



Table S1. Results for heart rate (HR) and time domain HRV parameters.

First author and year of publication	HR	Mean RR interval	SDNN	RMSSD	pNN50
Park et al. 2002 [2]	Supine → 70° head-up tilt: CP: 97.7 ± 8.3 bpm → 99.4 ± 10.5 bpm CG: 95.5 ± 12.3 bpm → 100.1 ± 12.8 bpm	NDR	NDR	NDR	NDR
Yang et al. 2002 [3]	NDR	NDR	NDR	NDR	NDR
Ferreira et al. 2011 [7]	CP: 96.9 ± 10.8 bpm CG: 92.5 ± 11.5 bpm	NDR	CP: 107.6 ± 38.1 ms CG: 121.1 ± 33.9 ms	NDR	CP: 15.1 ± 12.2 % CG: 17.0 ± 9.3 %
Zamunér et al. 2011 [5]	NDR	NDR	NDR	NDR	NDR
Kholod et al., 2013 [8]	CP: 98.5 ± 13.9 bpm GMFCS I-III: 97.4 ± 12.9 bpm GMFCS IV-V: 99.6 ± 13.5 bpm CG: 83.0 ± 11.6 bpm Rest pre walking → walking → rest post walking: CP (N=13): 97.4 ± 12.9 bpm → 107.9 ± 21.3 bpm → 107.5 ± 17.8 bpm CG (N=16): 83.0 ± 11.6 bpm → 105.4 ± 9.9 bpm → 86.1 ± 14.2 bpm	NDR	CP: 61.0 ± 20.8 ms GMFCS I-III: 58.6 ± 23.4 ms GMFCS IV-V: 63.4 ± 18.4 ms CG: 86.2 ± 29.6 ms Rest pre walking → walking → rest post walking: CP: 58.6 ± 23.4 ms → 48.9 ± 19.4 ms → 51.8 ± 17.4 ms CG: 86.2 ± 29.6 ms → 57.1 ± 8.6 ms → 69.2 ± 15.1 ms	CP: 52.1 ± 29.2 ms CP GMFCS I-III: 47.6 ± 28.6 ms CP GMFCS IV-V: 56.3 ± 30.6 ms CG: 87.0 ± 39.8 ms Rest pre walking → walking → rest post walking: CP: 47.6 ± 28.6 ms → 38.9 ± 19.8 ms → 37.4 ± 22.1 ms CG: 87.0 ± 39.8 ms → 33.2 ± 27.7 ms → 77.5 ± 28.9 ms	NDR
Israeli-Mendlovic et al., 2014 [9]	Rest → GMFM → activity → standing: CP all: 100.7 ± 10.2 bpm → 110.7 ± 15.1 bpm → 127.3 ± 21.9 bpm → 108.6 ± 12.6 bpm GMFCS IV (N=17): 101.8 ± 10.3 bpm → 117.5 ± 12.1 bpm → 139.7 ± 17.4 bpm → 113.1 ± 11.3 bpm	NDR	Rest → GMFM → activity → standing: CP all: 62.6 ± 20.7 ms → 62.9 ± 33.1 ms → 42.1 ± 34.4 ms → 53.5 ± 23.1 ms GMFCS IV: 63.2 ± 15.5 ms → 62.1 ± 36.6 ms → 25.0 ± 16.0 ms → 43.3 ± 16.0 ms	Rest → GMFM → activity → standing: CP all: 44.5 ± 22.1 ms → 33.3 ± 24.9 ms → 20.5 ± 16.5 ms → 29.0 ± 19.0 ms GMFCS IV: 46.1 ± 19.4 ms → 26.7 ± 15.7 ms → 13.9 ± 13.0 ms → 23.4 ± 11.7 ms	NDR

