

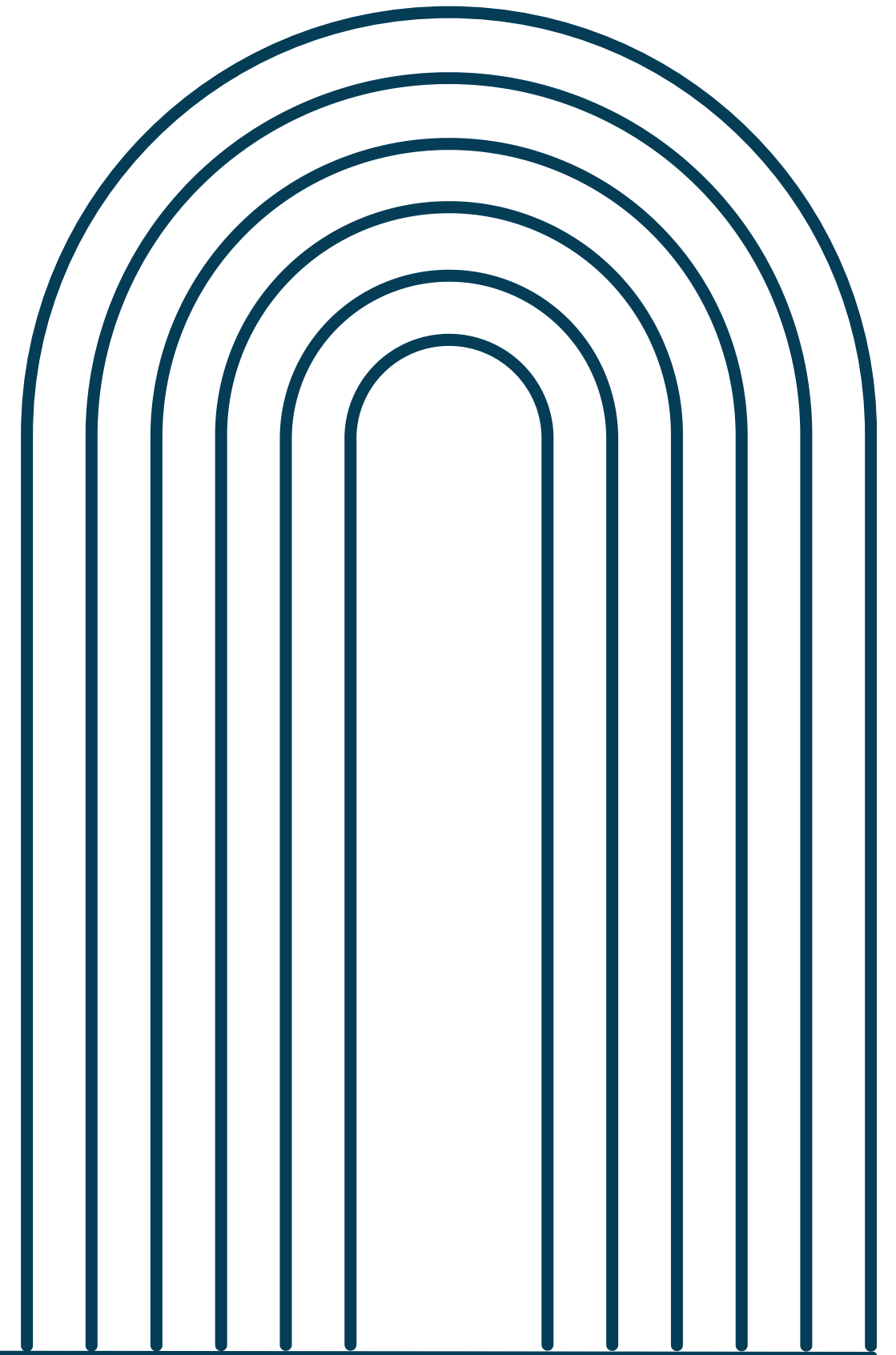


RESEARCH PROJECT OVERVIEW

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OUTLINE

- I. Project Objective
- II. Research Question
- III. Presentation of the Playful Supports
- IV. Assessment Tools
- V. Typical Session Procedure
- VI. Results
- VII. Future Perspectives



OBJECTIVE



Background:

- Limited use of the IVS-3 device in pediatric rehabilitation
- Very little research available on its use in children

Study concept:

Explore different ways of using the device through the integration of playful and contextualized supports.

