

Section 1:

1. Parent_1's age: _____
2. Parent_2's age: _____
3. Italian region of origin: _____
4. How important do you think technology is in your child's life for the following activities? (1: not at all, 5: very much)
 - a. acquiring motor skills:
 - 1
 - 2
 - 3
 - 4
 - 5
 - b. entertaining
 - 1
 - 2
 - 3
 - 4
 - 5
 - c. being included in a group
 - 1
 - 2
 - 3
 - 4
 - 5
 - d. strengthening cognitive aspects
 - 1
 - 2
 - 3
 - 4
 - 5
- What skills would you like your child to experience through play? (Multiple checks possible)
 - practice the bimanuality use
 - training the precision gripping
 - improving the balance
 - developing dynamic coordination
 - improving the gait
5. Child's age (years.months): _____
6. Gender
 - M
 - F
7. Does your child have a cerebral palsy (CP)?
 - Yes
 - No
8. CP form:
 - spastic
 - dyskinetic
 - ataxic

9. CP type:
- left hemiplegia
 - right hemiplegia
 - diplegia
 - tetraplegia
10. If your child does not have a CP, does he/she have an acquired brain injury (ABI)?
- Yes
 - No
11. Which type of ABI? _____
12. If your child does not have a CP or ABI, does he/she have a rare disease?
- Yes
 - No
13. Which type of rare disease? _____
14. Describe your child's pathology if it does not fall into the previous mentioned cases: _____
15. Does your child have epilepsy?
- Yes
 - No
16. If he/she has epilepsy, is he/she drug resistant?
- Yes
 - No
17. Select your child's Gross Motor Function Classification System (GMFCS) level:
- Level I
 - Level II
 - Level III
 - Level IV
 - Level V
18. What is your child's IQ according to the last clinical evaluation?
- > 85
 - 70-85
 - < 70
19. Which hand does your child generally use for daily activities?
- Right
 - Left
 - Both
20. What role does the other hand play?
- support
 - obstacle
 - unusable
21. Is your child able to hold a pencil/marker?
- Yes
 - No
22. With which hand?
- Right
 - Left
 - Both
23. Indicate the level of difficulty: (1: No difficulty, 5: high difficulty)
- 1
 - 2

- 3
- 4
- 5

24. Is your child able to hold a table tennis bat?

- Yes
- No

25. With which hand?

- Right
- Left
- Both

26. Indicate the level of difficulty: (1: No difficulty, 5: high difficulty)

- 1
- 2
- 3
- 4
- 5

27. Is your child able to hold a table tennis ball?

- Yes
- No

28. With which hand?

- Right
- Left
- Both

29. Indicate the level of difficulty: (1: No difficulty, 5: high difficulty)

- 1
- 2
- 3
- 4
- 5

30. Is your child able to hold a tennis ball?

- Yes
- No

31. With which hand?

- Right
- Left
- Both

32. Indicate the level of difficulty: (1: No difficulty, 5: high difficulty)

- 1
- 2
- 3
- 4
- 5

33. Is your child able to carry a tray with a weight on it?

- Yes
- No

34. Is he/she able to carry the tray with the right hand?

- Yes

- No
- 35. Is he/she able to carry the tray with both the hands?
 - Yes
 - No
- 36. Is he/she able to carry the try with the left hand?
 - Yes
 - No
- 37. Is your child able to use a tablet?
 - Yes
 - No
- 38. Indicate the level of difficulty: (1: No difficulty, 5: high difficulty)
 - 1
 - 2
 - 3
 - 4
 - 5
- 39. Is your child able to use a mouse?
 - only with arm movements
 - yes, with arm and trunk movements
 - no
- 40. Is your child able to ride a bicycle or tricycle?
 - Yes
 - No
- 41. How?
 - autonomously
 - with the help of the legs
 - he must be helped in using the handlebar

Section 2:

- 42. What does your child use to play? _____
- 43. Your child mainly plays:
 - Alone
 - With others
- 44. Who does your child play with? _____
- 45. Games are mainly:
 - Competitive
 - Cooperative
- 46. Does your child already use technological games?
 - Yes
 - No
- 47. If not, why? _____
- 48. How many times a week does your child play with tech games? _____
- 49. How long does your child play with tech games? (minutes) _____
- 50. What gaming devices does your child use? (Multiple checks possible)
 - Mobile devices (i.e. smartphone and tablet)
 - Nintendo Wii
 - PC games

- Xbox 360
- PlayStation
- Nintendo Switch
- Nintendo 3ds

51. Does your child use console accessories that use physical body movement (all or part) to play games (e.g. Kinect, Wii motion plus, play station move..)?

