Effects of a Bonded Arginine Silicate Inositol Combination (nooLVL®) on Cognitive Function in eSports Gamers Katie Emerson, Sara Perez Ojalvo, and Danielle Greenberg Nutrition21

Introduction

We tested the ability of bonded arginine silicate + inositol to alter cognitive functioning in eSports gamers. We assessed performance on an array of computer based cognitive tests prior to, or 1 and 7 days after supplementation.

Methods

- nooLVL® (600mg arginine, 105mg silicon, 385mg inositol and 60mg potassium) 1600mg per day for seven days
- Healthy adult males and females (age 18-32; n=9)
- Computer based cognitive assessment at baseline, day 1 & day 7
- Cambridge Brain Sciences
 computer based assessments:
- Double Trouble (Stroop Test for attention/concentration)
- Mental Rotations (visual representation)
- Spatial Planning (forethought and sequencing)
- Feature Match (visual perception)
- Polygons (object relationship)
- Odd One Out (deductive reasoning)

References

- 1. Kalman DS, Feldman S, Samson A, Krieger DR. A clinical evaluation to determine the safety, pharmacokinetics, and pharmacodynamics of an inositol-stabilized arginine silicate dietary supplement in healthy adult males. Clin Pharmacol. 2015;7:103-9.
- 2. Sowinski R, Gonzalez D, Xing D, Yoo C, Jenkins V, Nottingham K, et al. Effects of Inositol-Enhanced Bonded Arginine Silicate Ingestion on Cognitive and Executive Function in Gamers. Nutrients. 2021;13(11):3758.

Results

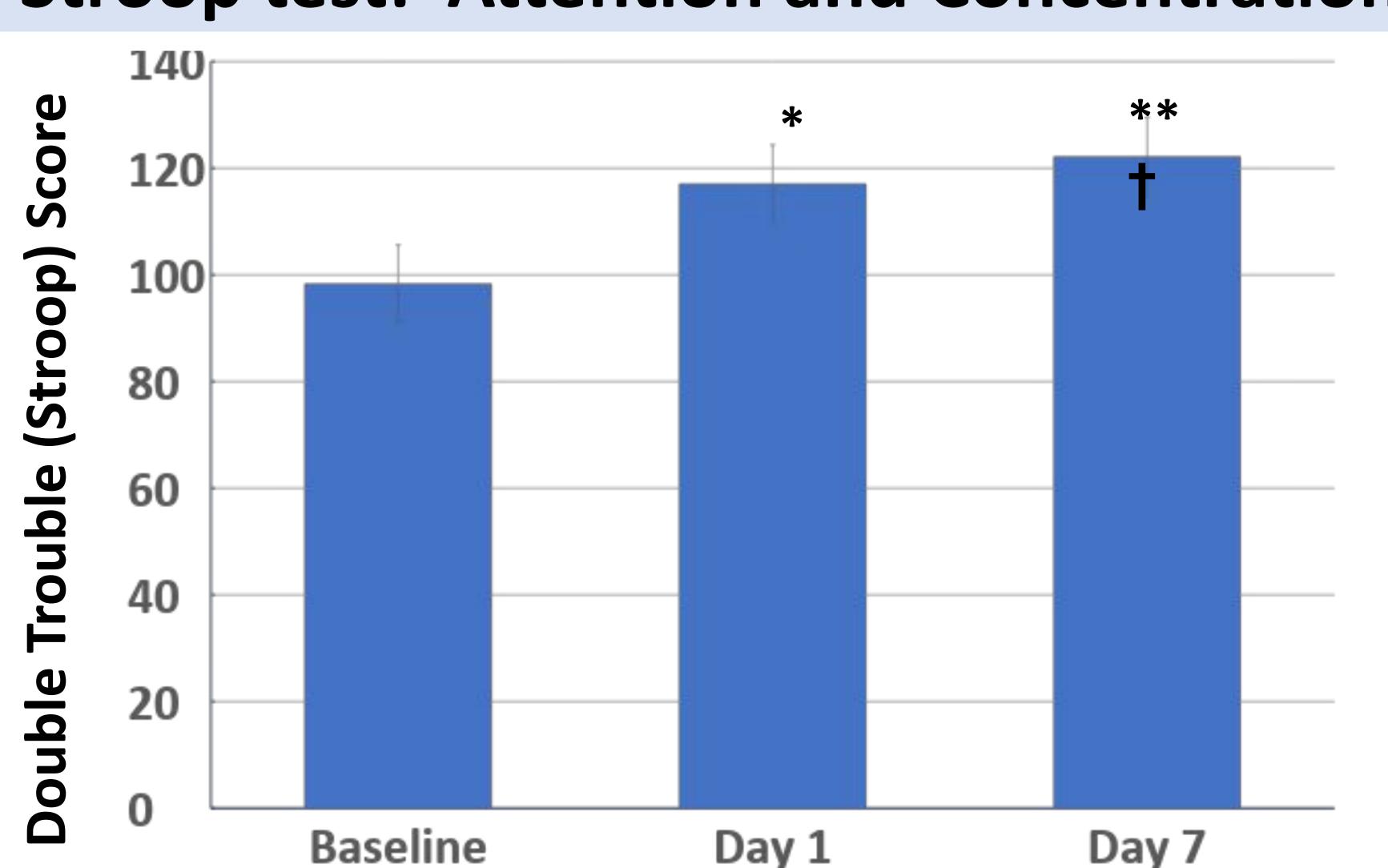
Significant improvement: baseline to day 1 was found with bonded arginine silicate + inositol on measures of attention/concentration (Double Trouble Stroop test; Figure 1) and visual representation (Mental Rotations; Figure 2).

