

ASSESSING GAMOTION'S ADAPTATION FOR REVALIDATION CENTERS: ENHANCING REHABILITATION PERSPECTIVES

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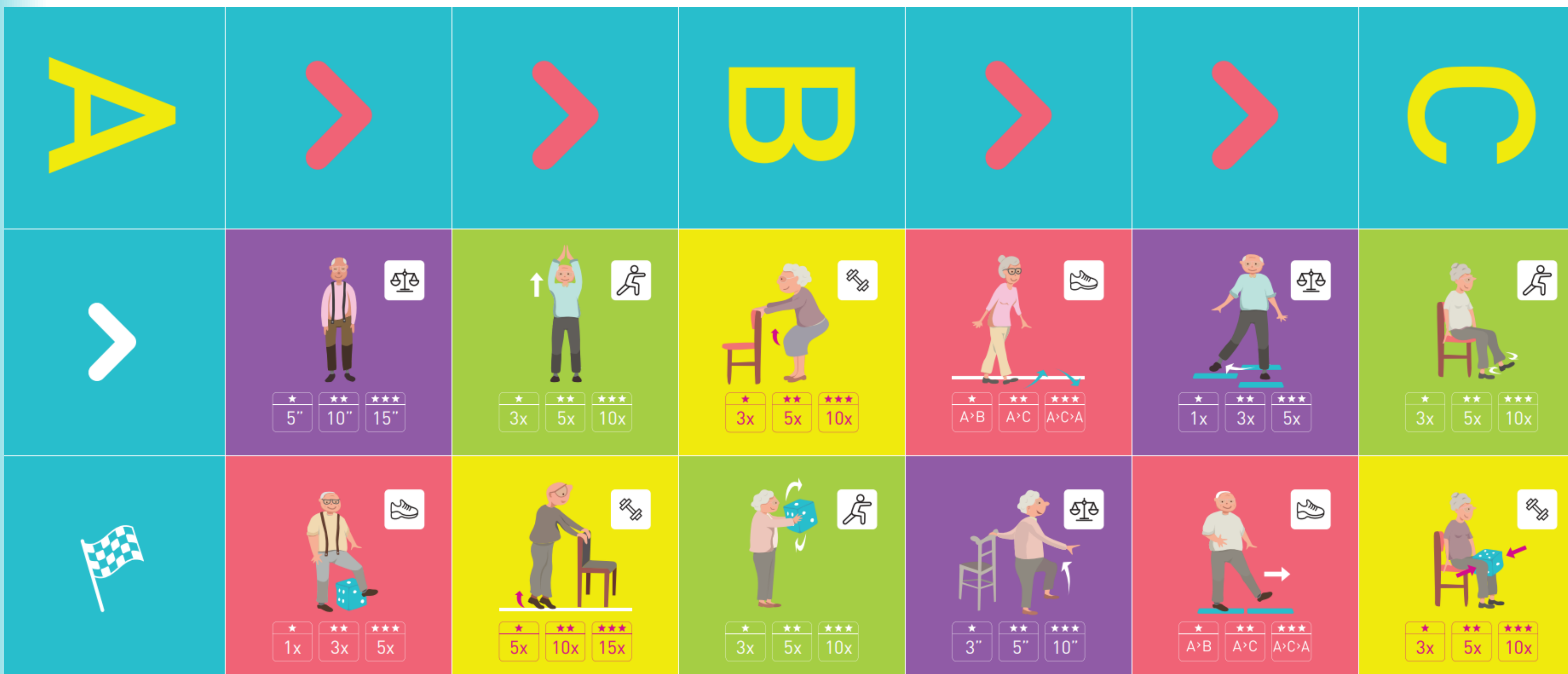
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OBJECTIVE:

The GAMotion, a giant physical activity board game, was originally designed to promote physical activity in nursing homes. This study aims to evaluate the adaptability of the GAMotion for use in revalidation centers. The GAMotion, a giant physical activity board game, was originally designed to promote physical activity in nursing homes. This study aims to evaluate the adaptability of the GAMotion for use in revalidation centers.



