

BUILDING HAND ACTIVITIES APPLICATION FOR CEREBRAL PALSY CHILDREN

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Abstract

In this paper, we present an algorithm (CP_Hand_Activity) used to build an application that utilizes touch screen interface to help cerebral palsy (CP) children to develop and upgrade simple hand activities to reach more complicated functional activities which they can use in their daily lives. Our algorithm consists of four stages each with different number of levels; the CP's children should be able to finish these stages sequentially and in a specific amount of time until they are able to draw alphabet letter by using the electronic pen on the touch screen. All information attained from the algorithm such as time to complete stage, number of successes and failures are recorded in a separate database which is used to monitor the advancement of each case by their therapist.

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