

**Aplicacion de la consola de video juego Wii en el tratamiento inicial de personas con severa discapacidad fisica.**

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**Introduccion:**The game implementation has been a routine tool in the practice of occupational therapists, the adult can be reached while playing with sensations of pleasure, conscience of their abilities and the opportunity to express themselves and interact with others. One of the main objectives in the initial treatment of patients with significant physical deficit, is the stimulation of awareness of their remaining capabilities and stimulate the acceptance of their condition to return to the best of their new life. Technological games generally attract people to their ability to stimulate the wonder and the need to explore the evolution of video game consoles to virtual reality to allow users to perform their movements are so real that an emotional experience, while retreatant by which can be used as therapeutic tools.

**objectives:**The aim of this study was to determine whether use of the Nintendo Wii game console in the treatment of adults with significant physical deficit, helps to achieve the goals of therapy and support awareness of remaining capacity.

**Metod:** Using a prospective descriptive study, a questionnaire was used to record the entry into effect of the console with the game of tennis and then at the fifth session of application.

**Results:** 13 patients participated, three bilateral amputees, tetraplegics six, three with burns over 50%, one patient with bilateral leg amputation. 100% found this exciting and fun to play, 100% of the patients laughed during the game and 85% reported to have experienced relaxation. 100% said that playing and winning was a sensation not felt since the accident and had been a pleasure to be able to win again especially when competing with other peoples.

**Conclusion:** Preliminary results suggest that use of the Wii console to help start treatment of adult patients with major physical, especially in motivation in treatment, mood and awareness of their capabilities.

This study is a **contribution** to the validation of the use of purposeful activity and the game in adults whit severe disability.