

Diagnostic Category: Cerebral palsy Discipline: Multidisciplinary team

Reference	N	Intervention (n)	Telerehabilitation programs:	Platform & clinician's involvement	Outcomes
Country Study Design Quality (for RCTs)	Sample description (dx specifics, age, gender)	vs. Comparison (n) Frequency & duration	I. Focus II. Nature III. Target IV. Receiving client		Child-related outcomes Parent-related outcomes (+) significant between-group differences for RCTs or within group improvements for non-RCTs (-) no significant between-group differences for RCTs or within group improvements for non-RCTs
James et al., 2015 Comans et al., 2017 Australia RCT PEDro score: 7/10 High quality	N= 102 Children with spastic Unilateral CP Mean age 11.6± 2.3 yrs Age range: 8-18 yrs 51M:51F	Mitii (n=51) vs. Waitlist (n=50) 20-30 mins/day 6 days/week for 20 weeks; (max. total 60 hours)	I. UE motor functions and visual-perception II. Mitii is a web-based therapy program that uses a game-like design and is delivered in the client's home. It includes upper/lower extremity strengthening and visual-perceptual games. III. Child, Youth IV. Child/youth alone	Web (including VR games) + video conference monitoring from clinician. Therapists remotely monitored the participant's programme and adjusted modules weekly by increasing speed, accuracy, repetitions, and/or task complexity.	At post-treatment (20 weeks): (+) <i>Cost-effectiveness: Incremental cost-effectiveness ratio</i> (+) <i>Functional performance: AMPS</i> (+) <i>Hand function: Jebsen-Taylor Test of Hand function</i> (+) <i>Occupational performance: COPM-Performance and COPM Satisfaction</i> (+) <i>Visual perception: Test of Visual Perceptual Skills</i> (-) <i>Bimanual hand function: Assisting Hand Assessment</i> (-) <i>Upper extremity function: Melbourne Assessment of Unilateral Upper Limb Function</i>

<p>Bilde et al., 2011</p> <p>Denmark</p> <p>Pre-post study</p>	<p>N= 9</p> <p>Children with CP</p> <p>Mean age: 10.3 ± 2.4 yrs</p> <p>Age range: 6-13 yrs</p> <p>5M:4F</p>	<p>Mitii (n=9)</p> <p>30 mins/session</p> <p>7 sessions/week for 20 weeks</p>	<p>I. UE motor functions and visual-perception</p> <p>II. Mitii is a web-based therapy program that uses a game-like design and is delivered in the client's home. It includes upper/lower extremity strengthening and visual-perceptual games.</p> <p>III. Child, Youth</p> <p>IV. Child/youth alone</p>	<p>Web (including VR games) + video conference monitoring from clinician.</p> <p>Therapists remotely monitored the participant's programme and adjusted modules weekly by increasing speed, accuracy, repetitions, and/or task complexity.</p>	<p>At 20 weeks (post-treatment):</p> <p>(+) <i>Activity capacity</i>: Functional strength (maximal repetitions of sit-to-stand, lateral step up using a 20-cm step, and half-kneel to standing from the dominant and non-dominant legs over a 30-sec period)</p> <p>(+) <i>Walking endurance</i>: 6 Minute Walk Test</p> <p>(-) <i>Activity performance</i>: Sedentary, light, moderate-vigorous activity, activity counts, steps</p> <p>(-) <i>Mobility limitation</i>: Mobility Questionnaire 28</p> <p>(-) <i>Recreational participation</i>: Assessment of life habits recreational domain</p>
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