

Independent Clinical Research

Peer-Reviewed Publications

- Folkerts, M., Hijmans, J., Elsinghorst, A., Mulderij, Y., Murgia, A., & Dekker R. (2017). Effectiveness and feasibility of eccentric and task-oriented strength training in individuals with stroke. *NeuroRehabilitation*, 40(4), 459-471.
- Galea, M., Khan, F., Amatya, B., Elmalik, A., Klaic, M., & Abbott, G. (2016). Implementation of a technology-assisted programme to intensify upper limb rehabilitation in neurologically impaired participants: a prospective study. *Journal of Rehabilitation Medicine* 2016, 48(6), 522-528. doi:10.2340/16501977-2087
- Khan, F., Amatya, B., Elmalik, A., Lowe, M., Ng, L., Reid, I., & Galea, M. (2016). An enriched environmental programme during inpatient neuro-rehabilitation: A randomised controlled trial. *Journal of Rehabilitation Medicine* 2016, 48(5), 417-425. doi:10.2340/16501977-2081
- Jordan, K., Sampson, M., & King, M. (2014). Gravity-supported exercise with computer gaming improves arm function in chronic stroke. *Archives of Physical Medicine and Rehabilitation*, 95(8), 1484-1489. doi:10.1016/j.apmr.2014.02.028
- Hijmans, J M., & King, M. (2012). The use of an off-the-shelf gaming technology for tracking movement and upper limb stroke rehabilitation. *Gait & Posture*, 36(1), 75.
- King, M., Hijmans, J M., Sampson, M., Satherley, J., & Hale, L. (2012). Home-based Stroke Rehabilitation using Computer Gaming. *NZ Journal of Physiotherapy*, 40(3) 128-134.
- Hale, L., Satherley, J., McMillan, N., Milosavljevic, S., Hijmans, J., & King, M. (2011). Participant perceptions of the use of Cywee as an adjunct to bilateral rehabilitation of upper limb function following stroke. *Journal of Rehabilitation Research and Development*, 49(4), 623–634.
- Hijmans, J., Hale, L., Satherley, J., McMillan, N., & King, M. (2011). Bilateral upper limb rehabilitation after stroke using a movement based game controller. *Journal of Rehabilitation Research and Development*. 48(8), 1005-1014.
- Sampson, M., Yio-Wha, S., King, M. (2011). Bilateral Upper Limb Trainer with Virtual Reality for poststroke rehabilitation: case series report. *Disability and Rehabilitation: Assistive Technology*, 7(1), 55-62. doi:10.3109/17483107.2011.562959
- King, M., Hale, L., Pekkari, A., Persson, M., Gregorsson, M., & Nilsson, M. (2010). An affordable, computerized, table-based exercise system for stroke survivors. *Disability and Rehabilitation Assistive Technology*, 5(4), 288-93.
- de Ruiter, N., Nees, S., Benjamin, R., Nagel, M., Chen, X., & King, M. (2010). A Variable Resistance Virtual Exercise Platform for Physiotherapy Rehabilitation. *Intelligent Systems technologies and Applications*, 8(1), 261-275.

Other Publications

- Drury-Ruddlesden, J. (2017). *Rehabilitation in advanced dementia through computer-assisted exergaming with Able-X: A collective case study* (Doctoral thesis, Victoria University of Wellington, New Zealand). Retrieved from <http://hdl.handle.net/10063/6411>
- Croucher, V., Fong, J., Klaic, M., Octomo, D., & Tan, Y. (2014). A tool to address movement quality outcomes of post-stroke patients. In W. Jensen, O. Anderson, & A. Metin (Eds.), *Replace, Repair, Relieve - Bridging Clinical and Engineering Solutions in Neurorehabilitation*. (pp. 329-339). Springer.
- Jordan, K., & King, M. (2011) Augmented Reality Assisted Upper Limb Rehabilitation. In A. Yee Ching Nee (Ed.), *Augmented Reality - Some Emerging Areas* (pp. 155-174). InTech.