



## Study Purpose

To develop active use of arm and hands to control and play computerized games, independently.

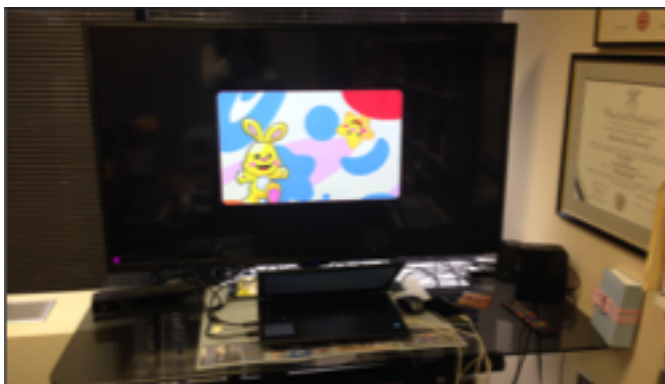
# Improving Upper Extremity Motor Skills in Persons with Rett Syndrome Using Virtual Reality Techniques to control Computer Games

## Requirements for Inclusion

- 4-60 years old
- Uses eyes to scan near and far
- Understands cause and effect
- Maintains attention to task with breaks over a 60-90 minute session
- Achieves passive or active arm movements within a functional range

## Study Involves

- Cause and effect training sessions
- Four to five outcome assessment testing sessions
- 12-week intervention (ideally 1 hour sessions, 3 times/week) at home or agreed upon location
- Intervention sessions stimulate arm movements through customized motivating games; a sensor detects the developing arm movements to allow independent control of computerized game play.



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