

Date: \_\_\_\_\_ Time: \_\_\_\_\_ Group size: **1 2 3 4 5+**

If multiple therapists involved, describe therapists roles:

Is this the first session with this patient? Yes  No

Were other therapists involved in the session? Yes  No

Was Legsys data collected? Yes  No

### Patient Info

Patient Initials: \_\_\_\_\_

Age: \_\_\_\_\_

Gender: \_\_\_\_\_

Admission FIM score: \_\_\_\_\_

Impairment group code: \_\_\_\_\_

Gender: Berg Balance: \_\_\_\_\_

Dynamic Gait: \_\_\_\_\_

Fugl-Meyer: \_\_\_\_\_

Mayo-Portland  
Adaptability Inventory-4: \_\_\_\_\_

Notes: Describe patient's injury and your primary goals for this session:

### Cognition

Command following

Problem solving

Low Level High Level

### Movement (upper body)

None Full range

Right Arm

Left Arm

### Finger flexation

Right Hand

Left Hand

### Fine motor coordination

Right Hand

Left Hand

Low level High level

### Standing (lower body)

Uses Wheelchair

Uses Walker

Uses Cane

Standing endurance



Minutes

### Games played

Console: (Wii, Kinect, Move)

Game/mini-game:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

### Questions for patients

**1. Do you play video games on your own?**  
(Describe)

#### 2. Play personality

Lay out the eight play personality cards in the notebook pocket and ask the patient to identify which describes them best, then second best, and least:

**Best?**

**Second best?**

**Least?**

**Check Goals** that apply. Then rate each game's effectiveness at meeting that goal

	Not effective	Effective	Very effective	Not effective	Effective	Very effective	Not effective	Effective	Very effective	Not effective	Effective	Very effective								
<b>Social &amp; Cognitive goals</b>	Game 1:			Game 2:			Game 3:			Game 4:										
Attention <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Command following <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Comprehension <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Concentration <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Communication <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Insight into deficits <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Problem solving <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Safety <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Sequencing <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Socialization <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Task Initiation <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Visual perceptual skills <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Verbal reasoning <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Turn taking <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<b>Physical goals</b>																				
Bilateral hand use <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Dynamic balance <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Endurance <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Fine motor <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Hand-eye coordination <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Standing <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
Static Balance <input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<input type="checkbox"/>	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2	-2	-1	E	+1	+2
<b>Enjoyment</b>																				
<b>Cognitive help needed</b>	0	1	2	3	4	0	1	2	3	4	0	1	2	3	4	0	1	2	3	4
<b>Physical help needed</b>	0	1	2	3	4	0	1	2	3	4	0	1	2	3	4	0	1	2	3	4
<b>Boredom v. Frustration</b>	B ← 2 1 0 1 2 → F					B ← 2 1 0 1 2 → F					B ← 2 1 0 1 2 → F					B ← 2 1 0 1 2 → F				
<b>What type of fun?</b> Check all that apply	<input type="checkbox"/> H	<input type="checkbox"/> E	<input type="checkbox"/> S	<input type="checkbox"/> P	<input type="checkbox"/> H	<input type="checkbox"/> E	<input type="checkbox"/> S	<input type="checkbox"/> P	<input type="checkbox"/> H	<input type="checkbox"/> E	<input type="checkbox"/> S	<input type="checkbox"/> P	<input type="checkbox"/> H	<input type="checkbox"/> E	<input type="checkbox"/> S	<input type="checkbox"/> P				
	H = <i>Hard fun</i> : achieving a goal, competing w/ oneself				E = <i>Easy fun</i> : curiosity, surprise, wonder				S = <i>Serious fun</i> : excitement, esteem from learning				P = <i>People fun</i> : social, cooperation, competition							

**Session NOTES:** What deterred from enjoyment? Anything else you would like to add? (use the back if needed)