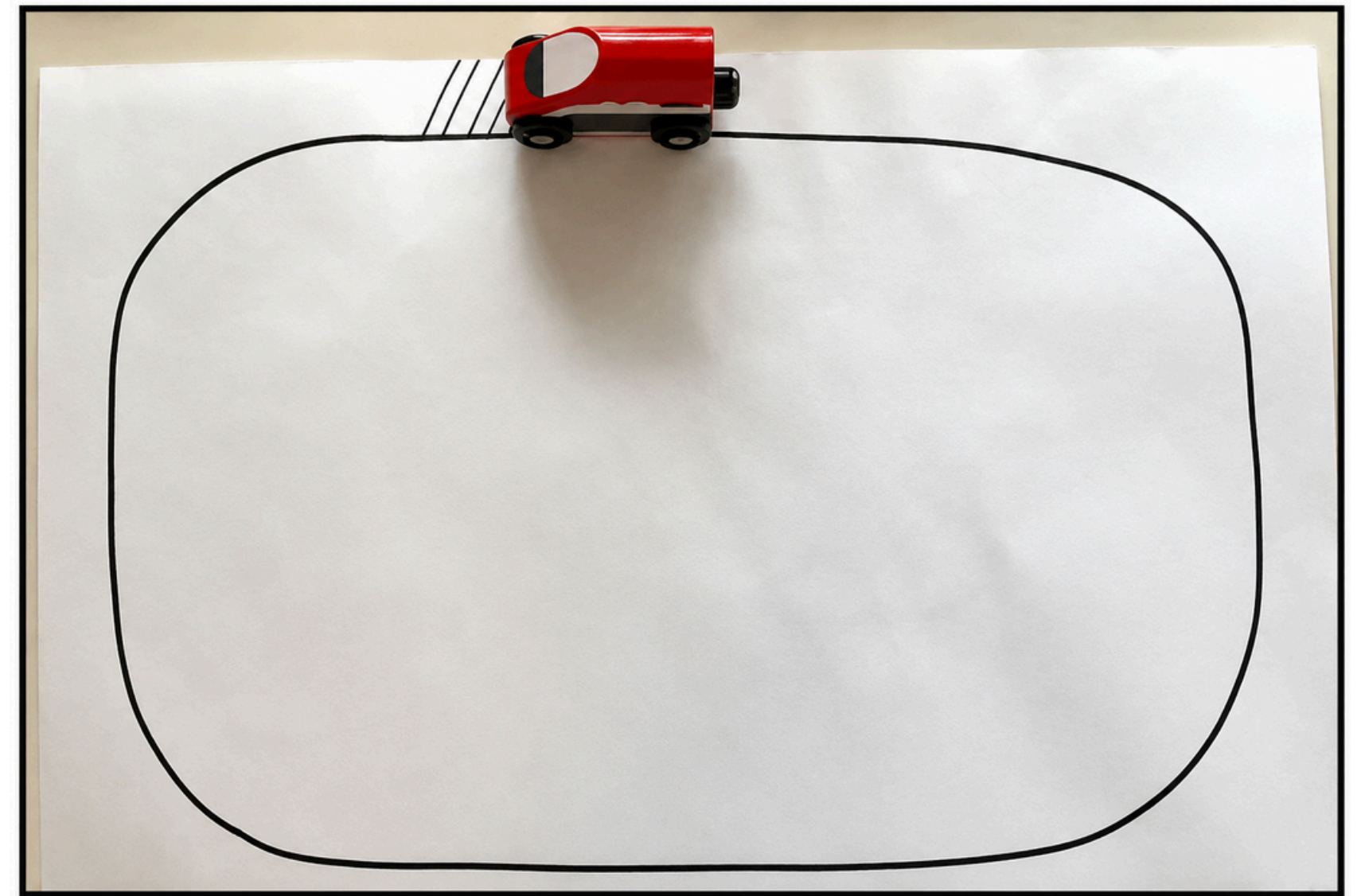
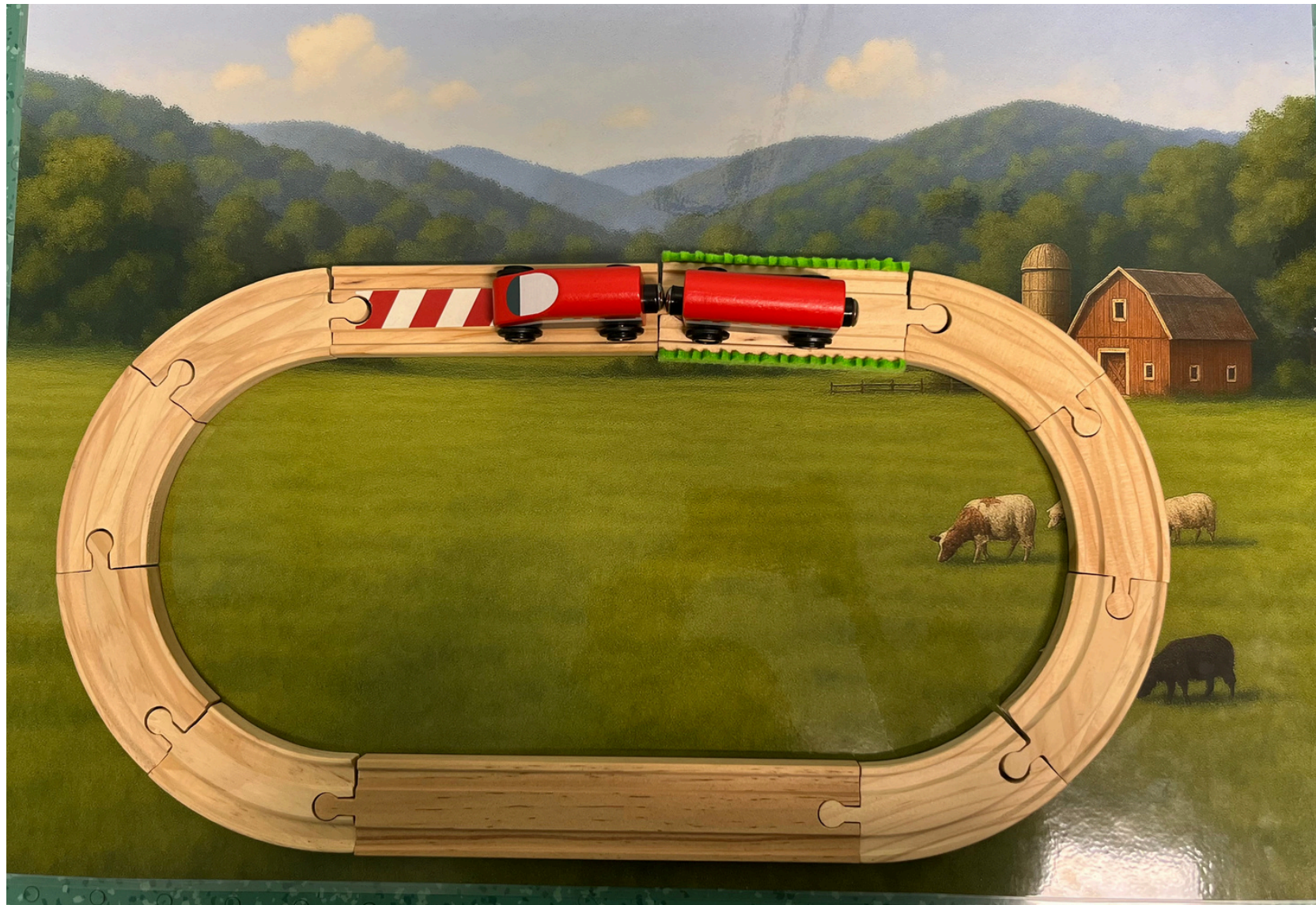
RESEARCH QUESTION