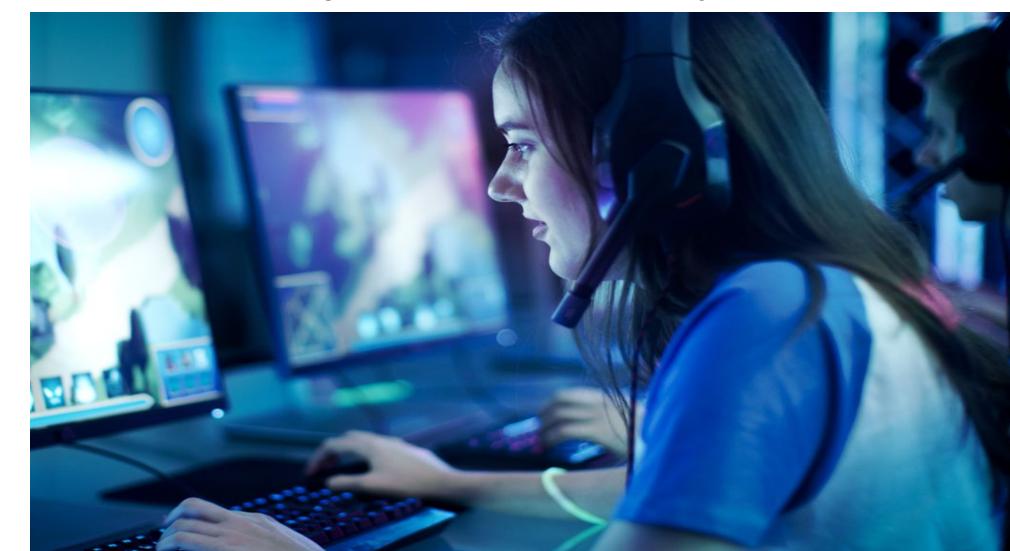
Significant improvement: baseline to day 7 were found with bonded arginine silicate + inositol on attention/concentration, visual representation (Figures 1 and 2), as well as for forethought/sequencing (Spatial Planning test; Figure 3).

Significant improvement: day 1 to day 7 was found with bonded arginine silicate + inositol on attention/concentration (Double Trouble Stroop test; Figure 1).

No significant differences were found on any day in visual perception (Feature Match), object relationship

Stroop test: Attention and Concentration





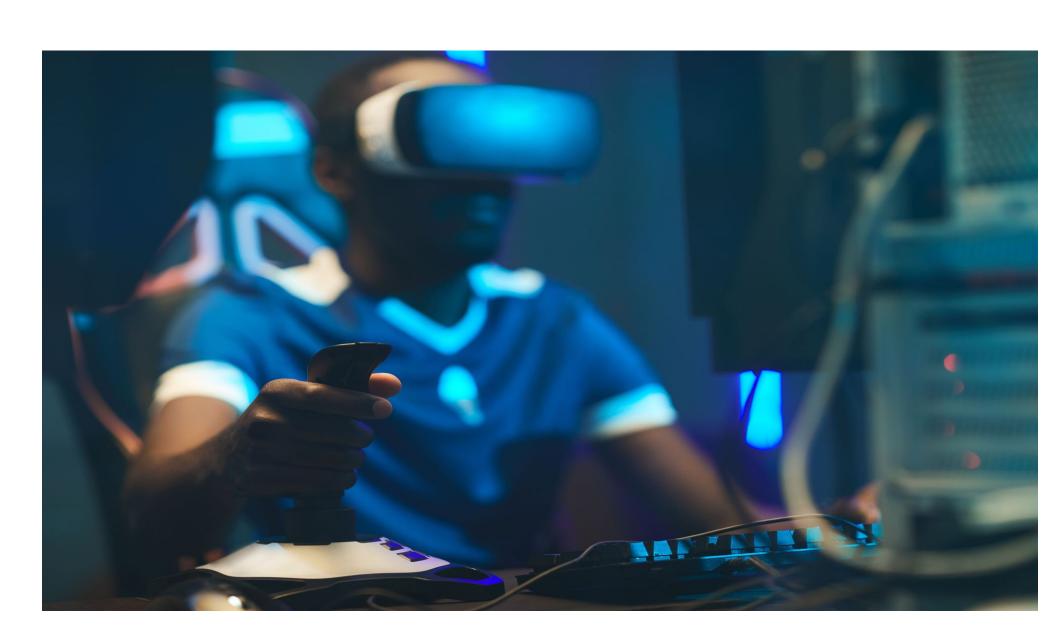


Figure 1. Double Trouble Stroop test. (Cambridge brain sciences) *Baseline to day 1 (p<0.0019), **baseline to day 7 (p<0.0006), †day 1 to day 7 (p<0.03).

Visual Representation Note of the second se

Figure 2. Mental rotations. (Cambridge brain sciences) *Baseline to day 1 p < 0.05, **Baseline to day 7 p < 0.019

Forethought/Sequencing 120 100 80 60 40 20

Baseline

Figure 3. Spatial planning. (Cambridge brain sciences) *Baseline to day 7 p < 0.03.

Day 1

Day 7

Conclusions

Based on this open label study in eSports gamers, we conclude that a single dose of bonded arginine silicate complexed with inositol (nooLVL®), improved performance on concentration and visual representation tests. In addition, 7 days of exposure to the complex also improved performance on forethought and sequencing tests. We believe that these performance enhancements may be beneficial for eSports gamers.