**Abstract**

Active and healthy aging has been pursued in all ways by the different areas of health, trying to understand the solutions that help the quality of life of the elderly. It is possible to notice that many studies outside Brazil seek to understand how electronic games can help with aging, promoting the maintenance of cognitive functions. We sought, then, to revisit the literature on several bases, focusing on empirical articles, especially on activities with electronic games in relation to aging, with an emphasis on attention and memory. From the search in three databases, it was possible to reach the number of 422 articles, however, with the inclusion and exclusion criteria, only nine articles were selected for systematic review. The main findings within these articles, mitigating that functions with electronic games can help the elderly in cognitive functions, in addition to contributing to the maintenance of self-esteem and social inclusion in various environments. It was also possible to notice that no empirical articles and/or systematic reviews were found in Brazil with the same focus as this review. Therefore, it is expected that studies relating electronic games with these variables can be developed with the elderly population, as the number of elderly people increases more and more.

*Keywords:  Cognition; Aging; Aged; Vídeo Games and Stimulation Training.*