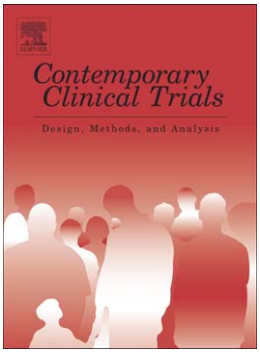

Maximizing post-stroke upper limb rehabilitation using a novel telerehabilitation interactive virtual reality system in the patient's home

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Abstract

max. words: 250

Background: Telerehabilitation (TR), or the provision of rehabilitation services from a distance using telecommunication tools such as the internet, can contribute to ensuring that patients receive the best care at the right time. This study aims to assess the effect of an interactive virtual reality (VR) system that allows ongoing rehabilitation of the upper extremity (UE) following a