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Dynamic control of balance in children with Developmental Coordination Disorder

Jelsma, Lemke Dorothee

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Propositions related to the thesis

Dynamic control of balance in children with Developmental Coordination Disorder

L. Dorothee Jelsma

Dynamic balance in daily life improves after playing active video games, due to common elements of postural control.

Playing active video games poses new participation problems for many children with DCD in the modern society.

To enhance the level of enjoyment in therapy, therapists might use principles of attractive feedback as used in the Wii games.

The outcome of statistical analyses should be converted into interpretable clinical consequences.

Active video gaming appeals to the action-perception coupling and shapes the body movements through the movements of the Mii.

Health professionals should pay less attention to the addictive factor in active video gaming and more to the beneficial effects on motor skills.

Active video gaming should be seen as a valuable adjunct to support regular therapies, not as a replacement of these.

We don't stop playing because we grow old; we grow old because we stop playing.
George Bernard Shaw

If we knew what it was we were doing, it would not be called research, would it?
Albert Einstein