Clinicians have recently started using video games as a means of intervention for different populations and age groups. The video games elicit active, repetitive, goal oriented movements in a fun and motivating manner. Video games allow for the practice of dual tasks while performing functional or gaming activities.

Course content
This workshop will combine the theoretical bases and evidence based practice literature of using virtual reality for rehabilitation with hands-on clinical practice using video games in rehabilitation. Participants will experience / play different video game consoles and virtual reality systems. They will analyze the different games and use clinical reasoning regarding the use of each game/system for different therapeutic goals (such as balance training, training upper extremity movements or cognitive impairments). The evidence based practice of the use of video games for different populations will be reviewed and discussed and tips for integrating the video games into clinical practice will be given.

The following video game consoles will be experienced: Sony PlayStation 3 MOVE, Nintendo Wii and Wii FIT, XBOX Kinect and the iPad. In addition two Virtual Reality systems developed especially for rehabilitation will be used: SeeMe and Timocco.

Who should attend?
Occupational Therapists, Physical Therapists, Rehabilitation Assistants, Kinesiologists and Recreation Therapists working with children, adults or seniors with physical disabilities (such as fractures, amputations, burns), neurological conditions (stroke, traumatic brain injury, Parkinson’s disease, Multiple Sclerosis), in Mental Health, obesity, intellectual disabilities, in pediatric care, etc.

Presenter
Dr. Debbie Rand is an experienced occupational therapist and Head of the Master Program in the Department of Occupational Therapy, Tel-Aviv University. She has been using virtual reality for rehabilitation since her doctoral studies in 2004 when she developed the VMall, a functional virtual environment for training the weak upper extremity and executive function deficits of individuals with stroke. Since then she has been using low-cost video game consoles for treating individuals post stroke. She has conducted many studies using video games investigating it’s suitability for rehabilitation and assessing its effectiveness compared to traditional therapy (see relevant articles below). Dr. Rand has presented successful workshops of Assessment and Treatment of the upper extremity post stroke and Assessment and Treatment of executive function deficits (with Alison McLean) in Vancouver and is now happy to present this exciting field of video games too!
References

Tuition
Before June 7: $460; after June 7: $500.00. Groups of 3 save $25 each: $435 and $475. Breakfast, refreshments and lunch are included. Maximum enrollment is 35.

E-reservations are accepted but payment must be received within one week to guarantee your seat. Make cheques payable to Dianna Mah-Jones OT Consultant. Cheques may be post-dated with fee according to above dates. Sorry, no credit cards. Deadline for registration is July 5.

Refund Policy
Cancellation notice received 14 days prior to the course will receive a full refund less a processing fee of $40. No refunds will be given after that date but you may send an alternate. A full refund of the registration fee will be provided if the course is cancelled.

Information: Contact Dianna at dmjot@shaw.ca or call (604) 263-8730 to leave a message.