

BACKGROUND

Older adults and many patient populations are at increased risk of falling, with high probability of those falls resulting in injury.^{1,2} **Approximately one third to one half of the population over the age of 65 falls annually.**³ The **estimated cost of fall related injuries in the United States per year is \$23 Billion.**⁴

Despite advances in visual feedback for balance training. Majority of the training are performed while standing still. However, most falls occur during movement or during transitions from stationary positions to moving activities.⁵ Virtual reality (VR) environments combined with treadmill gait training has been reported to improve walking ability.^{6,7} Only recently have expensive VR treadmill systems been reported to improve balance while walking.⁸

Here we report on carry-over benefits from a low-cost VR system (TreadSense) with augmented visual feedback of trunk motion provided during treadmill walking which translated into improved dynamic balance and reduced trunk motion variability.

HYPOTHESIS

Visual feedback (VFB) of trunk motion during treadmill walking will lead to greater improvements in balance and functional mobility than treadmill walking alone for older adults at risk for falling.

Aims

Determine the effects of a randomized clinical trial intervention using trunk motion feedback during treadmill walking.

- Measurable **changes in clinical assessments.**
- Measurable **kinematic changes in trunk orientation and center of mass (COM) translation.**

METHODS

Pre-Test 1 | 4 Week Break | Pre-Test 2 | 4 Week Training | Post-Test

Clinical Assessments

- (4 weeks apart)
- Mini-Mental State Exam (>24) (Pre-test 1 only)
- Activities-specific Balance Confidence (ABC) Scale⁹
- BESTest⁹
- Berg Balance Scale¹⁰
- Get up and Go (TUG)⁹

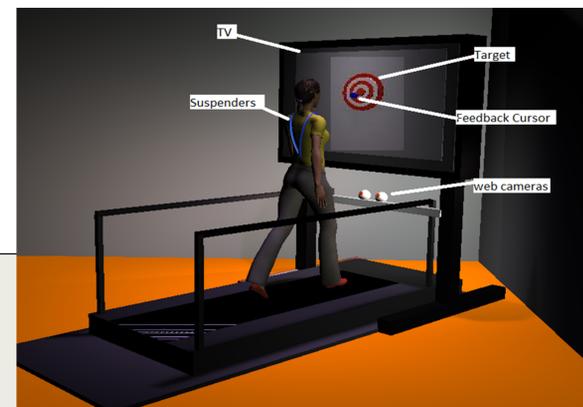
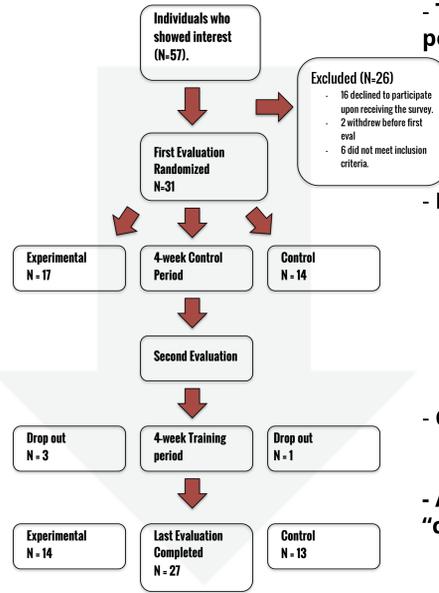
Kinematic Assessments

- Medial-Lateral (ML) and Anterior-Posterior (AP) directions of:
- **Center of Mass (COM) translation**
- **Trunk Angle (TA)**
- Statistical analysis**
- ANOVA
- Paired T-tests (2-tail)

METHODS

Training Protocol

- **3x/week for 4 weeks**
- **Total training time of 30 minutes per day**
- Including trial and rest times
- 2 minute trials of treadmill walking follow by seated rest
- Choice of 30 seconds, 1 minute, and 2 minute rests
- **Experimental group** (age = 77±5):
- Randomly ordered **COM translation** or **trunk orientation to vertical** visual feedback
- "Keep the cursor as close to the center of the bulls-eye as possible"
- **Control group** (age = 77±7):
- Walking in front of a screen showing only bulls-eye.
- **All subjects walked at their "comfortable speed"**
- Midpoint of self reported "too fast" & "too slow" speeds on each day of the training



