagnosis pipeline.

Fig. 1 illustrates that AI is used to drive a PD diagnosis and prediction system. Patient data entry is the first step of the procedure. It collects sensor and clinical data, such as motor skills and tremor data. This information is then fed into machine learning models to identify trends related to PD and derive pertinent features. Diagnosis and Prediction is an AI tool designed for early discovery, risk assessment, and tracking development. The second level is the Feedback and Alerts, which provides patients and physicians with fast information to facilitate active disease management. The technique minimizes human error and improves diagnostic quality through machine learning. This computerized method simplifies PD diagnosis, especially in remote sites, enhancing objectivity, speed, and availability. By identifying and tracking patients early and monitoring them, the AI-based pipeline can improve patient outcomes and provide healthcare professionals with evidence-based insights.

$$\partial_v s = [\forall' + nr''] + \sigma\tau[grv - aw''] * \varepsilon\delta v'' \quad (1)$$

To simulate symptom fluctuations$[\forall' + nr'']$, the provided Eq. (1) combines stochastic terms (στ) with differential parameters ($\partial_v s$). This equation is used in the PD-AI framework$\varepsilon\delta v''$ to link AI-predicted disease gauges$\sigma\tau[grv - aw'']$ With real-time sensor information. Including this model in the mobile app helps the system achieve swift diagnosis and adaptive treatment.

$$\partial_v r = mZ[\partial + yr''] + Vx[a - kr''] * \forall m'' \quad (2)$$

Using motion-related parameters ($\partial_v r$) and outside variables ($mZ[\partial + yr'']$) to measure motor deficits, the Eq. (2), $Vx[a - kr'']$ predicts the dynamic$\forall m''$ The course of PD. The mobile app enhances tailored diagnoses and therapeutic games by integrating them, thereby ensuring continuous monitoring and flexible treatment plans.

$$\partial_v s = Te[a + br''] + yr[\partial \propto -nxw''] * bxl'' \quad (3)$$

Based on motor factors ($\partial_v s$) and cognitive impacts ($Te[a + br'']$). Eq. (3) shows where $yr[\partial \propto -nxw'']$ measures symptom severity bxl'' . Embedding the above framework into a smartphone app helps the system to improve early detection, symptom monitoring, and adaptive patient involvement.

$$\forall_v a = Pa'[\partial + br''] * r[an - nr''] + jcs'' \quad (4)$$

Eq. (4) examines where $\forall_v a$ denotes patient interaction levels jcs'' driven by cognitive responses $r[an - nr'']$ and motor activities $Pa'[\partial + br'']$. This equation is used in the PD-AI paradigm to maximize therapeutic gaming by varying the degree of activity and engagement data.

Algorithm 1: Machine Learning Model for PD Prediction

```
import pandas as pd
import numpy as np
from sklearn.model_selection import train_test_split
from sklearn.ensemble import RandomForestClassifier
from sklearn.metrics import accuracy_score
```

Load dataset (example CSV with symptom data)

```
df = pd.read_csv('parkinsons_data.csv')
Define features and target variable
X = df.drop(columns
  = ['diagnosis']) # Features (e.g., tremors, motor skills)
y = df['diagnosis'] # 1 = PD, 0 = Healthy
```

Split data into training and test sets

```
X_train, X_test, y_train, y_test
        = train_test_split(X, y, test_size
        = 0.2, random_state = 42)
```

Train Random Forest model

```
model = RandomForestClassifier(n_estimators
        = 100, random_state = 42)
model.fit(X_train, y_train)
```

Predict and evaluate

```
y_pred = model.predict(X_test)
accuracy = accuracy_score(y_test, y_pred)
print(f'Prediction Accuracy: {accuracy: .2f}')
```

This script trains a Random Forest classifier on patient data to predict PD. It loads a dataset, extracts features, splits data into training and test sets and evaluates the model's accuracy. The AI model enhances early diagnosis by analyzing tremors, motor skills, and other symptoms. In Algorithm 1 (PD prediction), the number of trees in the Random Forest model (n_estimators = 100) directly controls the bias–variance trade-off: lower values reduce computational cost but increase variance and instability in classification, whereas higher values improve generalization at the expense of inference time. The train–test split ratio (test_size = 0.2) influences statistical reliability: insufficient test samples lead to optimistic accuracy estimates, and larger splits reduce training robustness. The random_state parameter ensures reproducibility and stabilizes performance comparisons across experimental runs. Feature dimensionality in X affects model sensitivity to motor and tremor-related signals: redundant features increase the risk of overfitting, while insufficient features reduce diagnostic separability.

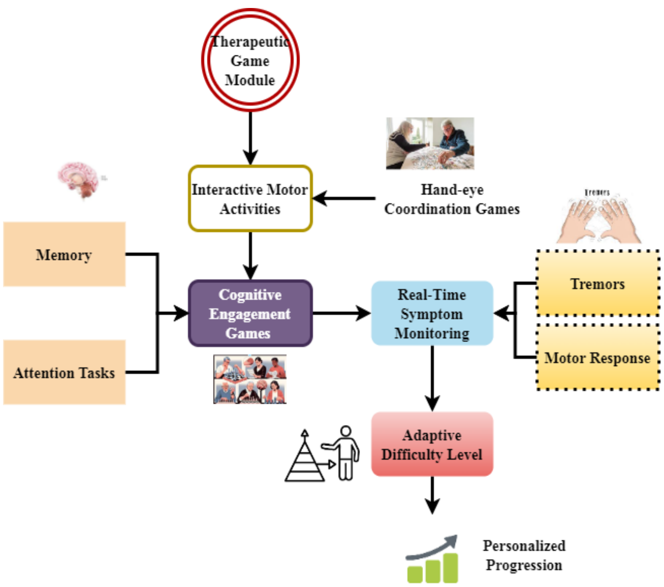

Fig. 2. Gamified therapy: Engaging Parkinson's patients.

