



Use of Computer Gaming as an Adjunct during Outpatient Stroke Rehabilitation to Obtain Task-Specific Upper Extremity Practice Repetitions

PURPOSE: This pilot study will assess the effectiveness of providing additional repetitive, task-specific upper extremity practice using computer gaming as an adjunct to concurrent outpatient physical/occupational therapy post-stroke at three area hospitals (Cleveland Clinic main campus, Lakewood Hospital and Edwin Shaw Hospital for Rehabilitation). This study is being conducted in collaboration with Cleveland State University.

ELIGIBILITY: Individuals in outpatient physical and/or occupational therapy post-stroke; hemiplegic upper extremity with some degree of dysfunction post-stroke; cognitively able to learn to play game in three sessions or less; able to sit safely with back unsupported while playing Wii games.

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