- Yes
- No

52. If yes, which one? _____

53. Did you buy adapted controllers for your child?

- Yes
- No

54. Through what channels did you learn about and purchase these items? _____

55. Have you personally made modifications to your child's console or controllers?

- Yes
- No

56. Which modifications? _____

57. What category of videogame does your child prefer? (Multiple checks possible)

- Sport games
- Adventure/action games
- Driving games
- Simulation games
- Fighting games
- Shooter games
- Classic games (i.e. Tetris)
- Role games
- Brain teaser
- Other

58. Does your child like the adventure game mode with mini-games/tasks/missions?

- Yes
- No

59. If yes, why? _____

60. Does your child usually play videogames alone or with someone?

- Alone
- With someone

61. With who? _____

62. If your child plays alone, would he/she prefer to play with someone?

- Yes
- No

63. If yes, with who?

64. Please indicate your child's feelings about his/her favourite game EXCLUDING videogames (1: not at all, 5: very much)

a. Entertained

- 1
- 2
- 3
- 4
- 5

b. Engaged

1

2

3

4

5

c. Frustrated

1

2

3

4

5

d. Satisfied

1

2

3

4

5

e. Concentrated

1

2

3

4

5

f. Relaxed

1

2

3

4

5

g. Restless

1

2

3

4

5

h. Included

1

2

3

4

5

65. Please indicate your child's feelings WHEN PLAYING WITH videogames (1: not at all, 5: very much)

a. Entertained

1

2

3

- 4
- 5
- b. Engaged
 - 1
 - 2
 - 3
 - 4
 - 5
- c. Frustrated
 - 1
 - 2
 - 3
 - 4
 - 5
- d. Satisfied
 - 1
 - 2
 - 3
 - 4
 - 5
- e. Concentrated
 - 1
 - 2
 - 3
 - 4
 - 5
- f. Relaxed
 - 1
 - 2
 - 3
 - 4
 - 5
- g. Restless
 - 1
 - 2
 - 3
 - 4
 - 5
- h. Included
 - 1
 - 2
 - 3
 - 4
 - 5

Section 3:

66. Which of the videogame settings does your child prefer? (Multiple checks possible)

- Sky
- Seabed
- Space
- Jungle

67. Would your child prefer the selected environment(s) to be done in the graphic style of one of the others?

- Yes
- No

68. If yes, with which one?

- Sky
- Seabed
- Space
- Jungle

69. Which colors is your child most attracted to? _____

70. Which of the videogame character does your child prefer? (Multiple checks possible)

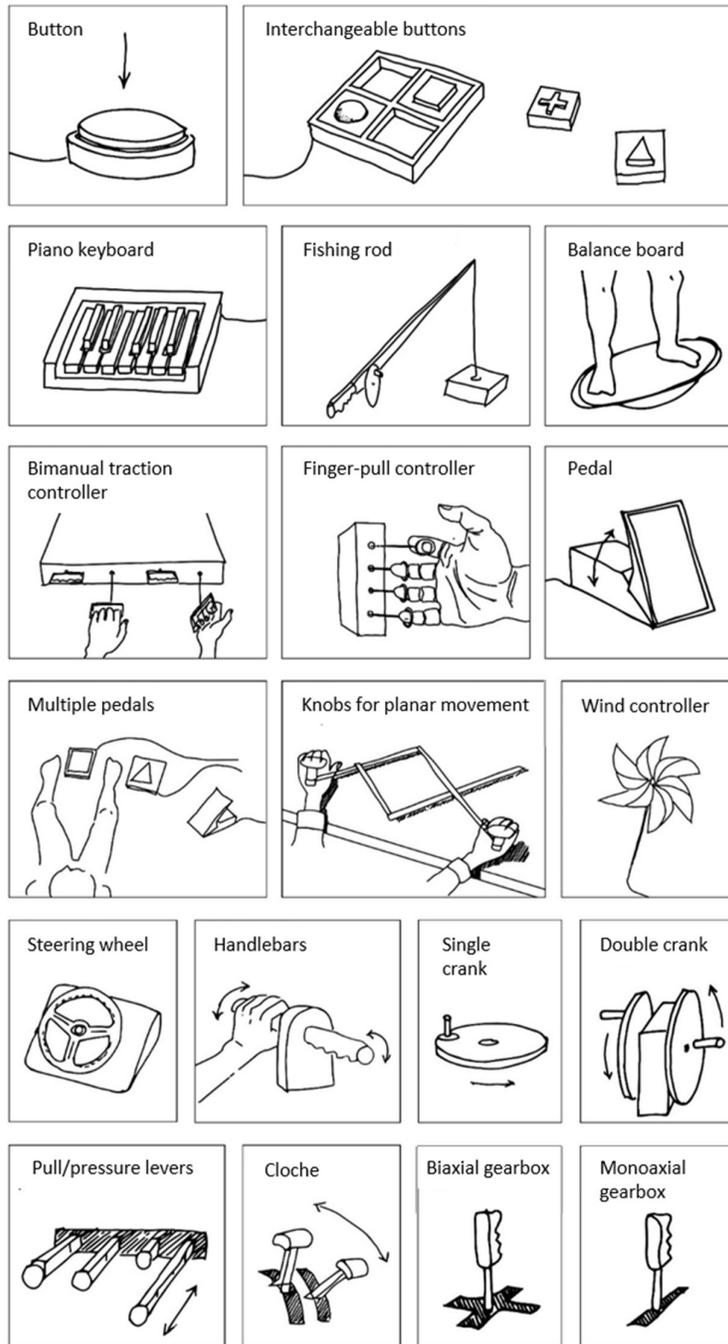
- Tender animal
- Little monster
- Little bean
- Little boy

