

University of Groningen

## Dynamic control of balance in children with Developmental Coordination Disorder

Jelsma, Lemke Dorothee

**IMPORTANT NOTE: You are advised to consult the publisher's version (publisher's PDF) if you wish to cite from it. Please check the document version below.**

*Document Version*

Publisher's PDF, also known as Version of record

*Publication date:*

2017

[Link to publication in University of Groningen/UMCG research database](#)

*Citation for published version (APA):*

Jelsma, L. D. (2017). *Dynamic control of balance in children with Developmental Coordination Disorder*. [Thesis fully internal (DIV), University of Groningen]. University of Groningen.

### Copyright

Other than for strictly personal use, it is not permitted to download or to forward/distribute the text or part of it without the consent of the author(s) and/or copyright holder(s), unless the work is under an open content license (like Creative Commons).

The publication may also be distributed here under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license. More information can be found on the University of Groningen website: <https://www.rug.nl/library/open-access/self-archiving-pure/taverne-amendment>.

### Take-down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.

Downloaded from the University of Groningen/UMCG research database (Pure): <http://www.rug.nl/research/portal>. For technical reasons the number of authors shown on this cover page is limited to 10 maximum.

## 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*