	GMFCS V (N=13): 99.0 ± 10.4 bpm → 100.8 ± 14.6 bpm → 107.0 ± 11.4 bpm → 100.6 ± 10.6 bpm		GMFCS V: 61.6 ± 28.4 ms → 64.0 ± 29.4 ms → 65.5 ± 37.6 ms → 67.6 ± 25.2 ms	GMFCS V: 41.9 ± 27.3 ms → 43.6 ± 33.0 ms → 30.8 ± 16.9 ms → 37.6 ± 25.4 ms	
Amichai et al., 2017 [11]	Rest → last test stage → 1 and 2 min posttest: 93.9 ± 17.1 bpm (86.1–102.9) → 140.8 bpm (133.1–148.4) → 127.3 bpm (119.0–135.6) → 102.1 bpm (91.7–112.4)	NDR	Rest: 63.1 ± 32.7 ms	Rest → last test stage → 1 and 2 min posttest: 52.7 ± 36.4 ms (34.3–70.6) → 11.2 ms (5.3–17.0) → 19.7 ms (11.9–27.5) → 33.4 ms (22.0–44.8)	NDR
Cohen-Holzer et al., 2017 [13]	Pre → post intervention → 3-month post intervention: 94 bpm (79–105) → 94 bpm (68–108) → 90 bpm (68–101)	NDR	Pre → post intervention → 3-month post intervention: 52.6 ms (26.9–85.8) → 58.0 ms (25.8–102.7) → 54.2 ms (26.0–128.7)	Pre → post intervention → 3-month post intervention: 38.2 ms (16.9–71.6) → 40.6 ms (17.7–93.1) → 47.4 ms (18.1–82.0)	NDR
Kim et al., 2017 [56]	97 (58–133) (units not reported)	NDR	47.5 ms (21.3–57.7)	42.4 ms (12.2–61.4)	NDR
Amichai et al., 2019 [12]	Rest supine → rest sitting → paced breathing sitting: CP: 90.5 ± 12.3 bpm → 96.2 ± 14.1 bpm → 95.2 ± 13.5 bpm CG: 81.0 ± 11.9 bpm → 85.2 ± 14.8 bpm → 82.8 ± 12.3 bpm	NDR	Rest supine → rest sitting → paced breathing sitting: CP: 61.9 ± 25.6 ms → 50.7 ± 22.1 ms → 61.3 ± 32.6 ms CG: 72.7 ± 28.1 ms → 78.9 ± 35.0 ms → 87.1 ± 32.1 ms	Rest supine → rest sitting → paced breathing sitting: CP: 43.7 ± 19.9 ms → 26.1 ± 12.8 ms → 41.2 ± 22.1 ms CG: 60.3 ± 23.1 ms → 40.4 ± 17.1 ms → 55.4 ± 20.3 ms	NDR
Katz-Leurer et al., 2019 [14]	NDR	CP: 612 ms (540–676) GMFCS I: 655 ms (610–723) GMFCS II: 621 ms (570–667) GMFCS III: 632 ms (543–718) GMFCS IV: 536 ms (480–567) GMFCS V: 574 ms (515–630) CG: 729 ms (645–796)	CP: 53 ms (40–69) GMFCS I: 57 ms (43–73) GMFCS II: 48 ms (39–63) GMFCS III: 59 ms (35–77) GMFCS IV: 44 ms (40–59) GMFCS V: 49 ms (38–61) CG: 79 ms (68–103)	CP: 33 ms (22–46) GMFCS I: 39 ms (32–51) GMFCS II: 32 ms (25–35) GMFCS III: 34 ms (13–48) GMFCS IV: 22 ms (12–34) GMFCS V: 29 ms (21–52) CG: 52 ms (37–79)	NDR
Landis et al., 2019 [54]	3 gaming conditions for collection objects: I) hand icons only; II) feet icons only; III) hand and feet icons: Rest → Warmup (40–60% mean HR)	3 gaming conditions for collection objects: I) hand icons only; II) feet icons only; III) hand and feet icons: Rest →	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Rest → Warmup (40–60% mean	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Rest → Warmup	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Rest