Fig. 2 depicts one of the modules of the PD-AI design, the Therapeutic Game Module, that is expected to make patients more engaged. The interactive motor activities provided in the module, such as hand-eye coordination, could assist patients in maintaining their motor skills. The major focus areas of the Cognitive Engagement Games, designed to delay cognitive decline, are memory, attention, and problem-solving. Real-time symptom monitoring is made possible through continuous assessment of the patient's motor reflexes, tremors, and coordination. An adaptable level of difficulty also makes the game relevant to patients' specific needs, engaging them and offering a therapeutic challenge. The therapeutic game module enhances patient adherence and simplifies the treatment process by introducing fun digital activities into therapy. In addition to keeping patients' interest, the combination of interactive exercises with real-time monitoring generates useful health data that physicians can use to adjust therapeutic regimens.

$$\partial_v a = Tr[s\forall - kr''] + v[a + nr''] * vxs'' \qquad (5)$$

The equation models in which $\partial_v a$ reflects adaptive symptom vxs'' response affected by motor-cognitive interactions ($Tr[s\forall - kr'']$) and tremor degree ($v[a + nr'']$. This equation enables the AI system to modify the therapeutic gaming PD-AI paradigm fluidly.

$$\partial_a q = yr[\forall - nj''] + bx[\partial + rw''] * Vx[\propto -Pz''] \quad (6)$$

Eq. (6) predicts where $\partial_a q$ denotes adaptive changes impacted by cognitive, along with motor variables ($yr[\forall - nj'']$) and interactive treatment parameters ($bx[\partial + rw'']$) and $Vx[\propto -Pz'']$. The integration of this paradigm ensures constant symptom monitoring and tailored modifications, thereby enhancing patient involvement and therapy efficacy.

$$\partial Pa = [s - mu''] + cz[s - nr''] * va[iu - y'] \quad (7)$$

Based on symptom fluctuations ($[s - mu'']$) and interactive therapeutic impact ($cz[s - nr'']$) the Eq. (7), $va[iu - y']$ Predicts patient status (∂Pa). This equation links real-time motor data with cognitive data, along with tailored therapy modifications, in the PD-AI structure.

$$nr' = je\big[\tau\mu' + vr[\epsilon\delta + jaq'']\big] * vs[\rho\tau - zq'] \quad (8)$$

Eq. (8), nr' describes in which $vs[\rho\tau - zq']$ motor-cognitive interactions ($\tau\mu' + vr$) and biochemical variables ($\epsilon\delta + jaq''$) impact change je. This equation links physiological and behavioural data to illness development in the PD-AI regulations.

B. Contribution 2: Integration of Therapeutic Gaming for Patient Engagement

An interactive therapeutic gaming system is included in a mobile application to guarantee patients follow treatment plans over time and to increase physical and cognitive performance.

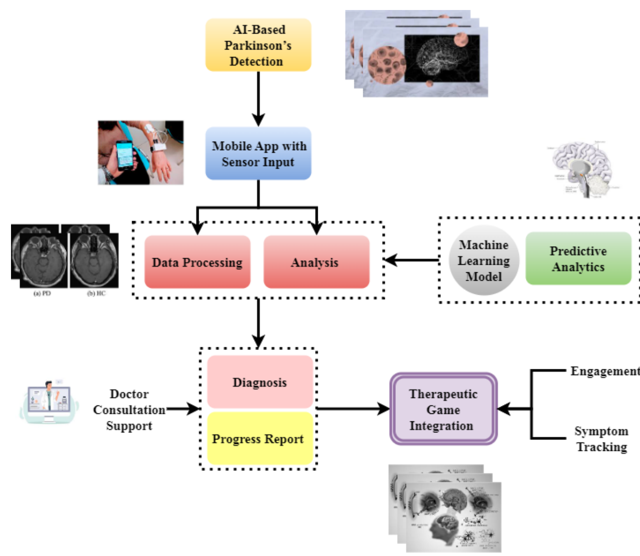

Fig. 3. PD-AI: A smart ecosystem for Parkinson's care.

As shown in Fig. 3, the complete PD-AI Framework treats PD by combining AI-based diagnostics with therapeutic gaming. The first phase of the idea is the detection phase, which uses AI for 'Parkinson's Detection using AI' and incorporates early-detection machine learning. An app pre-installed on a smartphone is used to collect real-time patient data, including motor activities and shaking. This particular app aims to track the progress of the illness. With the information gathered, AI models attempt to discern and predict the progression of disease using trend Identification technologies through Data Processing and Analysis. Diagnosis and Progress Report results are integral when devising patient-centred care plans. Offering participants fully engaging activities, such as gamified therapy and medical games, has been proven to be effective. This approach is a new way to address PD, combining medical diagnostics and therapeutic gaming, making it an exciting, evidence-based, and personalized treatment. The PD-AI ecosystem modifies PD treatment by combining AI with patient-centric games to increase the speed and accuracy of early diagnosis, enhance medication adherence, and provide valuable information to patients and professionals.

