
Title: The Versatility of Using Free Internet Videogames for Motor Therapy for Persons with Disabilities



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Proposal

Virtual reality-based interventions are increasingly popular for motor therapy for persons with disabilities. However, many virtual reality (VR) systems used in these interventions involve cumbersome technologies and expensive, custom-designed videogames [1-4]. As an alternative, there are thousands of videogames freely available on the internet that can capture the attention of almost anyone. These games are often developed by professional designers and are highly polished, vast in number, and of great variety. The use of these free internet videogames has the potential to increase the accessibility of VR-based therapies for many populations while also decreasing associated development time and cost.

This thematic issue of the Journal of Intellectual Disability Diagnosis and Treatment will feature contributions from professionals who implement free on-line videogames as a means to improve engagement in motor rehabilitation training. Authors will have used a motion sensor to quantify the movement of a patient and then convert that motion to keyboard strokes or mouse movements in order to play a videogame. The application can be made to many types of disabilities with motor impairments.

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