

# A survey of Canadian physiotherapists' and occupational therapists' use of virtual reality and active video games in pediatric rehabilitation



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## INTRODUCTION

- Despite a growing body of evidence, little is known about the **extent to which** physical therapists (PTs) and occupational therapists (OTs) working in Canada **use virtual reality (VR) and active video games (AVGs)** in their daily clinical practice

## OBJECTIVES

- Describe** clinical VR/AVG use by Canadian PTs and OTs
- Determine** barriers and facilitators to VR/AVG use
- Understand** therapists' learning needs and preferred forms of support



## METHODS

**Design:** Cross-sectional study

**Methodology:** Online survey

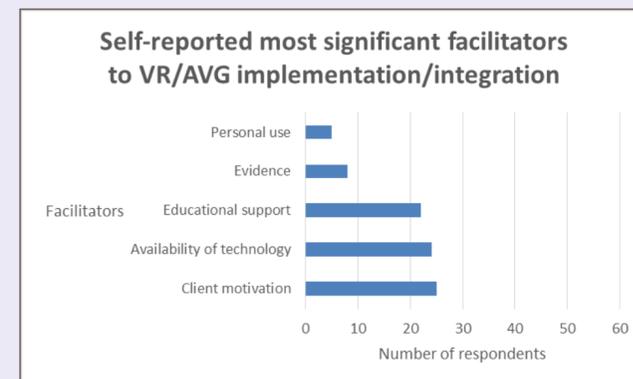
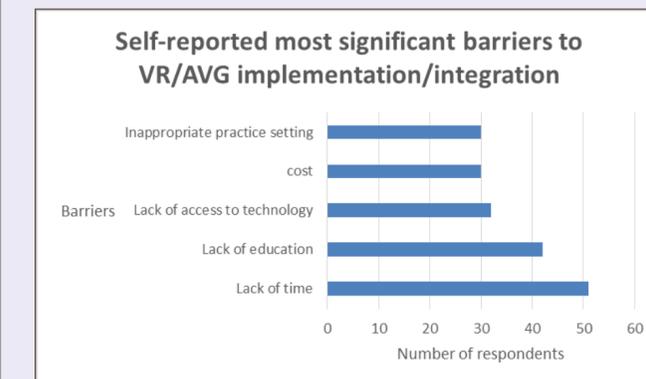
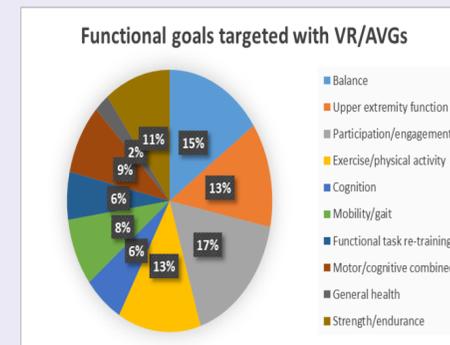
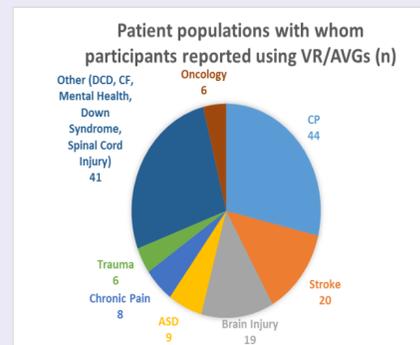
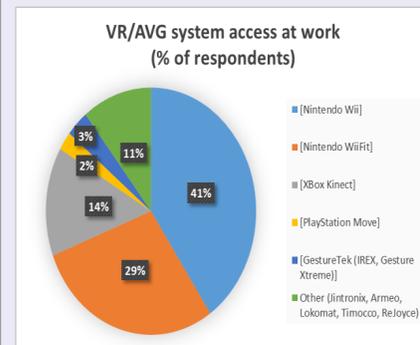
**Study Participants & Setting:** PTs and OTs from across Canada

**Target Sample:**

- PTs and OTs who were members of 26 professional colleges and/or associations
- Participants were recruited via e-blasts and social media

## RESULTS

- 1068 respondents (506 PTs and 562 OTs) total; we report a subset of 448 OTs and PTs who worked in pediatrics
- 48% had **clinical experience** with VR/AVGs, 32% had **leisure experience** with VR/AVGs, but only 14% reported **current clinical use**
- 78% were interested in learning more about AVGs, with the the Wii, WiiFit and Kinect being highest priority via website, videos, and e-learning modules
- Top learning needs related to selection of appropriate games to meet client goals and training to operate the systems



## DISCUSSION

- Greatest familiarity with and access to more established systems
- Low current use; likely reflects barriers to integration/implementation
- Populations and treatment goals reported were congruent with the current research evidence base
- Replicating the survey in the US is underway
- These findings are informing the creation of evidence-informed KT resources based at [www.vr4rehab.com](http://www.vr4rehab.com)

## CONCLUSIONS

- PTs and OTs working with pediatric populations in Canada **report minimal current use of VR/AVGs** but **strong interest** in more education on specific systems
- Subsequent **resource development** will address barriers, enhance facilitators, and target the learning needs identified in this study



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