	→ Conditioning 1-5 min and 6-10 min (60-80% mean HR) → Cooldown (40-60% mean HR) → Recovery: game I: 100.6 ± 13.2 bpm → 97.7 ± 11.0 bpm → 107.3 ± 12.1 bpm → 111.9 ± 12.6 bpm → 102.9 ± 11.6 bpm → 92.7 ± 10.1 bpm; game II: 97.6 ± 12.4 bpm → 95.9 ± 10.7 bpm → 103.3 ± 11.8 bpm → 106.8 ± 13.6 bpm → 99.6 ± 11.5 bpm → 92.3 ± 8.2 bpm; game III: 95.8 ± 10.7 bpm → 93.8 ± 7.7 bpm → 100.4 ± 8.5 bpm → 103.6 ± 8.8 bpm → 98.3 ± 9.7 bpm → 92.6 ± 12.8 bpm	Warmup (40-60% mean HR) → Conditioning 1-5 min and 6-10 min (60-80% mean HR) → Cooldown (40-60% mean HR) → Recovery: game I: 607.4 ± 86.5 s → 621.7 ± 75.7 s → 566.6 ± 74.5 s → 543.7 ± 72.3 s → 591.0 ± 76.2 s → 654.9 ± 81.4 s; game II: 625.1 ± 84.2 s → 633.0 ± 74.6 s → 588.7 ± 76.1 s → 571.8 ± 86.9 s → 609.6 ± 72.1 s → 654.9 ± 57.4 s; game III: 634.1 ± 70.3 s → 643.5 ± 49.1 s → 601.4 ± 50.5 s → 582.6 ± 47.7 s → 615.5 ± 57.2 s → 657.8 ± 80.7 s	HR) → Conditioning 1-5 min and 6-10 min (60-80% mean HR) → Cooldown (40-60% mean HR) → Recovery: game I: 47.4 ± 21.9 ms → 44.9 ± 19.0 ms → 37.9 ± 14.6 ms → 32.4 ± 17.4 ms → 41.9 ± 18.8 ms → 62.7 ± 24.9 ms; game II: 54.7 ± 28.9 ms → 51.6 ± 22.1 ms → 49.7 ± 20.9 ms → 48.9 ± 42.5 ms → 44.1 ± 17.7 ms → 67.8 ± 35.3 ms; game III: 59.6 ± 30.3 ms → 55.8 ± 20.5 ms → 57.2 ± 42.8 ms → 50.1 ± 33.2 ms → 50.6 ± 28.0 ms → 73.9 ± 26.3 ms	(40-60% mean HR) → Conditioning 1-5 min and 6-10 min (60-80% mean HR) → Cooldown (40-60% mean HR) → Recovery: game I: 34.9 ± 24.7 ms → 33.8 ± 23.8 ms → 28.3 ± 23.2 ms → 26.9 ± 23.5 ms → 34.4 ± 30.4 ms → 41.9 ± 26.7 ms; game II: 45.7 ± 38.8 ms → 47.6 ± 33.8 ms → 45.9 ± 33.8 ms → 53.6 ± 73.7 ms → 36.4 ± 23.8 ms → 42.9 ± 23.6 ms; game III: 49.6 ± 42.3 ms → 47.2 ± 30.0 ms → 58.6 ± 70.2 ms → 48.8 ± 46.8 ms → 44.5 ± 42.1 ms → 44.2 ± 26.7 ms	→ Warmup (40-60% mean HR) → Conditioning 1-5 min and 6-10 min (60-80% mean HR) → Cooldown (40-60% mean HR) → Recovery: game I: 10.2 ± 15.8 % → 10.2 ± 17.0 % → 7.5 ± 16.2 % → 5.1 ± 11.8 % → 8.7 ± 16.1 % → 13.3 ± 17.9 %; game II: 12.5 ± 17.9 % → 12.1 ± 18.5 % → 9.4 ± 18.3 % → 9.5 ± 20.4 % → 9.7 ± 17.3 % → 13.7 ± 14.1 %; game III: 12.6 ± 14.6 % → 12.7 ± 13.7 % → 8.8 ± 12.0 % → 6.5 ± 8.8 % → 8.9 ± 12.4 % → 16.6 ± 16.7 %
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CP – cerebral palsy; CG – control group; GMFCS - Gross Motor Function Classification System; GMFM - Gross Motor Function Measure; SDNN – standard deviation of NN intervals; RMSSD – root mean square successive difference; pNN50 – percentage of adjacent NN intervals that differ from each other by more than 50 ms; bpm – beats per minute; ms – milliseconds; NDR – no data reported.

Table S2. Results for frequency domain and nonlinear HRV parameters.