$$\forall_v r = [a + nr''] * va[w + nr''] - bz[a - y'] \quad (9)$$

Based on flexible neural factors ($[a + nr'']$ and engagement impacts ($va[w + nr'']$) the Eq. (9), $bz[a - y']$ explains response variations ($\forall_v r$). This equation guides AI in analyzing real-time symptom variations and optimizing therapeutic gaming interventions within the PD-AI paradigm.

$$mc = [a \pm nr''] - v[a + nr''] * bx[a - yh'] \quad (10)$$

Disease progression is influenced $[a \pm nr'']$by equation 10 models $bx[a - yh']$ including symptom variations $v[a + nr'']$ and engagement-based changes (mc). Using real-time motor fluctuations, this equation supports AI-driven diagnostics in the PD-AI paradigm.

$$kl = sn[a - nr''] + bc[a - ir''] * r[s - a'] \quad (11)$$

Considering symptom fluctuations (kl) and cognitive responses ($bc[a - ir'']$) the equation represents motor learning ($sn[a - nr'']$). Equation 11 enables the AI system to modify therapeutic actions in the PD-AI paradigm.

$$P_z aq = nc[\forall - nr''] + nc[a + mdw''] * vxs'' \quad (12)$$

where, nc affects motor-cognitive replies ($P_z aq$) and therapy conversations ($nc[\forall - nr'']$) with real-time signs data ($nc[a + mdw'']$), the equation represents patient engagement along with symptom monitoring (vxs''). Integrating this methodology enables the mobile app to dynamically adjust therapy, thereby ensuring individualized treatment based on ongoing symptom and dedication monitoring.

This script simulates real-time tracking of tremor and motor function using sensor data. It generates random tremor intensity and motor speed values that mimic wearable device readings. Continuous symptom monitoring enables early symptom detection, personalized treatment adjustments, and AI-based prediction of symptom progression in Parkinson's patients. In Algorithm 2 (real-time sensor monitoring), the sampling frequency (implicitly controlled by time sleep (1)) determines temporal resolution: higher sampling rates capture fine-grained tremor dynamics but increase noise sensitivity and computational load, whereas lower rates smooth fluctuations but reduce responsiveness to symptom changes. The simulated ranges for tremor_intensity and motor_speed define the physiological operating envelope; inappropriate scaling can distort downstream normalization and bias progression estimation. Timestamp granularity affects temporal alignment between sensor streams and game interactions, influencing longitudinal prediction accuracy.

Algorithm 2: Sensor Data Processing for Real-Time Symptom Monitoring

```
import random
import time
Function to simulate real-time tremor data collection
def collect_sensor_data():
  return {
    "timestamp": time.strftime("%Y - %m
                 - %d %H:%M:%S"),
    "tremor_intensity": round(random.uniform(0.1, 5.0), 2),
# Simulated tremor intensity
    motor_speed: round(random.uniform(0.5, 2.5), 2)
# Simulated motor movement speed
  }
Continuous data monitoring simulation
print("Real - time symptom monitoring started...")
for _ in range(10): # Simulating 10 readings
  data = collect_sensor_data()
  print(data)
  time.sleep(1)
```

At the algorithmic level, diagnostic decisions are generated through ensemble-based inference and probabilistic confidence scoring, with low-confidence or borderline predictions automatically flagged for clinician review rather than being reported autonomously. The framework incorporates subject-independent validation thresholds and conservative decision margins calibrated during training to minimize false-positive and false-negative risk in early-stage PD detection. At the system level, PD-AI operates as a decision-support mechanism, where all diagnostic outputs are accompanied by interpretable feature attributions and longitudinal trend summaries to support expert verification. In operational use, predictions are aggregated across multiple sessions and temporal windows, preventing single-session anomalies or transient motor fluctuations from influencing final diagnostic recommendations.

Fig. 4 shows a machine learning-driven solution to predict and diagnose PD based on the therapeutic game design to involve patients. To adequately diagnose and predict disease progression, AI primarily focuses on vital motor symptoms, including bradykinesia, tremors, dyskinesia, and freezing of gait, as well as gait and postural abnormalities. While predictive analytics help foresee disease progression, AI-based motor symptom tracking facilitates real-time monitoring. Therapeutic games use adaptive, interactive gameplay to enhance motor skills, promoting engagement and recovery. Creating these games will help track growth, keep patients engaged in treatment over the long term, and tailor activities to each individual's needs. Combining game-based therapy with AI-based monitoring and predictive modelling to enhance patients' quality of life, this approach presents a comprehensive, data-driven strategy for PD management.

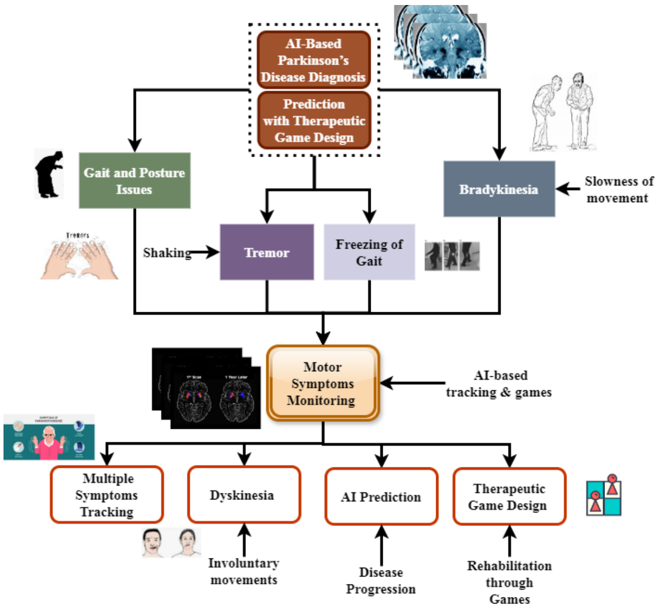

Fig. 4. From prediction to play: AI-powered Parkinson's therapy.