RESULTS

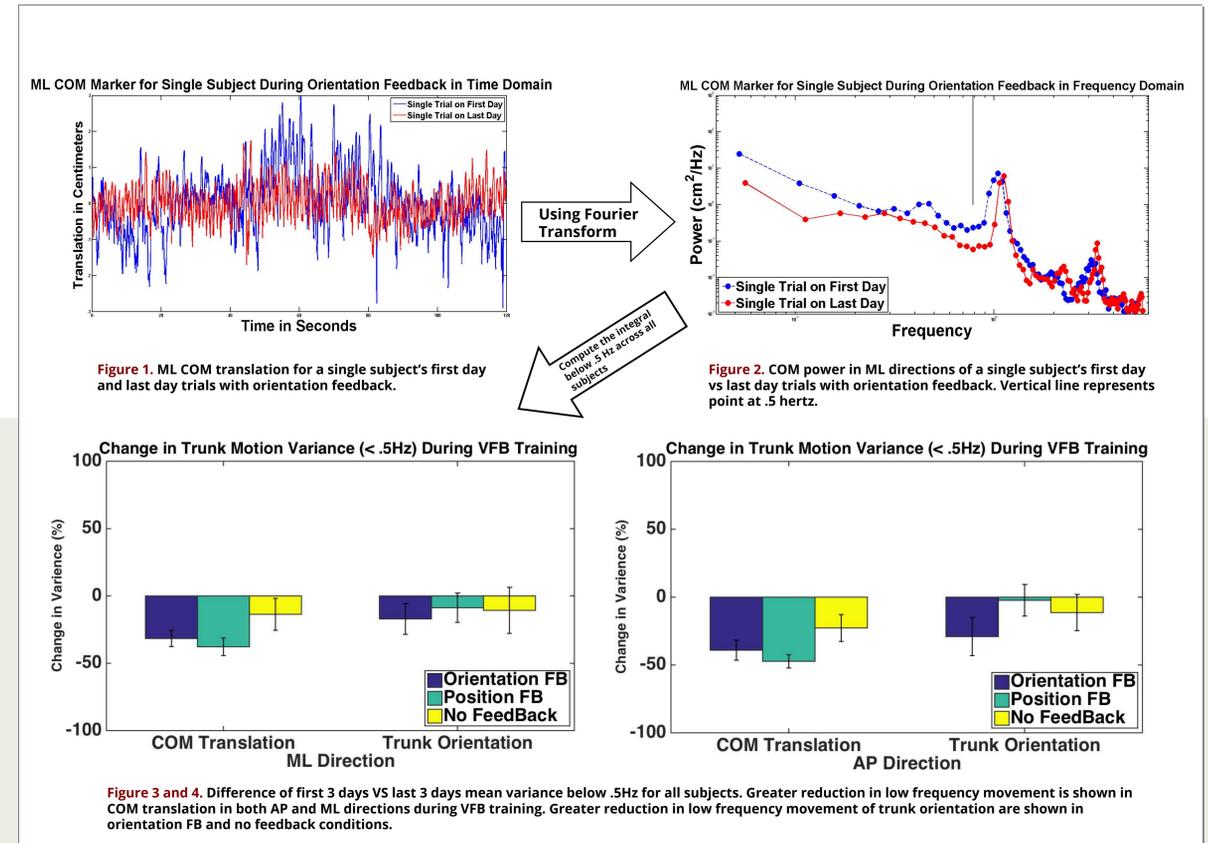
BESTest score changes after training (Post-test – 2nd Pre-test)

| Group | Mean (range) | Standard Error | P-value |
|----------------|--------------|----------------|---------|
| Exp (n=14) | 3.30 | 1.02 | 0.01 |
| Control (n=13) | 2.03 | 1.18 | 0.11 |

Changes in Berg Balance, TUG, and ABC

(Post-test – 2nd Pre-test) * ANOVA and paired t-tests showed no significant changes.

| Group | Berg Balance Test | TUG | ABC score |
|---------|-------------------|--------------|-------------|
| Exp | 1.14 (S.E.=1.00) | -0.20 (0.30) | -1.61 (2.7) |
| Control | 0.46 (0.40) | -0.56 (0.33) | -2.30 (4.3) |



CONCLUSION

- ➔ Using VFB to **minimize trunk motion** resulted in measurable changes in standing and walking balance ability.
- ➔ **Reduction in COM translation** during visual feedback training could suggest improved COM control during walking.
- ➔ **Reduction in trunk orientation variability** could be an effect of increasing familiarity with the treadmill walking training, since it was present in both groups.

Future

- Q:** Does augmenting traditional balance rehabilitation with VFB during walking result in greater balance improvements in a shorter period of time?
- Q:** Does increasing speed of the treadmill with VFB training induce additive improvement in balance?

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