Does the type of support (playful vs. non-playful) influence children's engagement when using the IVS-3 device in rehabilitation?



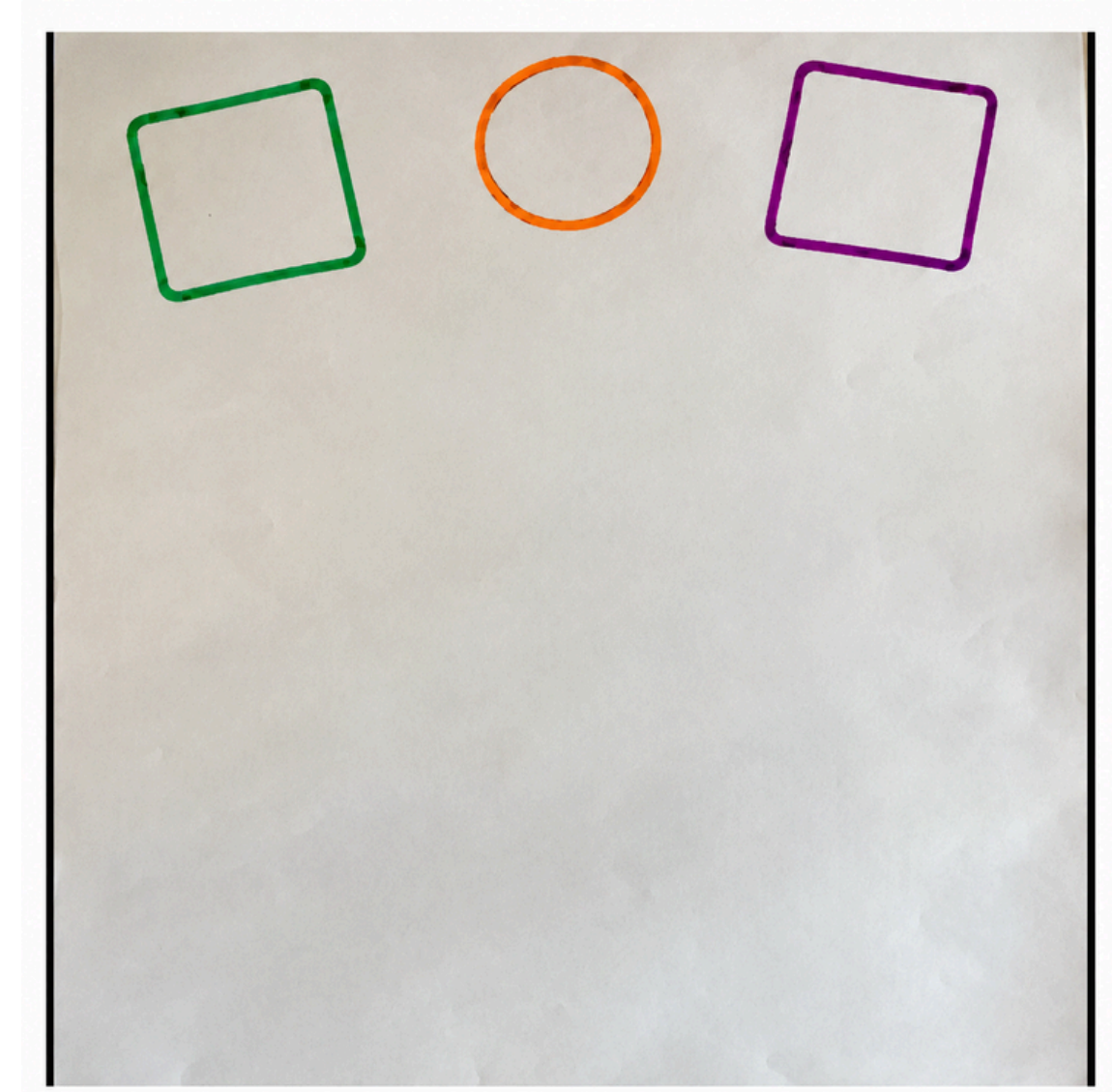
PLAYFUL SUPPORTS :

