

THE USE OF THE WII GAMING SYSTEM FOR FUNCTIONAL BASED THERAPY

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I.) COMPONENTS OF THE WII

- A. Wii Remote
- B. Wii Nunchuck
- C. Nintendo Wii Gaming Console
- D. Sensor Bar
- E. Wii Games

II.) WHAT IS BIOFEEDBACK?

**Biofeedback, or biofeedback therapy, is the term for learning to voluntarily control body functions that normally occur involuntarily, through measuring and observing information about these functions.*

III.) COMPONENTS OF THE FEEDBACK LOOP

- A. Cerebrum-
- B. Cerebellum-
- C. Ascending Sensory Tracts-
- D. Descending Motor Tracts-
- E. Vision-
- F. Auditory-

III.) DEFICITS AREAS

- A. Balance
- B. Cognition
- C. Range of Motion
- D. Strength
- E. Visual Perception
- F. Activity Tolerance

IV.) THE MEANING OF “FUN”-TIONAL PLAY

- A. Simulating real world situations
- B. Rewarding for therapists and patients
- C. Correlation with functional outcomes