1. The purpose of the study was to assess the feasibility and manufacturers’ perspective of a virtual reality fame-based rehabilitation intervention for stroke patients.
2. A patient’s motivation and adherence to treatment protocols are barriers to recovery despite his or her potential for recovery.
3. The application of virtual reality in movement rehabilitation affords a number of benefits over standard treatment options, according to the authors.
4. Provision of feedback is critical for learning and rehabilitation but visual and auditory feedback cannot be manipulated easily in VR games to facilitate learning experiences.
5. There have no other studies been done to assess the use of VR technologies in patients living with stroke, so far.
6. Requirements to participate in the study were that the patients were 12 months post-stroke with residual deficit in upper limb function, normal hearing and vision and no cognitive or perceptual deficits.
7. The VR game used in this study consisted of a series of eight games in which a submarine was maneuvered through an ocean environment.
8. Sixteen people with hemiparesis following a single monohemispheric stroke participated in the study.
9. The participants’ perspectives of the intervention were evaluated by means of post-intervention questionnaire as well as an interview.
10. Validation of the results could not be improved by checking back of emerging themes against the data.
11. The VR games were acceptable to all participants.
12. Two themes emerged from the interview data that appeared to capture the breadth of participants’ experiences and they were ‘stretching myself’ and ‘purpose and expectations’.

Questions: True a and False b