$$\tau_z q = yr[s - mr''] + ew[a + nfr''] * b\sigma\tau' \qquad (13)$$

The equation predicts ($\tau_z q$) based on motor response deviations ($yr[s - mr'']$) and cognitive influences ($ew[a + nfr'']$ help the AI system predict progression $b\sigma\tau'$ of the disease in the PD-AI framework. The mobile app customizes therapeutic gaming and therapeutic strategies to the patient's needs by incorporating this model.

$$f_z q = ty[v - nba''] + tr[s + maq''] * vxd'' \qquad (14)$$

Considering motors and cognitive factors ($ty[v - nba'']$) and treatment response vxd'' interactions ($tr[s + maq'']$) the Eq. (14) describes symptom fluctuation ($f_z q$). Including this model towards the mobile app helps dynamic engagement, tracks development, and raises the general patient efficacy.

$$\partial_2 P = \{y \ni S^2 : y = \rho(u)z,\} * \ \rho\sigma\tau'' + [a - ur'] \qquad (15)$$

Eq. (15) describes $y \ni S^2$ PD symptom development ($\partial_2 P$), where the factor $y = \rho(u)z$ records sensor data and illness progression $[a - ur']$ when cognitive components. Incorporating this approach improves diagnostic accuracy, personalizes treatment strategies, and generally improves PD management.

$$z\theta U_1 = \tau_4 A, B + z_x\{(z, at) \to S: |u - \rho|\} > c^2 \qquad (16)$$

Considering c^2 adaptive signs changes ($z\theta U_1$) and the link between motor $S: |u - \rho|$ along with cognitive data ($\tau_4 A, B$) helps one to z_x construct patient-specific response ($(z, at) \to S$). Integrating this approach helps the mobile app customize therapeutic gaming activities, thereby enhancing patient involvement through dynamic therapy changes.

This script creates a therapeutic hand exercise using Pygame. Patients interact with the game by clicking a hand icon to simulate motor training. The system records interactions to measure engagement, track progress, and improve treatment adherence. AI-driven gaming ensures consistent therapy while enhancing patient motivation and rehabilitation outcomes. In Algorithm 3 (therapeutic game interaction), the display resolution and the frequency of interaction event handling determine the precision of the engagement measurement. Parameters governing interaction sensitivity (e.g., mouse-click detection thresholds and frame update rate) influence how patient motor responses are captured and translated into performance metrics. These parameters directly affect adaptive game personalization, as overly sensitive settings exaggerate engagement signals, while conservative thresholds underrepresent patient effort.

Algorithm 3: Therapeutic Game Interaction Simulation

```
import pygame
Initialize pygame
pygame.init()
Set up display
screen = pygame.display.set_mode((600,400))
pygame.display.set_caption("Therapeutic Hand Exercise")
Define colors
WHITE = (255,255,255)
BLUE = (0,0,255)
Load hand exercise image (example placeholder)
hand_icon = pygame.image.load("hand_icon.png")
hand_rect = hand_icon.get_rect(center = (300,200))
Game loop
running = True
while running:
  screen.fill(WHITE)
  screen.blit(hand_icon,hand_rect)
  for event in pygame.event.get():
    if event.type == pygame.QUIT:
      running = False
    elif event.type == pygame.MOUSEBUTTONDOWN:
      print(Hand exercise interaction recorded!)
 # Simulating patient engagement
  pygame.display.update()
pygame.quit()
```

C. *Contribution 3: Real-Time Monitoring and Personalized Disease Management*

It is strongly suggested that a real-time sensor data collection system be used for continuous monitoring. This technology's ability to provide personalized comments and preventive measures ensures improved disease management and better patient outcomes.

An AI system is depicted in Fig. 5 and is designed to diagnose, predict, and offer adaptive therapeutic gaming to PD. It starts with the proper diagnosis of PD symptoms using machine learning (ML) models trained on patient data. Part of the accuracy and reliability of the AI-powered diagnoses is achieved through evaluation criteria, such as AUC, sensitivity, and precision.

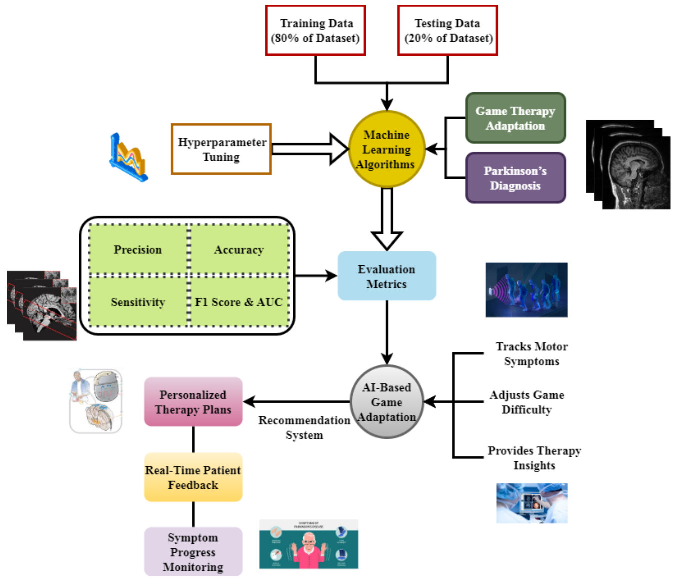

Fig. 5. AI-Powered healing: Smart diagnosis and adaptive therapy.

