

1. Record Nr.	UNINA9910300458403321
Autore	Bonnechère Bruno
Titolo	Serious Games in Physical Rehabilitation : From Theory to Practice // by Bruno Bonnechère
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-319-66122-1
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (X, 146 p. 25 illus., 8 illus. in color.)
Disciplina	617.03
Soggetti	Rehabilitation medicine Physiotherapy Occupational therapy Rehabilitation Medicine Occupational Therapy
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	The Technology.- The Rehabilitation -- (Serious) Games -- Serious Games in Rehabilitation -- Clinical and Practical Applications -- In the Future -- Conclusion.
Sommario/riassunto	Marketing text: This innovative book explores how games can be serious, even though most people generally associate them with entertainment and fun. It demonstrates how videogames can be a valuable tool in clinics and demonstrates how clinicians can use them in physical rehabilitation for various pathologies. It also describes step by step their integration in rehabilitation, from the (gaming) technology used to its application in clinics. Further, drawing on an extensive literature review, it discusses the pros and cons of videogames and how they can help overcome certain obstacles to rehabilitation. The last part of the book examines the main challenges and barriers that still need to be addressed to increase and improve the use and efficacy of this new technology for patients. The book is intended for physiotherapists and clinicians alike, providing a useful tool for all those seeking a comprehensive overview of the field of serious games and considering adding it to conventional rehabilitation treatment.

