

Balance board or motion capture? A meta-analysis exploring the effectiveness of commercially available virtual reality exergaming in enhancing balance and functional mobility among the elderly

Cieřlik B, Wrzeciono A, Mazurek J, Federico S, Szczepańska-Gieracha J, Kiper P.
Games for health journal
2024; ePub(ePub):ePub

ARTICLE IDENTIFIERS

DOI: 10.1089/g4h.2023.0109
PMID: 39093844
PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2011204490
pISSN: 2161-783X
eISSN: 2161-7856
OCLC ID: 729405937
CONS ID: not available
US National Library of Medicine ID: 101583709

This article was identified from a query of the SafetyLit database.