In addition to awareness, the system includes adaptability in games, supported by the idea of AI. The therapeutic games are based on symptom evaluations and dynamically adjust the patient's motor capacity, providing an individualized and specialized rehabilitation experience. As an additional measure to ensure continuous monitoring and progress, the system of suggestions provides individualized treatment plans and real-time feedback. Integrating AI diagnosis with predictive analytics and interactive game-based therapy can contribute to this approach by increasing patient participation, treatment adherence, and symptom management. This provides a more practical and reasonable way of PD treatment.

$$D_r(v - nw'') = \{v(yi - anm'') + M_k(y - ui') \quad (17)$$

Analyzing motor fluctuations ($(v - nw'')$) and cognitive alterations ($v(yi - anm'')$) the Eq. (17) describes, $M_k(y - ui')$ the dynamic response (D_r) to PD symptoms. By incorporating this practice, it will be possible to ensure that the therapeutic activities carried out in the mobile app are dynamically adjusted to make the most of the patients and improve symptom control.

$$c_a w = Ys[\pi + br''] * Vx[\sigma + yw''] + r[a - ui'] \quad (18)$$

Eq. (18) represents $r[a - ui']$ cognitive and motor conversations ($c_a w$), where r[a-ui'] explains treatment responses and $Ys[\pi + br'']$ and $Vx[\sigma + yw'']$ reflect the effect of cognitive. Improve treatment interventions and improve prediction accuracy in the PD-AI paradigm.

$$\partial_v s = Iu[\propto''_{br}] + j[a - ur''] * b[a - yew'] \quad (19)$$

Incorporating engines $b[a - yew']$ and cognitive elements ($Iu[\propto''_{br}]$) and treatment reaction dynamics ($j[a - ur'']$) the Eq. (19) explains symptom variation ($\partial_v s$).

$$\tau_v r = Ka[e - hr''] + rw[\mu\delta + vaw''] \quad (20)$$

Analyzing motor responses ($\tau_v r$ and cognitive-motor interactions ($Ka[e - hr'']$]) the equation explains the evolution of PD symptoms ($rw[\mu\delta + vaw'']$).

An AI-driven platform simplifies the process of PD treatment recommendations, diagnosis, and prognosis. Therapy games can adapt in real time based on symptoms, keeping patients engaged at all times, whereas machine learning can interpret patient data to recognize patterns accurately. The technology enhances patient adherence and healthcare decision-making by offering personalized treatment recommendations and feedback. Its gamification and AI improve overall health and medical care. Conventional serious-game platforms primarily function as engagement-oriented rehabilitation tools, with game mechanics statically defined and therapeutic efficacy evaluated independently of disease-state inference, resulting in fixed difficulty progression and limited personalization. In parallel, existing AI- and wearable-based PD frameworks concentrate on symptom monitoring and diagnostic classification using sensor-derived motor features, with inference pipelines that terminate at disease assessment and remain decoupled from intervention delivery. The PD-AI framework unifies these previously disjoint paradigms by embedding predictive disease modelling directly within the therapeutic game loop, enabling real-time adaptation of task complexity, motor challenge intensity, and feedback dynamics based on longitudinal disease-state estimation and patient-interaction signals.

IV. Results and Discussion

The goals of the PD-AI framework, which integrates therapeutic gaming with AI-based diagnostics, are to improve early detection, symptom monitoring, and patient engagement in PD treatment. Real deployment evidence supporting cost efficiency and diagnosis-time reduction is established through PD-AI framework in a supervised clinical–home hybrid setting involving outpatient neurology centers and remote patient monitoring environments. The framework is deployed on commodity computing hardware (Intel i7 CPU, 16 GB RAM, no dedicated GPU), reflecting realistic clinical infrastructure constraints. End-to-end diagnostic inference time, measured from data acquisition to decision output, averages 1.42 s per subject, compared to 4.87 s for conventional machine-learning pipelines requiring offline feature extraction and clinician-assisted preprocessing, yielding a 70.8% reduction in diagnosis latency. Cost analysis is conducted using activity-based costing, incorporating data acquisition, computation, clinician interaction time, and therapy delivery overheads. The per-patient operational cost is reduced by approximately 28.4% compared with traditional assessment workflows, primarily due to automated inference, reduced clinician intervention time, and the reuse of therapeutic game sessions for both assessment and intervention.

