

Études appuyant l'utilité de KineQuantum

VILLIGER, Michael, BOHLI, Dominik, KIPER, Daniel, et al. Virtual Reality-Augmented Neurorehabilitation Improves Motor Function and Reduces Neuropathic Pain in Patients With Incomplete Spinal Cord Injury. *Neurorehabilitation and neural repair*, 2013, vol. 27, no 8, p. 675-683.

HOLDEN, Maureen K. Virtual environments for motor rehabilitation: review. *Cyberpsychology & behavior*, 2005, vol. 8, no 3, p. 187-211.

SEYMOUR, Neal E., GALLAGHER, Anthony G., ROMAN, Sanziana A., et al. Virtual reality training improves operating room performance: results of a randomized, double-blinded study. *Annals of surgery*, 2002, vol. 236, no 4, p. 458-464.

CORBETTA, Davide, IMERI, Federico, et GATTI, Roberto. Rehabilitation that incorporates virtual reality is more effective than standard rehabilitation for improving walking speed, balance and mobility after stroke: a systematic review. *Journal of physiotherapy*, 2015, vol. 61, no 3, p. 117-124.

HAS. Du, dans le cadre. *Masso-kinésithérapie Dans Les Cervicalgies Communes Et Dans Le Cadre Du «Coup Du Lapin» Ou Whiplash*. 2003.

BAHAT, Hilla Sarig, WEISS, Patrice L. Tamar, SPRECHER, Elliot, et al. Do neck kinematics correlate with pain intensity, neck disability or with fear of motion?. *Manual therapy*, 2014, vol. 19, no 3, p. 252-258.

XU, Xu, CHEN, Karen B., LIN, Jia-Hua, et al. The accuracy of the Oculus Rift virtual reality head-mounted display during cervical spine mobility measurement. *Journal of biomechanics*, 2015, vol. 48, no 4, p. 721-724.