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Serious games fall under a set of applications capable of improving recovery times by increasing the player's engagement. In this paper we focus on the possibility of joining thatcapacity to Microsoft Kinect sensors ability to collect data without the need of additional sensorsand present an application capable of giving proper feedback about the player's behavior during a rehabilitation session. Using an Android OS mobile platform as interface for the collected data, the proposed solution is a prototype that aims to facilitate the analysis of the patient'sprogress during rehabilitation sessions using serious games. Results associated with arm rehabilitation through serious gameare included in the present work.

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I. Introduction

In a world where it is increasingly common to integrate virtual environments in real-life situations rehabilitation is no exception. It is increasingly common to use video games to create greater engagement on the user increasing the physiotherapy efficiency. However, because they are adapted games and are not specifically designed for rehabilitation, many therapists prefer to just use them more as a complement to a physiotherapy session rather than an integral part of the session. These games are very limited because they are not configurable or accessories are needed to interact with it, which sometimes makes it impossible to use in a rehabilitation session of a more impaired user. Do not allow tracking progress and in most cases there is a lack of feedback to the therapist and to the patients under rehabilitation process [1].

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