First author and year of publication	LF	HF	TP	LF/HF	Nonlinear parameters
Park et al. 2002 [2]	Supine → 70° head-up tilt: Absolute [ms ²] CP: 1739.8 ± 1241.7 → 1901.3 ± 1371.9 CG: 1015.4 ± 700.4 → 1358.0 ± 1175.6 Normalized [nu] CP: 51.1 ± 14.8 → 51.3 ± 17.5 CG: 41.7 ± 13.5 → 52.8 ± 15.7	Supine → 70° head-up tilt: Absolute [ms ²] CP: 416.7 ± 595.0 → 1739.8 ± 1241.7 CG: 501.3 ± 472.0 → 1015.4 ± 700.4 Normalized [nu] CP: 10.4 ± 8.7 → 15.8 ± 10.2 CG: 17.0 ± 11.4 → 13.3 ± 8.3	Supine → 70° head-up tilt: Absolute [ms ²] CP: 2148.8 ± 1691.1 → 2554.8 ± 1872.6 CG: 1953.3 ± 1822.7 → 1913.8 ± 1668.8	Supine → 70° head-up tilt: CP: 6.22 ± 3.69 → 5.03 ± 3.99 CG: 2.97 ± 1.98 → 5.49 ± 3.14	NDR
Yang et al. 2002 [3]	Supine → head-up tilt: Normalized [nu] CP: 52.5 ± 15.4 → 57.1 ± 10.3 CG: 43.9 ± 16.4 → 53.3 ± 14.9	Supine → head-up tilt: Normalized [nu] CP: 25.9 ± 9.9 → 25.5 ± 7.6 CG: 30.5 ± 10.9 → 26.4 ± 10.2	NDR	Supine → head-up tilt: CP: 2.61 ± 1.92 → 2.67 ± 1.72 CG: 1.87 ± 1.67 → 2.77 ± 2.56	NDR
Ferreira et al. 2011 [7]	CP: 29.1 ± 11.1 ms ² CG: 24.8 ± 7.0 ms ²	CP: 24.1 ± 9.8 ms ² CG: 18.8 ± 6.4 ms ²	CP: 86.4 ± 29.7 ms ² CG: 73.5 ± 19.8 ms ²	CP: 1.24 ± 0.22 CG: 1.39 ± 0.33	NDR
Zamunér et al. 2011 [5]	Supine → standing Normalized [nu] CP: 87.1 ± 20.5 → 87.7 ± 9.5 CG: 60.8 ± 17.9 → 72.3 ± 14.2	Supine → standing Normalized [nu] CP: 15.9 ± 20.5 → 12.2 ± 9.5 CG: 39.3 ± 17.9 → 27.7 ± 14.2	NDR	Supine → standing CP: 14.00 ± 11.94 → 13.95 ± 12.35 CG: 2.45 ± 2.42 → 4.45 ± 5.37	NDR
Kholod et al., 2013 [8]	NDR	NDR	NDR	NDR	NDR
Israeli-Mendlovic et al., 2014 [9]	NDR	Rest → GMFM → activity → standing: Normalized [nu] CP all: 0.36 ± 0.11 → 0.30 ± 0.13 → 0.24 ± 0.12 → 0.27 ± 0.08 GMFCS IV: 0.35 ± 0.12 → 0.26 ± 0.09 → 0.22 ± 0.14 → 0.24 ± 0.05 GMFCS V: 0.37 ± 0.09 → 0.36 ± 0.11 → 0.27 ± 0.06 → 0.30 ± 0.11	NDR	Rest → GMFM → activity → standing: CP all: 2.0 ± 1.2 → 3.0 ± 1.9 → 4.8 ± 4.4 → 3.1 ± 1.4 GMFCS IV: 2.2 ± 1.5 → 3.5 ± 1.8 → 6.0 ± 5.3 → 3.3 ± 1.0 GMFCS V: 1.8 ± 0.6 → 2.2 ± 1.3 → 2.8 ± 1.6 → 2.9 ± 1.9	NDR