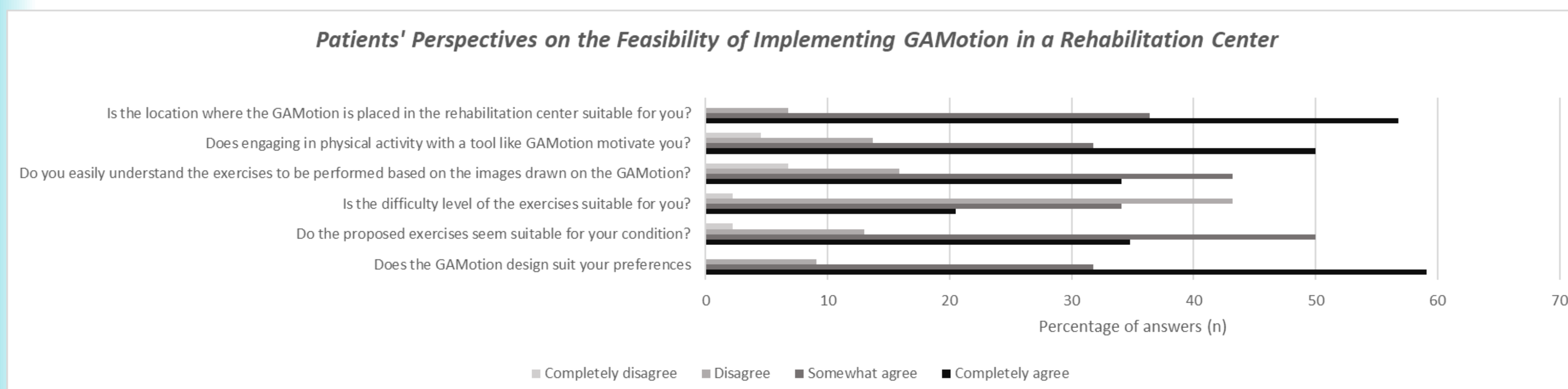
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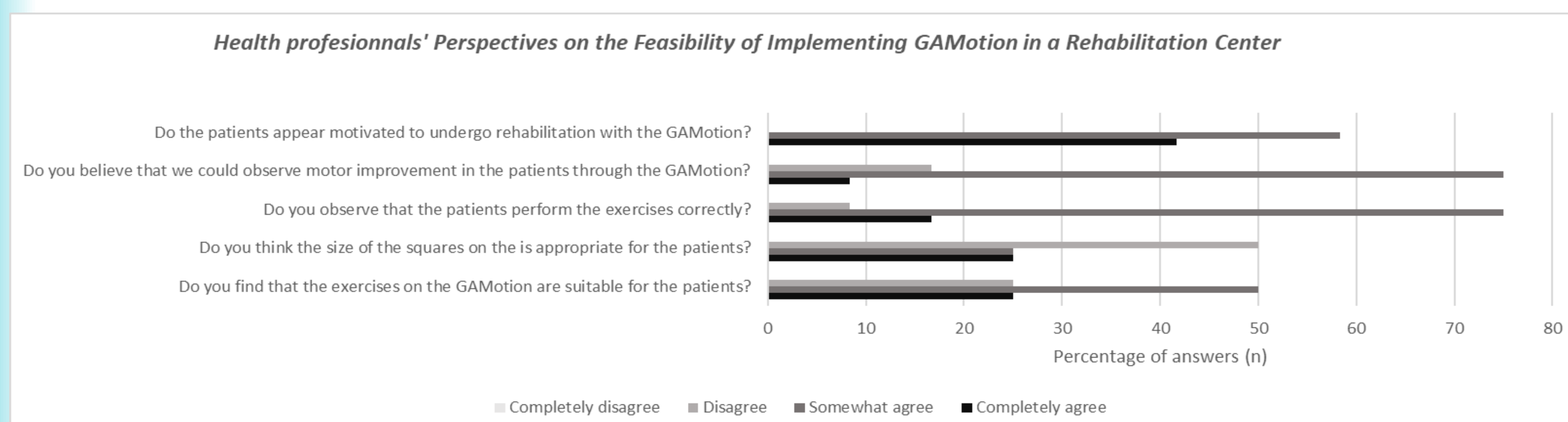
RESULTS:

Out of the 44 patients (61% men, 63.3 ± 13.1 years) surveyed, 30% had Parkinson's disease, 23% had experienced a stroke, and 73% could walk without technical support.

Patients predominantly found GAMotion's design suitable (91% completely or somewhat agreed). They perceived exercises as tailored (84% somewhat or completely agreed) and easy to understand (77% somewhat or completely agreed). However, a majority felt exercise difficulty wasn't adjusted adequately (45%). Half were highly motivated (50% completely agreed).



Twelve healthcare professionals (25% men, 32.3 ± 9.1 years, 92% physiotherapists) also participated. They generally found exercises suitable (75% completely or somewhat agreed). Opinions on the game square size varied (50% somewhat or completely agreed). Most observed correct exercise execution (92% somewhat or completely agreed). A majority believed GAMotion improved patients' motor capabilities (85% somewhat or completely agreed). All agreed that patients were motivated to use GAMotion



MATERIAL AND METHODS:

Patients and healthcare staff from the Esneux rehabilitation center were surveyed to assess their perspectives on the suitability of GAMotion (design and content) for patients undergoing rehabilitation at the center. The questionnaire comprised six closed questions rated on a 4-point Likert scale (Not at all agree, Disagree, Somewhat agree, Completely agree).

CONCLUSION:

Patients and healthcare professionals' positive feedback confirms GAMotion's applicability in rehabilitation. However, participants offered suggestions for improving GAMotion, including adding upper limb strengthening and increasing exercise difficulty, which could be considered in a new version.