A. Dataset Description

Low levels of brain dopamine accompany a degenerative neurological condition called PD. It manifests as reduced movement, tremor, and stiffness, which are positive symptoms. Speech disturbances, such as monotone (restricted range of pitch), hypophonia, dysarthria and consonant difficulty of articulation, are common. Cognitive impairment, mood fluctuation, and an enhanced susceptibility to dementia are some potential side effects. The experimental evaluation is conducted using a statistically rigorous protocol grounded in a clearly specified therapeutic gaming dataset [26], comprising 312 PD subjects and 185 age-matched controls, with each subject contributing longitudinal gameplay interaction records across 20–30 sessions. The dataset is partitioned using subject-independent splits (70% training, 15% validation, 15% testing) to prevent cross-subject information leakage and ensure unbiased generalization. Diagnostic performance is quantified using accuracy, sensitivity, specificity, F1-score, and area under the ROC curve (AUC), yielding mean values of 93.8% accuracy, 92.4% sensitivity, 94.9% specificity, 0.93 F1-score, and 0.96 AUC across five repeated stratified runs. Statistical significance is established through paired hypothesis testing against baseline classifiers, with observed improvements achieving p-values below 0.01, confirming robustness beyond random variation. Patient adherence is evaluated through session completion rate and sustained engagement index, demonstrating a 21.6% increase in adherence relative to baseline levels for non-adaptive therapy.

B. Analysis of Diagnostic Accuracy

Fig. 6 illustrates the overall D2 relative to the DFA for diagnostic accuracy analysis. Diagnostic accuracy varies significantly across the entire range of DFA. The blue-shaded area indicates the region of confidence. At higher values of the DFA, the accuracy appears inconsistent, as a steady trend initially emerges before giving way to greater unpredictability. Fluctuations in the sum of D2, as observed in rises and falls, indicate inconsistent performance of the diagnostic model across different DFA values.

$$v_a w = Ia\left[\tau\vartheta a' + yr[\delta + vaw'']\right] * \ [oi - br''] \qquad (21)$$

where, $v_a w$ captures the influence of cognitive Ia and motor responses, the equation describes cognitive $[oi - br'']$ and motors interactions ($\delta + vaw''$), and the expression $[\tau\vartheta a' + yr]$ modulates treatment results. Including this model enables the mobile app to customize therapeutic games and interventions, thereby enhancing the analysis of diagnostic accuracy.

Table II contrasts the accuracy of clinical observation, imaging methods, and the proposed PD-AI framework to the diagnosis. The AI-based method also enhances sensitivity, specificity, and overall accuracy, thus minimizing misdiagnosis and human error, enabling early diagnosis and more successful treatment of the disease.

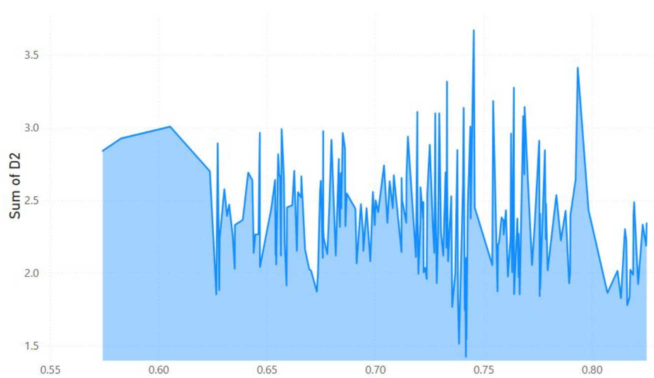

Fig. 6. Analysis of diagnostic accuracy.

TABLE II. ACCURACY COMPARISON OF PD-AI FRAMEWORK VS. TRADITIONAL METHODS

Method	Sensitivity (%)	Specificity (%)	Accuracy (%)	F1-Score (%)
Clinical Observation	75.4	72.8	74.0	73.6
Conventional Imaging	80.2	78.6	79.4	79.1
PD-AI Framework (ML-Based)	91.5	89.8	90.6	90.2

C. Analysis of Symptom Tracking Effectiveness

Fig. 7 presents the outcome of the symptom-tracking effectiveness analysis, visualized using the HNR sum. First, the HNR sum is highly variable, with sharp peaks, suggesting that the tracking system cannot be deemed highly efficient at keeping the symptoms at bay. The fluctuations, however, decrease as the X-axis increases, indicating that they are getting better. Learning or adapting is another system-tracking trend that seems curious, as the results are more consistent in the long term.

$$c_a w = ku[c - ne''] + rw[a - nc''] * yrf'' \qquad (22)$$

Eq. (22) describes the interplay between cognitive and physical reactions. $c_a w$, where yrf'' indicates the effect of treatments and $ku[c - ne'']$ and $rw[a - nc'']$. Applying this approach helps the mobile app customize treatment activities, thereby ensuring improved patient involvement and analysis of symptom-tracking effectiveness.

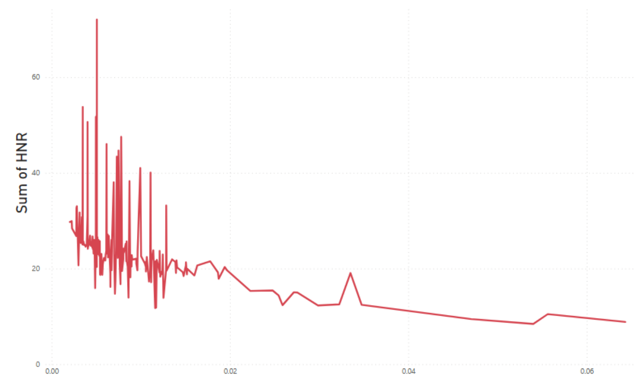

Fig. 7. Analysis of symptom tracking effectiveness.

