**Active Video Gaming Questionnaire**

**Pre-Test:**

1. I am familiar with and/or our family owns a commercially-available video game system such as the Nintendo Wii and/or Xbox Kinect. Yes\_\_\_\_\_ No\_\_\_\_\_
2. My child who has special needs or a disability participates in various **active** video games with our family, friends, or independently. Yes \_\_\_\_\_ No\_\_\_\_\_
3. I feel that a home exercise program is a necessary and important part of my child’s gross motor development to practice new skills or to improve learned skills s/he has learned through Physical Therapy at school and/or through private PT.

Yes\_\_\_\_\_ No\_\_\_\_\_

4. The ***main***reason my child does not consistently perform home exercises is:

[please check one]

\_\_\_ a. Our school and/or private PT does not usually prescribe these

\_\_\_ b. We don’t have enough time

\_\_\_ c. The exercises are boring & my child does not want to do them

\_\_\_ d. Our family does not have the proper equipment

\_\_\_ e. My child may get hurt and requires constant supervision

5.My child is involved in some type of extra-curricular club/organization/league ***outside*** of school that offers gross motor games or adapted sports in a safe & fun environment.

Yes\_\_\_\_\_ No\_\_\_\_\_\_

\*Name of club/organization/league: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Active Video Gaming Evaluation**

**Post-Test:**

1. I understand that the most dominant or ***primary*** form of sensory feedback provided by these **active** video games (regardless of the type of system used) is:

\_\_\_ a. Visual

\_\_\_ b. Auditory

\_\_\_ c. Tactile

2. A few important concepts that may ***increase*** my child’s chance of learning a new motor skill or improving a current skill are:

\_\_\_ a. Increased compliance or willingness to participate in a gross motor activity or

video game

\_\_\_ b. Increased time spent practicing the skill & the number of repetitions performed

\_\_\_ c. Enhancing his/her motivation by choosing a gross motor activity or video game that

a child can relate to and prefers

\_\_\_ d. All of the above

\_\_\_ e. None of the above

3. The term *neuroplasticity* refers to an ***increase*** in the actual **number** of nerve cells or neurons in the brain. True\_\_\_ False\_\_\_

1. One study in my PowerPoint presentation suggested that **more energy** was expended

[calories burned] when using the: \_\_\_ Nintendo Wii \_\_\_ Xbox Kinect

5. Social interactions may play a part in my child’s initial interest and sustained participation in playing an **active** video game system. True\_\_\_ False\_\_\_

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**Feedback about the presentation: [please use the numbers on the scale for each below]**

**1= strongly disagree 2= disagree 3= neither agree or disagree 4=agree 5=strongly agree**

\_\_\_ The topic was interesting and engaging.

\_\_\_ The content was organized and understandable.

\_\_\_ The presenter was knowledgeable about the topic.

\_\_\_ I would consider using an active video game system in our home setting to help improve my child’s gross motor capabilities [as a supplement to PT services my child receives at school and/or through outpatient PT] and for recreational/social purposes.

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\*In the space below, please offer your suggestions for future improvement of this presentation,

& thank you for your time!