Playful
gaming in neuro psychological rehabilitattion after stroke

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Determine the potential impact of a set of cognitive games in people with cognitive difficulties after stroke.

Ethical review	Approved WMO
Status	Recruitment stopped
Health condition type	Other condition
Study type	Interventional

Summary

ID

NL-OMON37155

Source
ToetsingOnline

Brief title
Playful

Condition

- Other condition
- Vascular haemorrhagic disorders

Synonym
brain hemorrhage, brain infartion

Health condition

CVA

Research involving
Human

Sponsors and support

Primary sponsor: De Haagse Hogeschool
Source(s) of monetary or material Support: Revalidatiefonds

Intervention

Keyword: cognitive training, games, rehabilitation, stroke

Outcome measures

Primary outcome

Outcome measures

1. score on games

2. score on validated cognition tests and questionnaires

3. result on a functional, everyday (cognitive) task.

Secondary outcome

self perceived cognitive difficulties

self efficacy

QOL

cognitive problems experienced by partner/caregiver

Study description

Background summary

Every year 41,000 people in Netherlands are diagnosed with stroke. Functional cognitive limitations in attention, (working) memory, speed of information processing, executive functions, social communication and emotional control are common, often chronic effects. Cognitive rehabilitation is focused on improving cognitive skills and daiky functioning through training, learning new

strategies, use of compensatory mechanisms and/or learning to accept and deal with the permanent consequences of the brain injury.
A good cognitive game keeps the attention and motivation longer focused by a visually rich and varied environment, gives direct feedback and is adaptive (tempo, dosage, level), encouraging more intensive and prolonged exercise .
Gaming facilitates training in the home environment with the advantage of self-management: control over when, where, how long, what and with whom to practice.

Study objective

Determine the potential impact of a set of cognitive games in people with cognitive difficulties after stroke.

Study design

Randomised Clinical Trial (RCT) in which the effect of an intervention, utilizing commercially available computer games, is compared with the provision of information, which is not aimed at improving the cognitive function in patients who have had a stroke.

Intervention

A website, designed for this project, gives the participant through a login code access to a set of games. The intervention consists of gaming: the cognitive games serve 8 weeks long, 5 days per week, approx. 15-20 minutes per day.

Study burden and risks

pre-post measurements-follow-up (8 weeks after intervention) each 1 hour: 3 hours (+ travel time)
information meeting 45 min
intervention 8 weeks x 5 days x approx 15-20 min

partner/caregiver: pre-post-follow up (8 weeks after intervention) measurements each 10 min: 30 min

Contacts

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Trial sites

Listed location countries

Netherlands

Eligibility criteria

Age
Adults (18-64 years)
Elderly (65 years and older)

Inclusion criteria

stroke, 12-36 months after onset; 45-74 years;
comprehension, reading and speaking Dutch language;
in possession of a computer with internet connection and experience with use of internet and e-mail.
Motor skills to operate arrows keys and mouse. Visual perceptual skills to monitor and process stimuli.

Exclusion criteria

Extreme hypersensitivity to visual stimuli, epilepsy, depression.

Study design

Design

Study type:	Interventional
Intervention model:	Crossover
Allocation:	Randomized controlled trial
Masking:	Open (masking not used)

Primary purpose: Treatment

Recruitment

NL

Recruitment status:	Recruitment stopped
Start date (anticipated):	01-11-2012
Enrollment:	120
Type:	Actual

Ethics review

Approved WMO

Date:	16-10-2012
Application type:	First submission
Review commission:	METC Leiden-Den Haag-Delft (Leiden) metc-ldd@lumc.nl

Study registrations

Followed up by the following (possibly more current) registration

No registrations found.

Other (possibly less up-to-date) registrations in this register

No registrations found.

In other registers

Register	ID
CCMO	NL41003.058.12