



## My Dream is to Have... *usually something tangible*

**Group Name:** Noble

**Date:** 7-12-2008

**Noble Services/Locations the Consumers Receive:** Noble - All Indianapolis area locations

**Person Completing this Form:** Don Spurgeon **Relation to Consumer:** Occupational therapist (student), under the supervision of Sharon Pape, MS, OTR - Adjunct faculty with the Indiana University Department of Occupational Therapy.

**Contact Information of Person Completing the Form:**

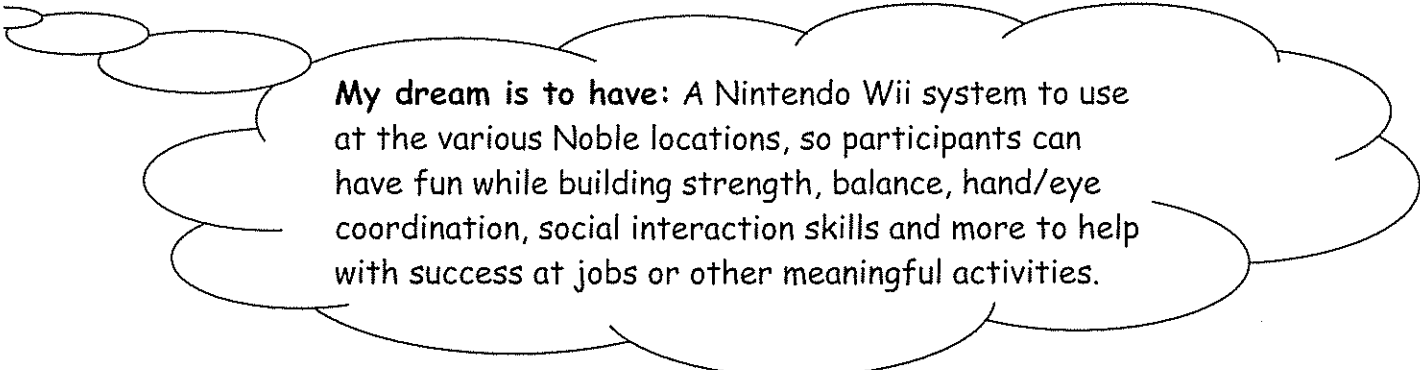
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**The Consumer's Living Situation, Address, and Contact Information of Program Director or Parent/Caregiver.** Participants at all Noble locations will have the opportunity to take part in activities with therapists and/or direct care staff utilizing the requested equipment.

**Who should the Dream Team contact if there are any questions about the dream? Please note the relation of this person to the consumer:** Don Spurgeon, OTS or Sharon Pape, MS, OTR

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**My dream is to have:** A Nintendo Wii system to use at the various Noble locations, so participants can have fun while building strength, balance, hand/eye coordination, social interaction skills and more to help with success at jobs or other meaningful activities.

**Tell us about the consumer:** One particular participant who would benefit from the Nintendo Wii system is Bryan Downs; a 20 year old male with MR-moderate and CP who is in Team 3 at Noble East. He is interested in computers, video games, and other electronics. He wants to get a job where he can work with computers. Other participants who may benefit from the equipment have various challenges such as MR, CP, TBI, Down's syndrome, etc. Participants in wheelchairs can also participate in most of the programs offered by the Wii system, including Wii Play, Cooking Mama, Mama and Wing Island, all of which are beginning to be used to treat individuals with developmental and physical disabilities (Johnson, 2004).

**If this dream requires transportation, does he/she have their own transportation, or would this be something that the Dream Team member would need to assist with: N/A.**

**If the dream requires funding, please explain the consumer's financial situation:**

Bryan is not currently employed. He receives Medicaid and relies on his parents. Most participants who could benefit from the equipment receive funding from Medicaid and Medicaid Waiver.

**This dream is important to me because (please explain how long the consumer has had this dream, and what he/she will gain from this dream coming true) :**

Bryan has had the dream of working in a job for quite some time. Having a Nintendo Wii system at Noble East can help him meet that goal by increasing his dynamic standing balance, coordination and strength in a way that is motivating and fun, because he loves video games.

**What actions have been taken so far to make this dream come true? What physical or financial barriers has the Person Centered Planning team been faced with:**

In order to make this dream come true, discussions have been held with Noble therapists, team leaders and staff to confirm support for using the equipment, particular ways to implement the equipment and ways for the equipment to be shared with the multiple Noble sites. It was determined Noble's recreational therapist(s) could take the equipment to the various sites to use with participants.

Barriers include the cost of the system, which costs about \$360 for a dual-player equipped system. The basic system ranges from about \$260 for a basic system, which comes with a single remote and no charging system for the remotes, which use AA batteries and run down often. The charging station with batteries is about \$30, additional remotes are about \$40 and games cost about \$50 each. All could be purchased at Best Buy (Best Buy, 7-11-2008) or other local stores. Some other stores only offer package deals (Toys R Us, 7-11-2008; Wal-Mart, 7-11-2008). To promote social interaction with multiple players, at least 2 remotes is needed and up to 4 remotes can be used with the system (Nintendo.com, 7-10-2008).

**Please explain how the Dream Team can be of assistance:**

The Dream Team can help us by providing financial assistance to purchase this equipment.

**Relevant Research:**

The Wii system is beginning to be used across the country for therapy in hospitals, extended care facilities and community settings. Video game research for therapeutic use has been researched for several decades with positive results, including for individuals with developmental disorders (Griffiths, 2003), The Wii system is new in that it offers a virtual environment by using a remote with accelerometers to control the action at a fraction of the cost of other virtual reality therapy machines (Johnson, 2004). A person using tennis, bowling, ping-pong, and other Wii programs makes the same motions as if it was the real thing. The Wii system is at the forefront of what is going to be the standard for therapy in the near future (Johnson, 2004). Current research is being conducted to substantiate the effectiveness of the Wii system for therapeutic purposes (Pearson, E. & Bailey, C. 2007).

The sports programs such as Wii Play are excellent for teaching adults with developmental disabilities social skills, improving strength, balance, endurance, coordination, etc. Wii cooking programs such as Cooking Mama can teach participants transferrable cooking skills in a safe environment. A flying program called Wing Island can help participants with unfamiliar environments such as field trips and work experiences (Johnson, 2004).

#### References:

- Griffiths, M. (2003). The therapeutic use of videogames in childhood and adolescence. *Clinical Child Psychology and Psychiatry* 8(4): 547-554
- Johnson, S. (2004). *Mind Wide Open: Your Brain and the Neuroscience of Everyday Life*. New York: Simon & Schuster.
- Pearson, E. & Bailey, C. (2007). Evaluating the potential of the Nintendo Wii to support disabled students in education.