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Contents

1. Introduction

The physical rehabilitation for the patients that suffered accidents or stroke events requires intensive intervention aimed at mainly improving motor abilities. Moreover, the periods associated with rehabilitation are usually long and the costs are expensive. One of the possible solutions to minimize these drawbacks is to perform remotely supervised selftraining at home or to use system based supervised self-training at home. This last solution can contribute to reduce significantly the rehabilitation costs and also to shorten the time of rehabilitation processes. Self-training based on classical equipment's always requires the clinical professional supervision taking into account the usage of classical rehabilitation equipment that not deliver any information about the rehabilitation process. However in the last decade the healthcare Sign in to Continue Reading community has been demonstrating a great interest for T in physical rehabilitation that include the usage of serious games (Therapeutic games or "Theragames"). The concept of Serious Games refers to the use of computer games without the main purpose of providing pure entertainment [1]. Healthcare rehabilitation is emerging as a leading target area for serious games, presenting new patient, health caregiver, and public expectations [2]. Several Theragames based projects have appeared which shows a wide general interest in improving and sustaining this technology. Among the Theragames, the Exergames [3] are a form of physical activity that requires the user to move at least a part of the body, the hands in our case, in order to interact and get the best experience the game, usually in virtual reality (VR) scenario.

Authors	~
Figures	~
References	~
Citations	~
Keywords	~
Metrics	~

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