Train Activity n:



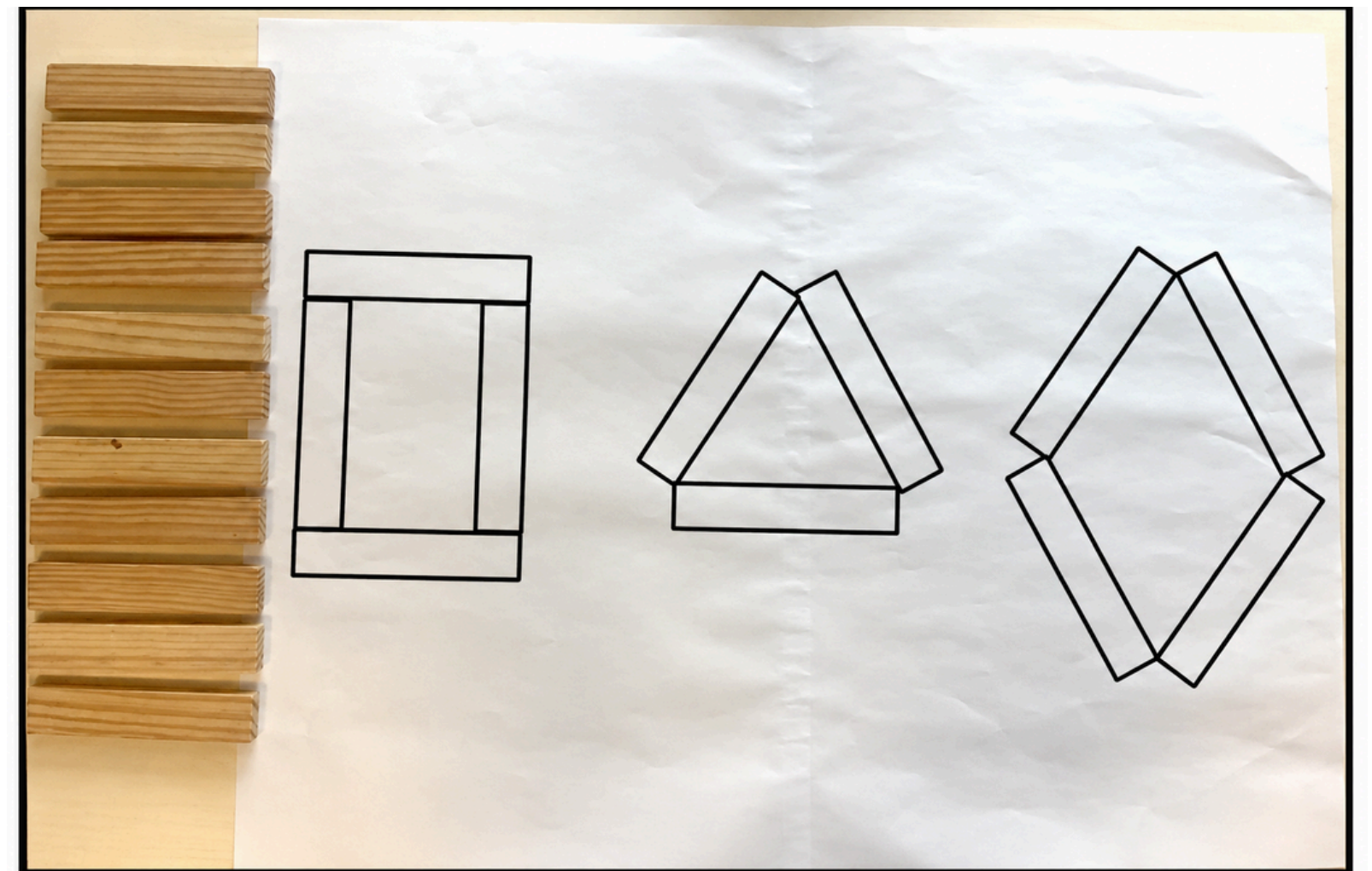
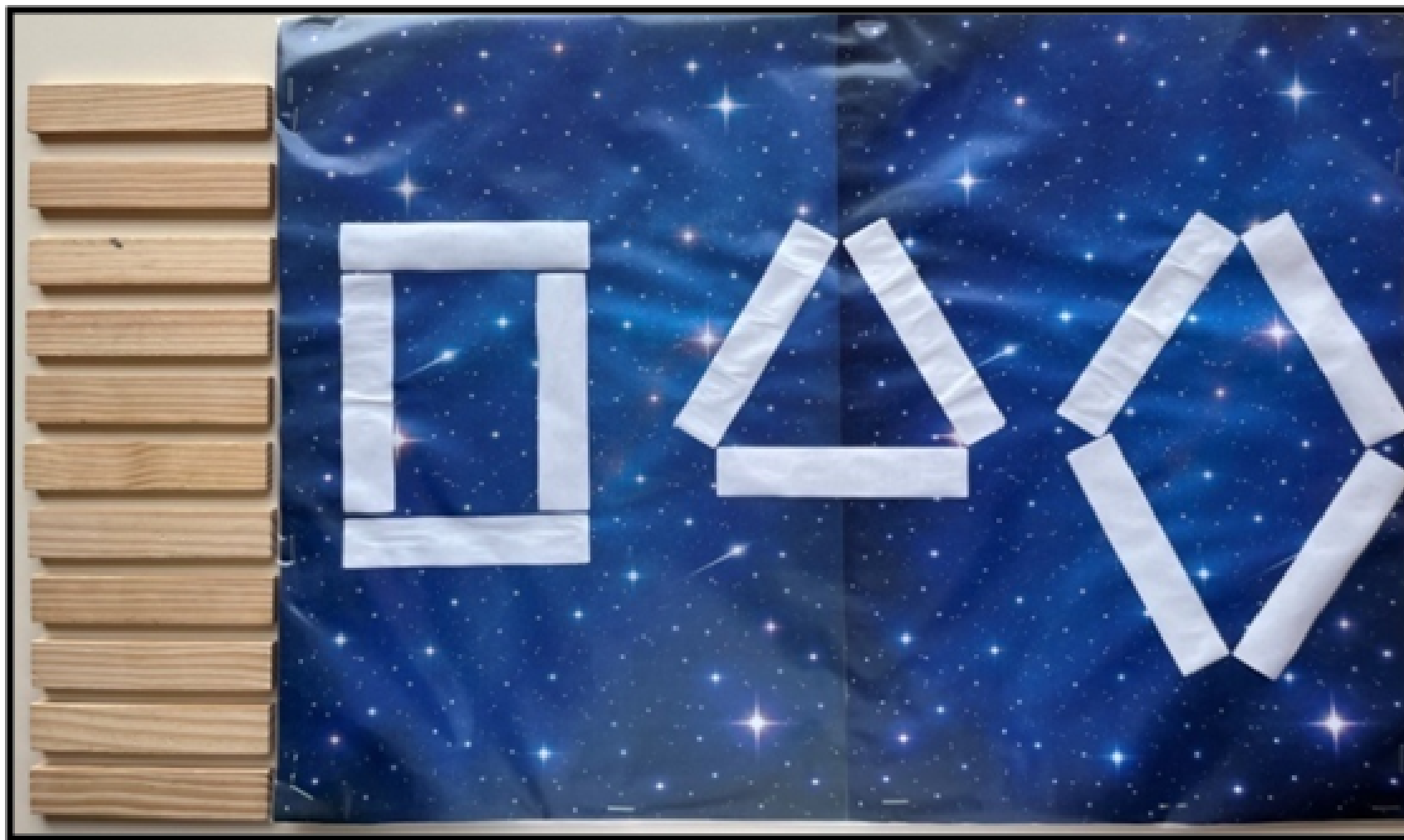
PLAYFUL SUPPORTS :

