



DAFTAR PUSTAKA

DAFTAR PUSTAKA

- Amin, F. *et al.* (2025) "Evaluating the Effectiveness of Immersive Virtual Reality Rehabilitation Games With Enhanced Visual Training for Hand Motor Function Improvement Using Electromyography: Randomized Controlled Trial," *JMIR Serious Games*, 13, pp. e74314–e74314. Available at: <https://doi.org/10.2196/74314>.
- Anwar, N. *et al.* (2022) "Virtual Reality Training Using Nintendo Wii Games for Patients with Stroke: Randomized Controlled Trial," *JMIR Serious Games*, 10(2). Available at: <https://doi.org/10.2196/29830>.
- Ase, H. *et al.* (2025) "Effects of home-based virtual reality upper extremity rehabilitation in persons with chronic stroke: a randomized controlled trial," *Journal of NeuroEngineering and Rehabilitation*, 22(1). Available at: <https://doi.org/10.1186/s12984-025-01564-5>.
- Ballester, B.R. *et al.* (2017) "Domiciliary vr-based therapy for functional recovery and cortical reorganization: Randomized controlled trial in participants at the chronic stage post stroke," *JMIR Serious Games*, 5(3). Available at: <https://doi.org/10.2196/games.6773>.
- Bhaskare, G. (2025) "Neuroplasticity-based Physiotherapy Approaches in Stroke Rehabilitation: A Systematic Review," *Journal of Novel Physiotherapy and Rehabilitation*, pp. 033–035. Available at: <https://doi.org/10.29328/journal.jnpr.1001069>.
- Chen, L. *et al.* (2022) "The Effect of Virtual Reality on Motor Anticipation and Hand Function in Patients with Subacute Stroke: A Randomized Trial on Movement-Related Potential," *Neural Plasticity*, 2022. Available at: <https://doi.org/10.1155/2022/7399995>.
- Choi, J.B. and Cho, K.I. (2024) "Effects of virtual reality-based robot therapy combined with task-oriented therapy on upper limb function and cerebral cortex activation in patients with stroke," *Medicine (United States)*, 103(27), p. e38723. Available at: <https://doi.org/10.1097/MD.00000000000038723>.
- Feigin, V.L. *et al.* (2021) "Global, regional, and national burden of stroke and its risk factors, 1990–2019: a systematic analysis for the Global Burden of Disease Study 2019," *The Lancet Neurology*, 20(10), pp. 795–820. Available at: [https://doi.org/10.1016/S1474-4422\(21\)00252-0](https://doi.org/10.1016/S1474-4422(21)00252-0).
- George, A. *et al.* (2025) "Immersive versus non-immersive virtual reality in improving upper limb function among individuals with subacute hemiplegia: a randomized controlled trial," *BMC Neurology*. Available at: <https://doi.org/10.1186/s12883-025-04588-5>.
- Guo, C. *et al.* (2025) "Effect of tDCS Concurrent With VR-Based Robotic Intervention on Hemiplegic Upper Limb Function After Subacute Ischemic