Amichai et al., 2017 [11]	NDR	NDR	NDR	2.1 ± 1.4	SD1: 37.1 ± 26.2 ms SD2: 80.6 ± 40.9 ms
Cohen-Holzer et al., 2017 [13]	NDR	NDR	NDR	NDR	NDR
Kim et al., 2017 [56]	Absolute [ms ²] 296.3 (93.2–964.4) Normalized [nu] 48.8 (29.9–64.8)	Absolute [ms ²] 271.4 (94.4–1,062.6) Normalized [nu] 51.2 (35.2–70.1)	Absolute [ms ²] 1581.0 (314.9–3,167.6)	1.0 (0.4–1.8)	ApEn: 1.1 (0.7–1.3)
Amichai et al., 2019 [12]	NDR	NDR	NDR	Rest supine: CP: 2.31 (0.61–11.16) CG: 1.39 (0.34–5.26)	NDR
Katz-Leurer et al., 2019 [14]	NDR	NDR	NDR	CP: 1.9 (1.5–2.9) GMFCS I: 1.8 (1.4–2.6) GMFCS II: 1.6 (1.3–2.6) GMFCS III: 1.8 (1.1–3.8) GMFCS IV: 3.4 (2.0–4.9) GMFCS V: 1.8 (1.3–2.4) CG: 1.5 (1.0–2.1)	NDR
Landis et al., 2019 [54]	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Units not reported Rest → Warmup (40–60% mean HR) → Conditioning 1–5 min and 6–10 min (60–80% mean HR) → Cool down (40–60% mean HR) → Recovery: game I: 0.120 ± 0.002 → 0.121 ± 0.003 → 0.119 ± 0.002 → 0.118 ± 0.002 → 0.120 ± 0.002 → 0.121 ± 0.001; game II: 0.120 ± 0.002 → 0.121 ± 0.002 → 0.119 ± 0.002 → 0.119 ± 0.001 → 0.120 ± 0.002 → 0.121 ± 0.001;	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Units not reported Rest → Warmup (40–60% mean HR) → Conditioning 1–5 min and 6–10 min (60–80% mean HR) → Cool down (40–60% mean HR) → Recovery: game I: 0.169 ± 0.026 → 0.174 ± 0.022 → 0.155 ± 0.024 → 0.146 ± 0.025 → 0.164 ± 0.023 → 0.185 ± 0.019; game II: 0.175 ± 0.025 → 0.178 ± 0.022 → 0.163 ± 0.023 → 0.155 ± 0.026 → 0.171 ± 0.022 → 0.186 ± 0.016;	NDR	3 gaming conditions for collection objects: 1) hand icons only; 2) feet icons only; 3) hand and feet icons: Rest → Warmup (40–60% mean HR) → Conditioning 1–5 min and 6–10 min (60–80% mean HR) → Cool down (40–60% mean HR) → Recovery: game I (ECG): 1.278 ± 0.058 → 1.291 ± 0.032 → 1.248 ± 0.064 → 1.238 ± 0.080 → 1.296 ± 0.060 → 1.302 ± 0.031; game II (ECG): 1.218 ± 0.132 → 1.258 ± 0.074 → 1.155 ± 0.166 → 1.153 ± 0.170 → 1.192 ± 0.155	NDR

	game III: $0.120 \pm 0.002 \rightarrow 0.121 \pm 0.001 \rightarrow 0.119 \pm 0.001 \rightarrow 0.119 \pm 0.002 \rightarrow 0.120 \pm 0.001 \rightarrow 0.121 \pm 0.002$	game III: $0.179 \pm 0.022 \rightarrow 0.182 \pm 0.015 \rightarrow 0.169 \pm 0.017 \rightarrow 0.163 \pm 0.018 \rightarrow 0.173 \pm 0.020 \rightarrow 0.186 \pm 0.027$		$\rightarrow 1.267 \pm 0.077$; game III (ECG): $1.230 \pm 0.141 \rightarrow 1.248 \pm 0.074 \rightarrow 1.194 \pm 0.185 \rightarrow 1.174 \pm 0.220 \rightarrow 1.196 \pm 0.153 \rightarrow 1.293 \pm 0.053$; game I (RR): $0.727 \pm 0.102 \rightarrow 0.703 \pm 0.075 \rightarrow 0.782 \pm 0.101 \rightarrow 0.824 \pm 0.111 \rightarrow 0.739 \pm 0.087 \rightarrow 0.660 \pm 0.057$; game II (RR): $0.702 \pm 0.094 \rightarrow 0.688 \pm 0.074 \rightarrow 0.746 \pm 0.091 \rightarrow 0.780 \pm 0.114 \rightarrow 0.711 \pm 0.087 \rightarrow 0.657 \pm 0.053$; game III (RR): $0.684 \pm 0.084 \rightarrow 0.670 \pm 0.055 \rightarrow 0.715 \pm 0.074 \rightarrow 0.737 \pm 0.077 \rightarrow 0.701 \pm 0.081 \rightarrow 0.666 \pm 0.115$	
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CP – cerebral palsy; CG – control group; GMFCS - Gross Motor Function Classification System; GMFM - Gross Motor Function Measure; LF – low frequency; HF – high frequency; TP – total power; SD1 – standard deviation of the distance of each point from the $y = x$ axis, specifies the ellipse's width; SD2 – standard deviation of each point from the $y = x + \text{average R-R interval}$, specifies the ellipse's length; ApEn – approximate entropy; ms – milliseconds, nu – normalized units; NDR – no data reported.

References in the Tables S1 and S2 cited in the Supplementary Materials are from the reference list of the main text:

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