INTRODUCTION

- After stroke arm function may be impaired by synergistic movement patterns
- Gravity compensation (arm support) can stimulate selectivity of arm movements
- Rehabilitation games (VR) can stimulate motor relearning by motivating people

GRAVITY COMPENSATION TRAINING

Reach training: 6 weeks (3 x 30 min/wk)
- Gravity compensation by Freebal
- Rehabilitation game by FurballHunt

First results of 4 chronic stroke patients (Fugl-Meyer scores of 12, 46, 10, 45)

CONCLUSIONS

After gravity compensation training:
- improved movement performance
- increased agonist muscle activity

Moderate intensity training of
- gravity compensation
- and a rehab game
is promising to improve reach in chronic stroke