Shapes Support



PLAYFUL SUPPORTS :

Kapla Support



PLAYFUL SUPPORTS :

Marbles Support



ASSESSMENT TOOL : QUESTIONNAIRE

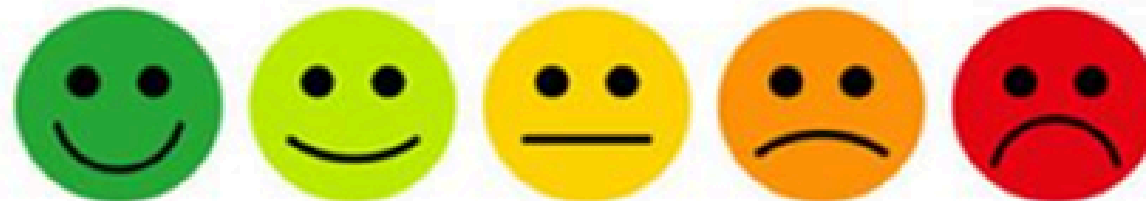
1) Did you find the activities fun?

Activity 1

Activity 2

Activity 3

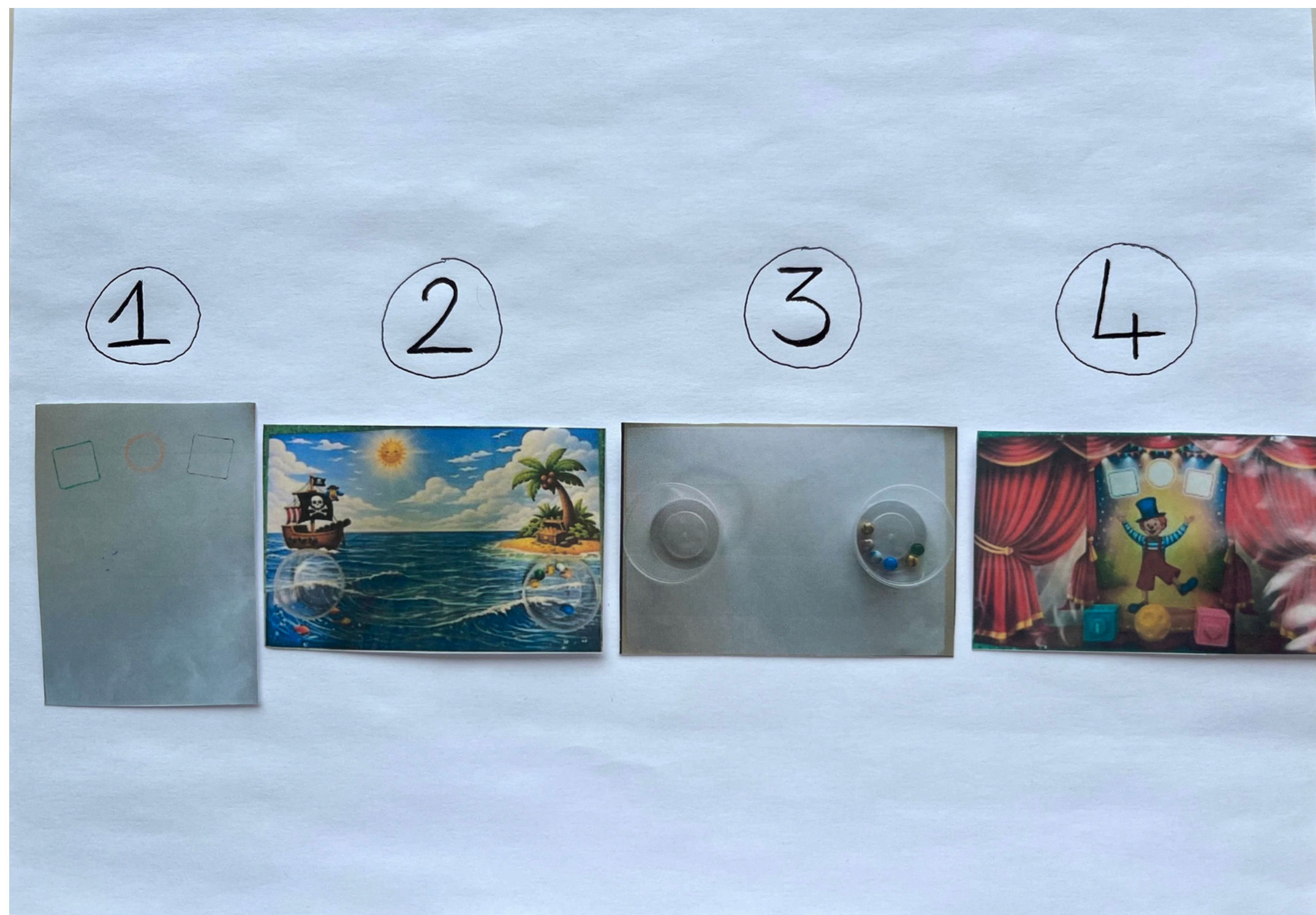
Activity 4



Yes

No