71. Which feedbacks is your child most attracted to? (Multiple checks possible)

- Lights
- Sounds
- Vibrations
- None
- Other: _____

72. How long should a gaming session last?

- <10 min
- 10 min
- 20 min
- 30 min
- 60 min
- > 60 min



73. Among the interaction modes shown in the figure, define in order of preference the first 4 that ENCOURAGES your child

- a. Selection 1: _____
- b. Selection 2: _____
- c. Selection 3: _____
- d. Selection 4: _____

74. Of the mentioned interaction modes, in order of preference, please rank the top 4 that are most ENJOYABLE for your child

- a. Selection 1: _____
- b. Selection 2: _____

c. Selection 3: _____

d. Selection 4: _____

75. Choose the interaction method your child would use MOST OFTEN:

- button
- Interchangeable buttons
- Piano keyboard
- Fishing rod
- Balance board
- Bimanual traction controller
- Finger-pull controller
- Pedal
- Multiple pedals
- Knobs for planar movement
- Wind controller
- Steering wheel
- Handlebars
- Single crank
- Double crank
- Pull/pressure levers
- Cloche
- Biaxial gearbox
- Monoaxial gearbox

76. Briefly indicate what you like, what you don't like and what you would change about this interaction: _____

77. Choose the SECOND interaction method your child would use MOST OFTEN

- button
- Interchangeable buttons
- Piano keyboard
- Fishing rod
- Balance board
- Bimanual traction controller
- Finger-pull controller
- Pedal
- Multiple pedals
- Knobs for planar movement
- Wind controller
- Steering wheel
- Handlebars
- Single crank
- Double crank
- Pull/pressure levers
- Cloche
- Biaxial gearbox
- Monoaxial gearbox

78. Briefly indicate what you like, what you don't like and what you would change about this interaction: _____

79. Choose the THIRD interaction method your child would use MOST OFTEN:

- button
- Interchangeable buttons
- Piano keyboard
- Fishing rod
- Balance board
- Bimanual traction controller
- Finger-pull controller
- Pedal
- Multiple pedals
- Knobs for planar movement
- Wind controller
- Steering wheel
- Handlebars
- Single crank
- Double crank
- Pull/pressure levers
- Cloche
- Biaxial gearbox
- Monoaxial gearbox

80. Briefly indicate what you like, what you don't like and what you would change about this interaction: _____

81. Choose the FOURTH interaction method your child would use MOST OFTEN:

- button
- Interchangeable buttons
- Piano keyboard
- Fishing rod
- Balance board
- Bimanual traction controller
- Finger-pull controller
- Pedal
- Multiple pedals
- Knobs for planar movement
- Wind controller
- Steering wheel
- Handlebars
- Single crank
- Double crank
- Pull/pressure levers
- Cloche
- Biaxial gearbox
- Monoaxial gearbox

82. Briefly indicate what you like, what you don't like and what you would change about this interaction: _____

83. Among the 4 suggestions you chose, are there any devices that your son/daughter could use in combination?

- Yes
- No

84. Which ones? _____

85. Do you think it would be helpful for your child to use a wearable wrist support for some of the mentioned or other activities?

Yes

No

86. For which activities it could be useful? _____

87. How much would you be willing to spend on a videogame designed from specific needs and allowing your child to play with other children?

< 20 €

20 - 40 €

40 - 60 €

60 - 100 €

> 100 €

88. How much would you be willing to spend on a console consisting of control devices (controllers) designed from specific needs?

< 100 €

100 - 250 €

250 - 500 €

500 - 1000 €

> 1000 €