

# Botley's Bootle Blast

A novel home-based virtual reality therapy system

**Summary:** Botley's Bootle Blast is a video game designed for hand/arm therapies. We want to know if playing Botley's Bootle Blast at home can be beneficial for young people with cerebral palsy. We think that Botley's Bootle Blast will be a fun and motivating way to practise hand/arm therapy goals at home.

**Call to action:** Do you like video games? Would you like to try a new and fun video game therapy for your arm? Consider participating in our study!

## Who can participate:

- Children with hemiplegic cerebral palsy
- Between 8 and 17 years old who have
- Experience difficulty handling objects (MACS I-III),
- Move independently with or without a mobility aid (GMFCS I-III)
- No treatment of Botulinum Toxin in the last 3 months
- No constraint based movement therapy in the last 6 months
- No history of epilepsy OR a parent can confirm that the child currently has screen time for at least 30 minutes a day, on 2 or more days in a week
- Have typical or corrected to typical vision and hearing
- Able to answer questions in English
- No active therapies scheduled that may impact hand/arm function for the duration of the study.
- Clients from the Holland Bloorview or supporting documentation from clinician verifying diagnosis of hemiplegic cerebral palsy
- Live within 30 km of the hospital.

**Funding Agency:** Ontario Brain Institute, CIHR, NSERC.

**What's involved:** Study participants will attend three research assessments at Holland Bloorview Kids Rehabilitation Hospital at the beginning of the study, at the end of the study (12 weeks) and at follow up (16 weeks). These assessments will measure different arm movements and arm/hand function, will be conducted by a research occupational therapist and will last between 1.5 to 2 hours. After the first clinical assessment, the child and the family will be provided with the Botley's Bootle Blast video game to play at home for 12 weeks. Working together, we will establish the child's therapy goals and how often to play the game each week. A researcher will do a short 20 min visit at the child's home to check in and ask questions about the use of the video game during the first, 6<sup>th</sup> and 12<sup>th</sup> week of the intervention. Occasional check up phone calls will be done by the researcher during the remaining weeks. Participants will receive a small token of appreciation (\$50 gift card) to thank them for their time.

**Deadline:** Recruitment ending on July 2019

**Interested in Participating?:** If you are interested in participating in this study or have additional questions, please contact **Ajmal Khan** at 416-425-6220 ext 3544 / [akhan@hollandbloorview.ca](mailto:akhan@hollandbloorview.ca), or **Daniela Chan-Viquez** at [dchanviquez@hollandbloorview.ca](mailto:dchanviquez@hollandbloorview.ca) with your interest, and they will get back to you shortly. Contacting us does not obligate you or your child to participate in the study..