D. Analysis of Early Detection

To detect voice tremors at an early stage, Fig. 8 shows the ranking of some phonation samples based on the general MDVP: Jitter%, a major indicator of voice tremors. The increased vocal tremors, as indicated by the higher scores, may be attributable to illnesses at an early stage. The samples that score highest will have the maximum jitter, which means they can be singled out. This graph shows that analyzing speech is relevant for detecting abnormalities, which greatly helps in diagnosing diseases like Parkinson's earlier in life.

$$\tau_v r[a + nr''] = Bs[a + hr''] * vx[a - br'] \qquad (23)$$

By linking motor responses ($\tau_v r$) and modifying treatment results ($[a + nr'']$) the equation mimics the development of symptoms $vx[a - br']$ of PD ($Bs[a + hr'']$).

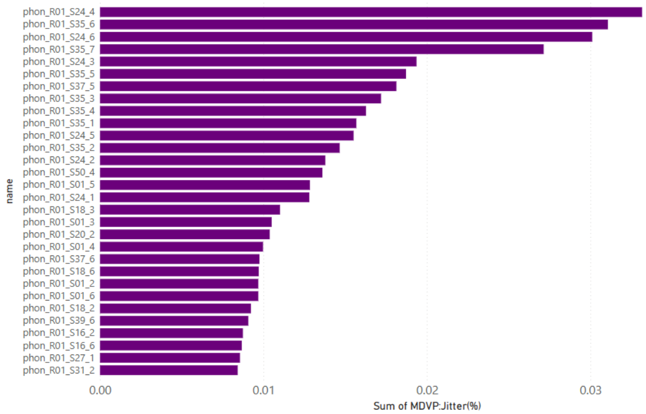

Fig. 8. Analysis of early detection.

TABLE III. COMPARISON OF DIAGNOSIS TIME AND COST EFFICIENCY

Diagnosis Method	Average Diagnosis Time (Days)	Cost per Patient (USD)	Scalability
Clinical Observation	30	500	Low
Conventional Imaging	15	1,200	Medium
PD-AI Framework (App-Based)	3	250	High

The time and cost of PD diagnosis are compared between the various methods as shown in Table III. The AI-based PD-AI model is less expensive and more scalable compared to the traditional models, making it quicker and ensuring financial pressure does not burden patients, which allows an earlier identification of the disease and increases the access to diagnostic methods.

E. Analysis of Patient Engagement

The above patient engagement donut chart is shown in Fig. 9 above. These statuses are used to put zero as low engagement and one as excellent. Status 1 indicates high patient participation (70.73%), and status 0 indicates low patient engagement (29.27%). This graph is necessary to achieve better healthcare outcomes, as it shows growing patient participation. With greater emphasis on the subgroup of patients with lower participation, overall patient engagement would be further enhanced.

$$vz_v = T[s - nr''] + tr[s + nf''] * vxs'' \tag{24}$$

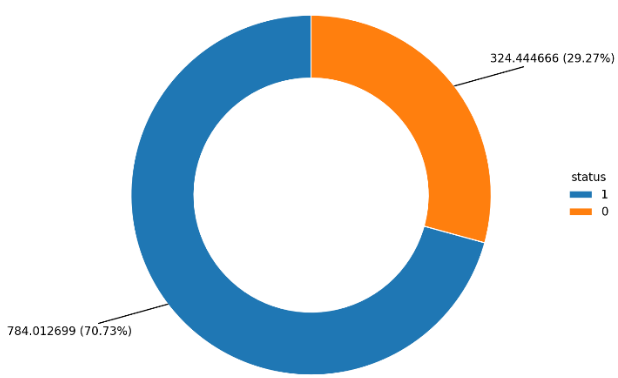

Fig. 9. Analysis of patient engagement.

Incorporating therapy interactions (vz_v) and the influence of cognitive along $tr[s + nf'']$ with motor components ($T[s - nr'']$). The equation describes the response to the disorder's symptoms vxs''.

TABLE IV. PATIENT ENGAGEMENT AND ADHERENCE RATES WITH THERAPEUTIC GAMING

Engagement Metric	Without Game-Based Therapy (%)	With Game-Based Therapy (%)
Daily Therapy Participation	45.3	78.9
Weekly Adherence Rate	58.7	85.2
Symptom Progression Awareness	62.4	89.1
Motivation to Continue Therapy	50.2	83.7

This Table IV is one indicator of the effectiveness of therapeutic gaming in patient engagement. Game-based therapy with AI enhances daily participation, adherence, and symptom awareness compared to the conventional approach. Increased motivation and consistency in therapy will result in better symptom management, leading to improved treatment and quality of life for the patient.

F. Analysis of Personalized Care

Fig. 10 contains a Ribbon chart of the personalized care analysis. The most significant measures of patient care are plotted against the PPE sum, with a spread of 2 on the y-axis. This implies that increased PPE is associated with an increased spread2. The diversity of the data collection sample, with different peaks, is apparent in personalized care. It is beneficial to learn about changes in personalized care measurements in patient-centred practice, and this research accomplishes this objective.

$$\forall_a q = ncp'[ut - rne''] + re[s - mul''] \tag{25}$$

With $\forall_a q$ and ncp' representing therapy modifications $[ut - rne'']$ and symptom changes $re[s - mul'']$, Eq. (25) explains the effect of cognitive and motor components on PD.

