



## What is Duck Duck Punch?

- Duck Duck Punch is a low-cost, post-stroke upper extremity rehabilitation game system using the Microsoft Kinect for upper extremity (upper arm) therapy, designed in collaboration with stroke therapy experts.
- Stroke survivors play the game by making reaching motions with their impaired arm which is tracked by the Microsoft Kinect and mimicked by the virtual arm seen in the game.
- The system compensates for each patient's individual level of impairment to allow both unimpaired gameplay and different levels of challenge.

## The Problem: Stroke Disability

- Worldwide, stroke is the **second leading cause of permanent disability**.
- **75%** of stroke survivors have arm disability too severe to be helped by conventional rehabilitation.
- Those who can participate in therapy often do not follow through and do not complete tasks they find **frustrating** and **tedious**.

## What Stroke Rehabilitation Looks Like Today

- Today, rehabilitation for upper extremity impairment is repetitive practice of reaching and grasping tasks to stimulate the brain to "relearn" motor skills.
- Research suggests that stroke survivors need to make **300-1000** movements **daily** to recover movement, but only receive **20-40** per **week** in conventional rehabilitation.
- Rehabilitation does not include promising research called "mirror therapy".

## How Duck Duck Punch Can Help

- Motivating game environment encourages extended practice sessions needed for better recovery.
- No expensive motion-capture hardware for arm tracking or attached sensors to encumber already impaired movement.
- Incorporates promising "mirror therapy" research not found in conventional rehabilitation.

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# DUCK DUCK PUNCH!

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Post-Stroke Upper Extremity  
Rehabilitation Using the  
Microsoft Kinect

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Stroke Survivor



Microsoft Kinect  
For Upper Extremity  
Movement Tracking

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"Wild West"

"Seascape"

"Ducks in Space"