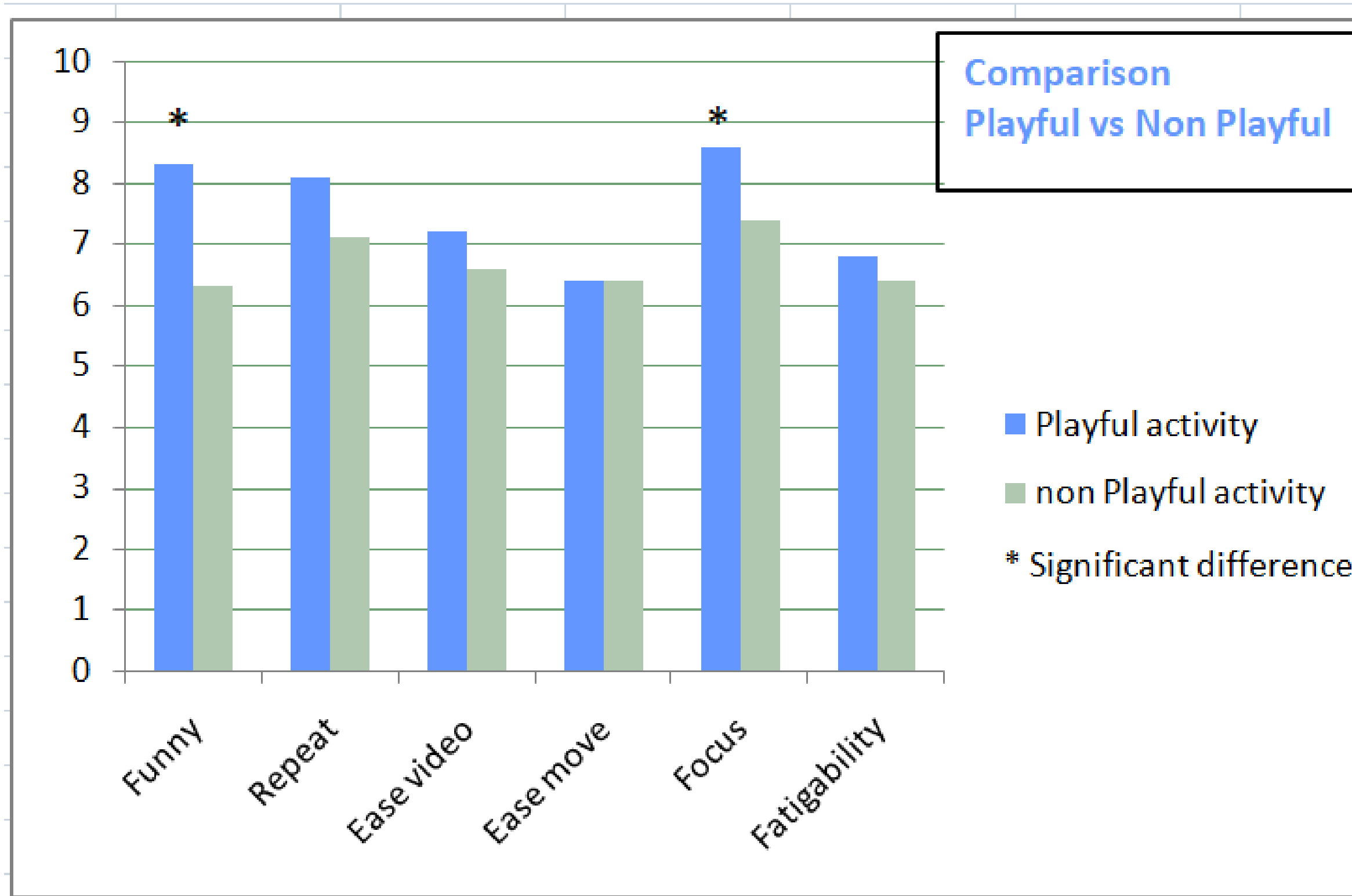
VISUAL SUPPORT DURING QUESTIONNAIRE COMPLETION



IVS3 SESSION PROTOCOL

1. Random selection of two supports
2. Two-step IVS-3 procedure
 - Movement recording with the unaffected upper limb
 - Task execution with the affected limb using the recorded videos
3. The questionnaire is completed by the child

