# Reading List Notes

## Enhancing upper limb mobility through gamified tasks and Azure Kinect: a preliminary study in post-stroke subjects

Study mentions that it is useful to be able to see the avatar moving as the patient moves.

Movements include lateral movements and frontal movements. It is said that patients struggle the most with lateral movements.

The game developed is a gym simulation.

The following body segments were considered: upper limb segment between the wrist and clavicle joints (UPPL); trunk segment between the neck and pelvis joints (TRUNK); arm segment between the clavicle and elbow joints (ARM); and forearm segment between the elbow and wrist joints (FORE)

Some patients preferred to play the game sitting

Upper limb improvements saw an increase in the movement speed and repetitions per minute.

This was a clinical trial which used post stroke patients and reported overall positive effects.

This study uses a camera to stream the patients movements. And there fore is limited in it cannot detect hand and wrist movements, something that etee will be able to detect.

## Virtual Reality Mirror Therapy (VRMT) to Improve Finger Dexterity in Post-stroke Survivors: A Preliminary Feasibility Study of a Home-based Intervention

## Effectiveness of a Gamified and Home-Based Approach for Upper-limb Rehabilitation

## Adaptive gameplay and difficulty adjustment in a gamified upper-limb rehabilitation

## Translating acceptability to sustained delivery: Clinician and manager perspectives on implementing modified constraint-induced movement therapy in an early-supported discharge rehabilitation service

## Mobile game-based virtual reality program for upper extremity stroke rehabilitation

## Rehago - A Home-Based Training App Using Virtual Reality to Improve Functional Performance of Stroke Patients with Mirror Therapy and Gamification Concept: A Pilot Study

## Gamified in-home rehabilitation for stroke survivors: analytical review

## Serious gaming technology in upper extremity rehabilitation: scoping review

## Compliance with Upper Limb Home-Based Exergaming Interventions for Stroke Patients: A Narrative Review

## Exoskeletons with virtual reality, augmented reality, and gamification for stroke patients' rehabilitation: systematic review

## Analysis, Design and Implementation of Serious Game for Upper Limb and Cognitive Training Using Leap Motion for Multiple Sclerosis Patients

## Mirror VR: The design of a fully immersive virtual reality game for upper limb rehabilitation post-stroke using mirror therapy

## Enabling Home Rehabilitation with Smartphone-Powered Upper Limb Training

## Virtual reality exergames for enhancing engagement in stroke rehabilitation: A narrative review

## Trends in robot-assisted and virtual reality-assisted neuromuscular therapy: a systematic review of health-related multiplayer games

## Serious games for stroke telerehabilitation of upper limb-a review for future research

## Improving the Motivation and Participation of Elderly Patients in Rehabilitation Program Through Social Games

## Serious games for upper limb rehabilitation after stroke: a meta-analysis

## Development of a 3D, networked multi user virtual reality environment for home therapy after stroke

## Serious Game Design and Clinical Improvement in Physical Rehabilitation: Systematic Review

## Virtual reality games for rehabilitation of upper extremities in stroke patients. Journal of bodywork and movement therapies

## Personalised physiotherapy rehabilitation using artificial intelligence and virtual reality gaming

## A Review on Serious Games for Exercise Rehabilitation

## Evaluating the impact of player experience in the design of a serious game for upper extremity stroke rehabilitation