

Labyrinth game with Kinect control

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ABSTRACT

Stroke changes not only the patients', but also their families' lives. The improvement of the active movement of the upper limbs is of great importance after stroke, which helps regain self-sufficiency and the the recovery of fine movements. One of the key elements is the development of the active movements of the arm and fingers. The aim of the Flash-based labyrinth game of the article is to develop these motoric skills, and that the patients may become self-sufficient in their home environment, or capable of working by the end of the rehabilitation. The Labyrinth Game is focusing on the movement of arms and elbows, out of the 17 exercises of Wolf Motor Function Test's (WMFT) upper limb rehabilitation tasks. The game uses simple forms and colours, and contains understandable and useable menu for more efficient usability.

Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.