The rise of affordable off the shelf motion controlled game hardware and peripherals, and the success of motion based gameplay as a genre enables the application of games in physical therapeutic settings. Not only in hospitals and care centres, but also at home...

The goal of the Wiihabilitainment pilot is to research and demonstrate the potential of the application of entertaining and affordable motion-based gameplay in rehabilitation. This is done by the development and validation of a prototype for a motion-based game aimed at children that are suffering from Acquired Brain Injury (ABI). The game will address a range of physical therapeutic goals using affordable off the shelf motion controlled game hardware and peripherals. The offered gameplay will be adaptable to specific therapeutic needs and usable in both care centres and home settings. This way the patients can also play with their family and friends.

“Affordable hardware opens doors for game based physical therapy”

Next gen physiotherapy
If we are to develop game assisted physiotherapy to the next stage, we not only need to demonstrate we can successfully design and apply gameplay in the context of home based physiotherapy, but also prove to both the market and the healthcare sector that Wiihabilitainment is commercially viable. Over the next few years we will develop a fully playable demo with the help of patients, therapists and experts. We will also validate the prototypes and game in its context of use, and showcase the potential of games for next gen physiotherapy. The gained knowledge will be aggregated and disseminated to the healthcare sector and the creative industries in the form of demo’s, papers, presentations, workshops and symposia. Finally, we will conduct market research and develop a business case in close contact with the sector and publishers.