# Reading List Notes

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

## 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