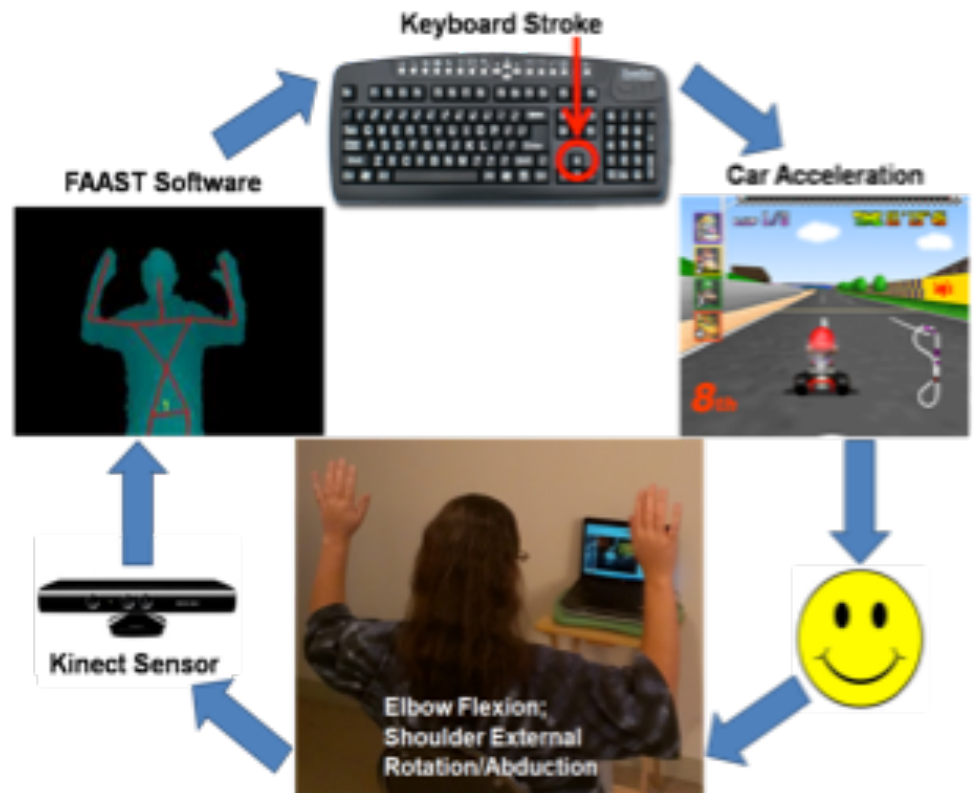


IMPROVING UPPER EXTREMITY MOTOR SKILLS IN PERSONS WITH RETT SYNDROME USING VIRTUAL REALITY COMPUTER GAMES



STUDY PURPOSE

To test the use of a movement sensor as a method of playing Internet Virtual Reality games as therapy for individuals with Rett Syndrome

Compensation will be provided.

REQUIREMENTS FOR INCLUSION:

- 7-50 years old
- Uses eyes to scan near and far
- Understands cause and effect
- Attention to task with breaks over a 60-90 minute session
- Functional arm movements (functional range of motion)

STUDY INVOLVES:

- Cause and effect training sessions
- Two outcome assessment testing sessions
- 12-week intervention (1 hour sessions, 3 times/week) in clinic, at home
- Intervention sessions involve using arm movements to play online computer games

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