Using commercial video games for upper limb stroke rehabilitation: is this the way of the future?

Pietrzak E, Cotea C, Pullman S

Record Status
This is a systematic review that meets the criteria for inclusion on DARE.

Bibliographic details
Pietrzak E, Cotea C, Pullman S. Using commercial video games for upper limb stroke rehabilitation: is this the way of the future? Topics in Stroke Rehabilitation 2014; 21(2): 152-162

DOI
10.1310/tsr2102-152

Indexing Status
Subject indexing assigned by NLM

MeSH
Humans; Patient Safety; Patient Satisfaction; Randomized Controlled Trials as Topic; Stroke /physiopathology /rehabilitation; Treatment Outcome; Upper Extremity /physiopathology; Video Games /adverse effects

AccessionNumber
12014028236

Date bibliographic record published
02/06/2014