

Vereniging voor Bewegingswetenschappen Nederland



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Aanmeldingsformulier **Stagebank VvBN** www.bewegingswetenschappen.org

Titel stage of afstudeeropdracht:
An evaluation of a game for the rehabilitation of pain patients.
Korte omschrijving:

Playmancer is an European project focusing on serious gaming for patient with chronic pain. Together with European partners Roessingh Research and Development (RRD) has developed a serious game for this population. In the further this game can be used during the rehabilitation of chronic pain patient. After usability testing the next step is to evaluate this game with chronic pain patient. This evaluation will focus on user experience and clinical change. The protocol of the evaluation is approved by a METC. A new version of the game will be delivered at the end of September. For this evaluation we are looking for a student with affinity for gaming and chronic pain patient. We would prefer a human movement sciences student, but students of a comparable study are also welcome.

Extra information on the Playmancer project you can find on www.playmancer.com

Assignment

1. Recruitment

The goal of the Playmancer project of to evaluated the serious game with 15 patients. These patients have to be recruited at Roessingh, centre of rehabilitation or a physiotherapist in the area of Enschede. The task of the student is to contact these facilities and make a feasible recruitment plan.

2. Inclusion

When patient are interested in the rehabilitation with the Playmancer game the student has to contact this patient and explain the purpose of the evaluation. The patient has to sign a inform consent. When the patient wants to participate the student makes together with the patient a plan of appointments when the patient will come to RRD and rehabilitate with the Playmancer game.

3. Data collection

Patients who participant in the Playmancer evaluation are asked to fill in different questionnaire, at begin of and after intervention. The student is responsible for these questionnaires and also the storage of these questionnaires. The game also storages data after every rehabilitation session.

4. Intervention

The student welcomes the patient at RRD and helps with starting the game. When the patient is playing the game the student monitors the rehabilitation process and helps when help is necessary. Together with the researcher and the patient the student provides goals of the rehabilitation. These goals have to be entered in the game and be adjusted after every rehabilitation session.

5. Analysis

Based on the interested of the student he/she will analyze a part of the data and present the results in an English report. The student can choice to evaluated (a part of) the user experience or the clinical change data

<i>Naam instantie:</i>	Roessingh Research and Development (RRD)
<i>Plaats:</i>	Enschede
<i>Specialisatie van de student:</i>	Rehabilitation
<i>Tijdsduur project:</i>	6 months
<i>Reageren tot:</i>	15/09/2010 (dag/maand/jaar)
Contactinformatie:	
Interested students with a background in Human Movement Science can contact Miriam Vollenbroek (m.vollenbroek@rrd.nl) or Stephanie Kosterink (s.kosterink@rrd.nl) for further information.	

Stuur dit formulier op naar vacature@bewegingswetenschappen.org. Het wordt dan zo snel mogelijk geplaatst op de website van de VvBN.