

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)

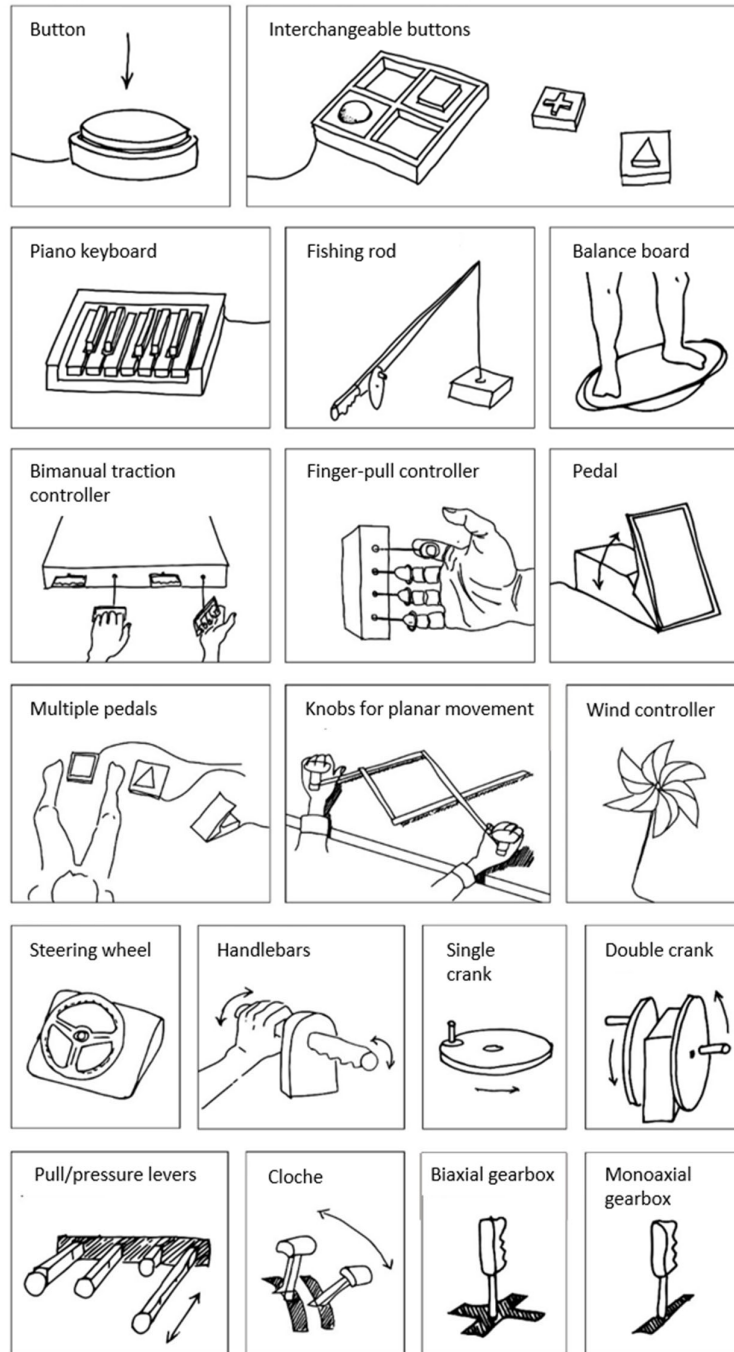
- ☐ Tender animal
- ☐ Little monster
- ☐ Little bean
- ☐ Little boy

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

- Selection 1: _____
- Selection 2: _____
- Selection 3: _____
- Selection 4: _____

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

- Selection 1: _____
- 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 €