- Stroke: A Randomized Controlled Study,” *Neural Plasticity*, 2025(1). Available at: <https://doi.org/10.1155/np/8425060>.
- Hernandez, A. *et al.* (2022) “Virtual Reality–Based Rehabilitation as a Feasible and Engaging Tool for the Management of Chronic Poststroke Upper-Extremity Function Recovery: Randomized Controlled Trial,” *JMIR Serious Games*, 10(3), p. e37506. Available at: <https://doi.org/10.2196/37506>.
- Hung, J.W. *et al.* (2019) “Comparison of Kinect2Scratch game-based training and therapist-based training for the improvement of upper extremity functions of patients with chronic stroke: A randomized controlled single-blinded trial,” *European Journal of Physical and Rehabilitation Medicine*, 55(5), pp. 542–550. Available at: <https://doi.org/10.23736/S1973-9087.19.05598-9>.
- Kim, W.S. *et al.* (2018) “A low cost kinect-based virtual rehabilitation system for inpatient rehabilitation of the upper limb in patients with subacute stroke,” *Medicine (United States)*, 97(25). Available at: <https://doi.org/10.1097/MD.00000000000011173>.
- Lee, M.M., Lee, K.J. and Song, C.H. (2018) “Game-based virtual reality canoe paddling training to improve postural balance and upper extremity function: A preliminary randomized controlled study of 30 patients with subacute stroke,” *Medical Science Monitor*, 24, pp. 2590–2598. Available at: <https://doi.org/10.12659/MSM.906451>.
- Lee, S., Kim, Y. and Lee, B.H. (2016) “Effect of Virtual Reality-based Bilateral Upper Extremity Training on Upper Extremity Function after Stroke: A Randomized Controlled Clinical Trial,” *Occupational Therapy International*, 23(4), pp. 357–368. Available at: <https://doi.org/10.1002/oti.1437>.
- Leng, Y. *et al.* (2022) “The Impact of Cognitive Function on Virtual Reality Intervention for Upper Extremity Rehabilitation of Patients With Subacute Stroke: Prospective Randomized Controlled Trial With 6-Month Follow-up,” *JMIR Serious Games*, 10(3). Available at: <https://doi.org/10.2196/33755>.
- Liu, Y. *et al.* (2025) “Virtual reality combined with task-oriented circuit training for upper limb rehabilitation in subacute stroke patients: A randomized controlled trial,” *Medicine (United States)*, 104(31), p. e43505. Available at: <https://doi.org/10.1097/MD.00000000000043505>.
- Long, Y., Ouyang, R. ge and Zhang, J. qi (2020) “Effects of virtual reality training on occupational performance and self-efficacy of patients with stroke: a randomized controlled trial,” *Journal of NeuroEngineering and Rehabilitation*, 17(1). Available at: <https://doi.org/10.1186/s12984-020-00783-2>.
- Oh, Y. Bin *et al.* (2019) “Efficacy of Virtual Reality Combined With Real Instrument Training for Patients With Stroke: A Randomized Controlled Trial,” *Archives of Physical Medicine and Rehabilitation*, 100(8), pp. 1400–1408. Available at: <https://doi.org/10.1016/j.apmr.2019.03.013>.

- Park, M. *et al.* (2019) “Effects of virtual reality-based planar motion exercises on upper extremity function, range of motion, and health-related quality of life: A multicenter, single-blinded, randomized, controlled pilot study,” *Journal of NeuroEngineering and Rehabilitation*, 16(1). Available at: <https://doi.org/10.1186/s12984-019-0595-8>.
- Patel, J. *et al.* (2025) “A randomized controlled trial of timing and dosage of upper extremity rehabilitation in virtual environments in persons with subacute stroke,” *Scientific Reports*, 15(1). Available at: <https://doi.org/10.1038/s41598-025-98618-4>.
- Rogers, J.M. *et al.* (2019) “Elements virtual rehabilitation improves motor, cognitive, and functional outcomes in adult stroke: Evidence from a randomized controlled pilot study,” *Journal of NeuroEngineering and Rehabilitation*, 16(1). Available at: <https://doi.org/10.1186/s12984-019-0531-y>.
- Saposnik, G. *et al.* (2016) “Efficacy and safety of non-immersive virtual reality exercising in stroke rehabilitation (EVREST): a randomised, multicentre, single-blind, controlled trial,” *The Lancet Neurology*, 15(10), pp. 1019–1027. Available at: [https://doi.org/10.1016/S1474-4422\(16\)30121-1](https://doi.org/10.1016/S1474-4422(16)30121-1).
- Schuster-Amft, C. *et al.* (2018) “Effect of a four-week virtual reality-based training versus conventional therapy on upper limb motor function after stroke: A multicenter parallel group randomized trial,” *PLoS ONE*, 13(10). Available at: <https://doi.org/10.1371/journal.pone.0204455>.
- Shin, J.H. *et al.* (2016) “Effects of virtual reality-based rehabilitation on distal upper extremity function and health-related quality of life: A single-blinded, randomized controlled trial,” *Journal of NeuroEngineering and Rehabilitation*, 13(1). Available at: <https://doi.org/10.1186/s12984-016-0125-x>.
- Yao, X. *et al.* (2020) “Effects of transcranial direct current stimulation with virtual reality on upper limb function in patients with ischemic stroke: A randomized controlled trial,” *Journal of NeuroEngineering and Rehabilitation*, 17(1). Available at: <https://doi.org/10.1186/s12984-020-00699-x>.