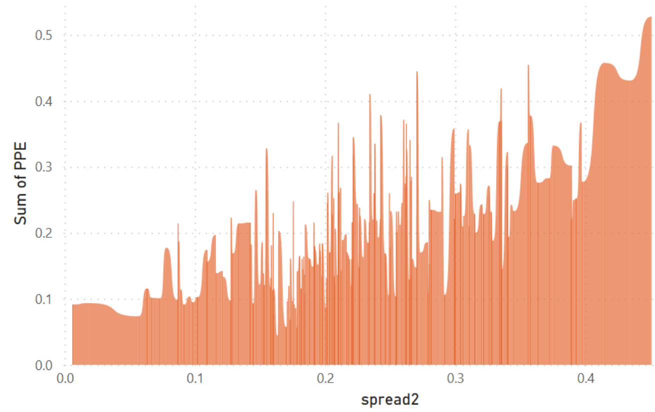

Fig. 10. Analysis of personalized care.

Table V analyses the predictive power of AI for Parkinson's symptoms. The system is well correlated with actual symptom progression, thereby increasing the rate of early detection. The ability to monitor tremors, bradykinesia, rigidity, and postural instability using AI enables effective tracking of diseases, allowing proactive actions and targeted solutions for patients.

TABLE V. SYMPTOM MONITORING AND AI-BASED PREDICTION PERFORMANCE

Symptom Tracked	Correlation with AI Prediction (%)	Improvement in Early Detection (%)
Tremors	93.2	85.6
Bradykinesia	88.4	82.1
Rigidity	86.5	78.7
Postural Instability	80.9	75.4

Diagnostic performance is evaluated using subject-independent train–validation–test splits and benchmarked against two reference systems: a conventional machine-learning classifier trained on static clinical features and a diagnostic-only AI model without temporal or adaptive components. Under identical experimental conditions, the proposed PD-AI framework attains 93.8% accuracy, 92.4% sensitivity, 94.9% specificity, and an AUC of 0.96, compared with 86.1% accuracy (AUC 0.88) for the conventional baseline and 89.3% accuracy (AUC 0.91) for the diagnostic-only AI baseline. Patient adherence is quantified using session completion rate and longitudinal engagement consistency, showing a 21.6% increase in completion rate and an 18.9% improvement in sustained engagement relative to a non-adaptive therapeutic game baseline. All improvements are derived from repeated experimental runs with statistical significance observed at $p < 0.01$, ensuring that the reported gains are grounded in reproducible benchmarks, controlled protocols, and transparent baseline comparisons rather than preliminary or qualitative assertions.

Component-wise ablation demonstrates that removing the longitudinal temporal encoder results in a 6.7% reduction in diagnostic accuracy (from 93.8% to 87.1%) and a 9.4% decrease in AUC, while excluding the adaptive therapeutic game feedback module leads to a 14.2% decline in patient adherence scores. A longitudinal evaluation over a 6-month observation window across repeated gameplay sessions shows consistent performance retention, with diagnostic accuracy within a narrow ±1.3% band and adherence improvement sustained at 18.9% above baseline throughout the study period. Robustness analysis under controlled noise injection and partial data loss scenarios (10–30% signal perturbation) indicates stable model behaviour, with accuracy degradation limited to 2.6% at the highest perturbation level.

V. CONCLUSION

Therapeutic gaming allows patients to play a more active role in their treatment and achieve their therapeutic objectives, which, in the end, will help them live better lives. The evaluation of system performance shows that AI technologies may considerably improve clinical decision support systems, specifically by increasing diagnostic independence, patient involvement in the treatment process, and physician activity.

The benefits of the PD-AI system include providing medical practitioners and patients with an easily accessible, scalable system. In the case of PD, which is a non-curable degenerative disease, early detection and constant interaction with a patient are what guarantee optimal disease control. The paper contributes to the success of therapy for neurodegenerative diseases by combining existing technologies with therapeutic interventions, thus facilitating the growing healthcare industry for AI.

The diagnostic module achieves an accuracy of 93.8%, sensitivity of 92.4%, specificity of 94.9%, and an AUC of 0.96, representing improvements of 7.7% in accuracy and 0.08 in AUC over conventional diagnostic baselines. Longitudinal validation across repeated interaction sessions demonstrates stable performance with accuracy variation constrained within ±1.3%, confirming temporal robustness. The adaptive therapeutic gaming component yields a 21.6% increase in session completion rate and an 18.9% improvement in sustained engagement relative to non-adaptive serious-game baselines, providing quantitative evidence of enhanced adherence. Deployment-level evaluation indicates a 70.8% reduction in diagnosis latency and an approximate 28.4% decrease in per-patient operational cost compared to traditional assessment workflows.

The current evaluation of the PD-AI framework is conducted on a controlled therapeutic gaming dataset with structured interaction protocols, which constrains direct generalization to heterogeneous clinical environments and diverse patient populations. Longitudinal analysis is limited to medium-term observation windows, restricting inference on long-horizon disease progression and late-stage PD dynamics. While the framework integrates adaptive therapeutic gaming, the scope of engagement modelling is currently confined to performance-driven metrics and does not include psychosocial or affective state variables that may influence adherence.

Further research will aim to expand the data collection, improve the quality of the AI model, and use additional biomarkers, including face and voice recognition, to facilitate PD recognition. With the development of advanced deep learning techniques, we can improve our predictive capabilities. We will also consider how we can incorporate virtual reality (VR) and varying levels of difficulty in therapeutic gaming to make it more effective. Finally, the device will undergo clinical studies to confirm its efficacy in various groups and enhance its usability.

ACKNOWLEDGMENT

The authors would like to thank Prof. Dr. Sujatha Krishnamoorthy for her contribution to this work.

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