PubMed | The effect of the Nintendo Wii Fit on balance control and gross moto

Display Settings: Abstract

informa healthcare ACCESS FULL TEXT

Dev Neurorehabil. 2013;16(1):27-37. doi: 10.3109/17518423.2012.711781. Epub 2012 Oct 3.

The effect of the Nintendo Wii Fit on balance control and gross motor function of children with spastic hemiplegic cerebral palsy.

Jelsma J, Pronk M, Ferguson G, Jelsma-Smit D.

Division of Physiotherapy, Department of Health and Rehabilitation Sciences, University of Cape Town, South Africa. Jennifer.jelsma@uct.ac.za

Abstract

OBJECTIVE: To study the impact of training using the **Nintendo Wii Fit** in 14 **children** with **spastic hemiplegic cerebral palsy**.

METHODS: A single-subject single blinded design with multiple subjects and baselines was utilised. Interactive video gaming (IVG) in lieu of regular physiotherapy was given for 3 weeks. Outcome measures included modified **balance** and running speed and agility (RSA) scales of the Bruininks-Oserestky test of **Motor** Performance 2 and the timed up and down stairs (TUDS).

RESULTS: Balances score improved significantly ($F(2, 26) = 9.8286$, $p = 0.001$). Changes over time in the RSA ($F(2, 26) = 0.86198$, $p = 0.434$) and the TUDS ($F(2, 26) = 1.3862$, $p = 0.268$) were not significant. Ten **children** preferred the intervention to conventional physiotherapy.

CONCLUSION: Most **children** preferred the IVG but as the **effect** did not carry over into **function**, IVG should not be used in place of conventional therapy and further research is needed into its use as an adjunct to therapy.

PMID: 23030836 [PubMed - in process]

Publication Types

LinkOut - more resources