

## Specialized Services for Children and Youth invites you to join us for **Breakfast at SSCY**, our monthly learning series!

**Topic:** Computer games-assisted rehabilitation platform for children with neurodevelopmental disorders

**Presented by:** Anuprita Kanitkar

Constraint-induced movement therapy (CIMT) and Hand Arm Bimanual Intensive Therapy (HABIT) are promising rehabilitation programs for restoration of hand-arm function. These treatment approaches stress that functional recovery reflects learning archived through generating real experiences, applying focused attention, simulating close-to-normal movements, and repetition. However, it is difficult to engage children with CP in therapy for long periods of time and sustain motivation for the intense and repetitive task practices. Parents and clinicians rate motivation as the most influential personal characteristic for adherence to therapy. A promising approach to engaging children in therapy is the use of video games in which a range of interactive challenges help children to participate in exercise. Several studies have provided evidence of the benefits of incorporating video games in the rehabilitation of motor skills. For this purpose, a low-cost computer game-assisted rehabilitation platform (GRP) that combines fine manipulation and gross movement exercises with game activities appropriate for young children with CP, is developed.

### Learning Objectives:

- To use the GRP in clinical practice and its advantages and limitations

**When:** 8:00-9:00am, Tuesday, November 9<sup>th</sup>, 2021; Via Zoom

<https://rccinc-ca.zoom.us/j/89637710154?pwd=Nzg0cEFneGhnSFRiTERZOWxKME13UT09>

**Mark your calendar for our upcoming sessions:**

**8:00-9:00 am, Tuesday December 14<sup>th</sup>, 2021**

**Presenter:**

**Everyone is welcomed to attend!**