**Tips for using Kinect Adventures games with stroke patients**

(A more detailed description can be found in the back of the folder)

**Rallyball**

**Block the balls:** Swatting the balls will make them go faster if the player hits them; it may be easier for the player to simply block the balls by extending his/her limbs, like a soccer goalie.

**Move around, or sit in a chair to play:** Rallyball can be played while sitting down. If the player is standing up, s/he can weightshift or take small steps to block the balls with the entire body (head, torso, legs). The game can be as easy, or as challenging as the player wants it to be.

**Aiming:** The player should generally just try to block the balls. However, to improve eye-hand coordination, the player can aim in the direction of the targets. When some targets are hit, one ball may split into multiple balls.

**Space Pop**

**Use UEs to control body motion:** Flap arms (only once or twice) to float up. When in the air, abducting arms straight out will make the player hover in place. To sink back down, adduct arms.

**Look at the lights:** The lights on the sides give clues as to where the next bubbles are going to appear.

**Weightshifting:** This game is highly recommended for patients who need to improve their trunk motion and/or their weightshifting abilities. The player can stand in one spot, and only use trunk and UE motions to pop the bubbles. The player also has the opportunity to step sideways or forward to reach more targets.

**20,000 Leaks**

**Anticipating leaks:** Many leaks are caused by fish ramming into the glass. If the player pays attention to where the fish is swimming, s/he can get a general idea of where the leaks will occur.

**Three “waves” in one round of play:** each round (about 2 mins long) includes 3 “waves.” Leaks are more numerous and harder to plug in later waves as they will spring up at shorter intervals and at multiple locations (e.g., on the side walls and on the floor simultaneously).

**River Rush** (Note: this game is relatively fast-paced)

**Use trunk motions to do light steering:** The player can slightly lean left or right to steer the raft, so this is beneficial for patients who need to improve their trunk motion. Sidestepping will make the raft take sharper turns. The raft can be steered even when it is in mid-air.

**Use UEs:** Since raft steering can be done by trunk motion only, the player can extend his/her UEs to collect medals or pins that float above, or to the side, of the raft.

**Reflex Ridge** (Note: this game is also relatively fast-paced)

**Anticipate obstacles, to improve overall coordination:** The player can plan ahead and be ready to handle the first obstacle as well as the one immediately after it. Most obstacles can be avoided by leaning left or right, so the game is beneficial for improving trunk motion.

**Use limbs:** The player can use his/her UEs and LEs to touch and grab pins that are on the side.