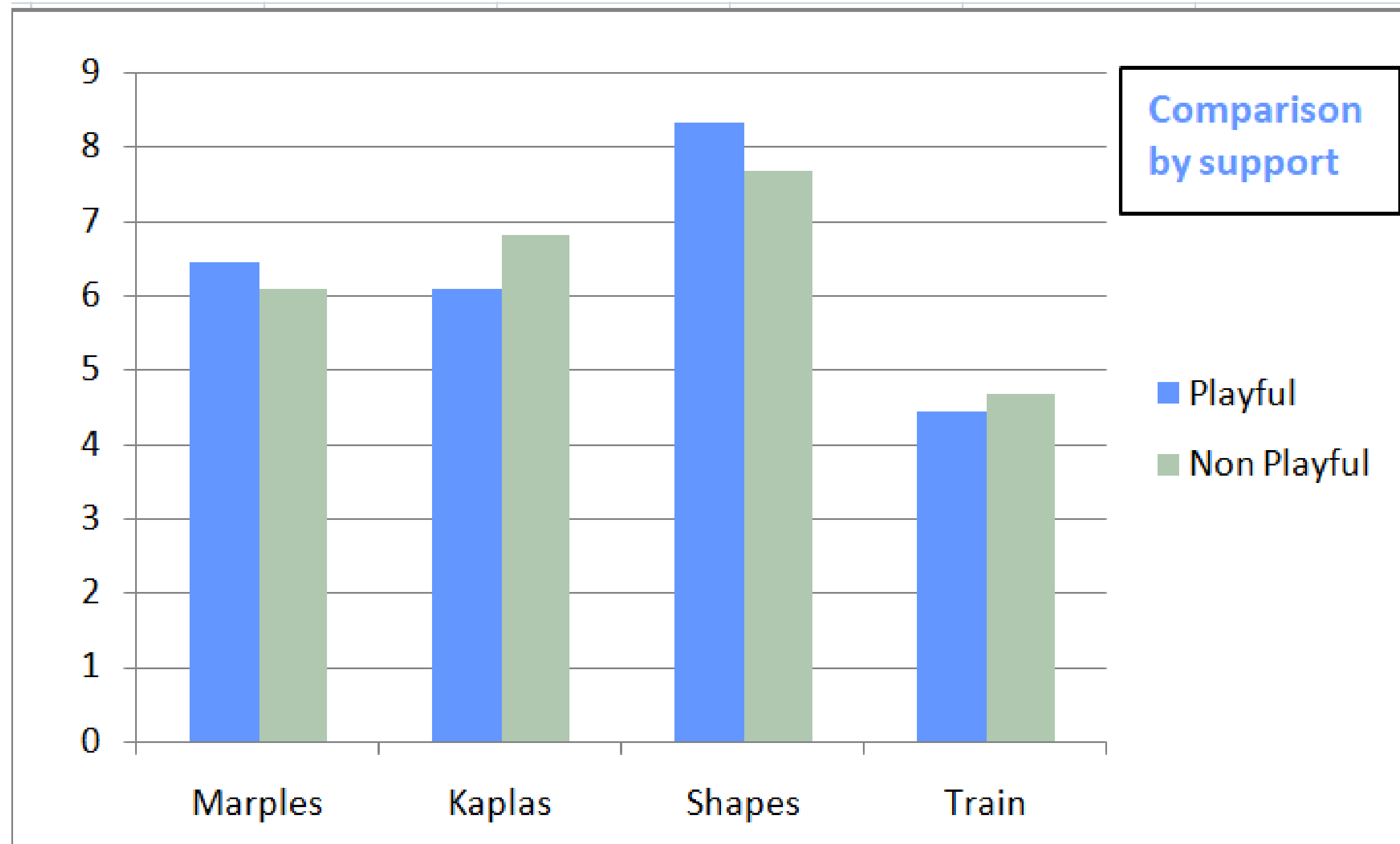
RESULTS



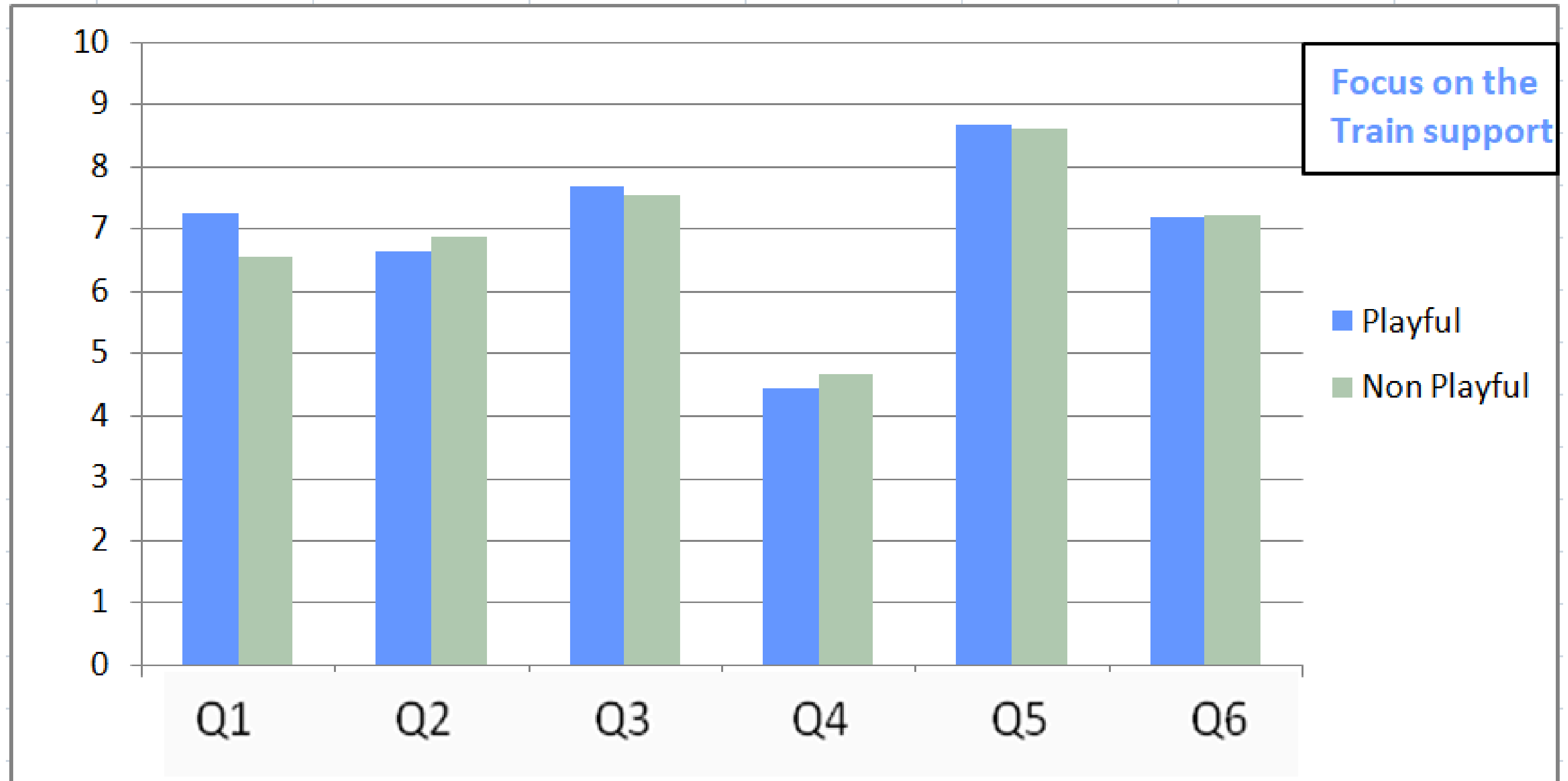
➡ Activities perceived as more enjoyable

➡ Better concentration during the session

RESULTS



RESULTS



RESULTS

Average IVS-3 use time : 5 min
(vs ~15 min in mirror therapy protocols)

Observations :

- Some children did not consistently focus on the screen
- Some children performed movements faster than the video

FUTURE DIRECTIONS

FROM CHILD ENGAGEMENT TO MOTOR
OUTCOMES ASSESSMENT



THANK YOU FOR
YOUR ATTENTION
AND INTEREST !

