

Table 2. Systematic Reviews Assessing Virtual Reality (VR) (Monitoring Biofeedback) for Balance Outcomes in Patients With SCI

<b>Authors Year; Country</b> <b>Date included in the review</b> <b>Number of articles</b> <b>Level of Evidence</b> <b>Type of Study</b> <b>AMSTAR Score</b>	<b>Method</b> <b>Databases</b> <b>Outcomes Measures</b>	<b>Conclusions</b>
<a href="#">Wang et al. (2024)</a> China  Reviewed published articles up to October 2023  N=16 were included in the systematic review and 9 were in the meta-analysis  <b>Level of evidence:</b> Eight-item Quality Assessment Tool  <b>Type of study:</b> 5 RCT and 4 non-RCTs  <b>AMSTAR:</b> 8	<b>Methods:</b> The study aimed to describe and calculate the effect sizes of virtual reality (VR) intervention on the functional performance of SCI. <b>Databases:</b> PubMed, Embase, Web of Science, and Cochrane Library. <b>Outcome Measures:</b> Motor function and balance function (extremity motor score, box and block test, 10WMT, timed up and go test [TUG], manual muscle strength assessment, BBS, and limit of stability [LOS] testing) and activities of daily living (Barthel Index).	<ol style="list-style-type: none"> <li>1. There was no significant difference in TUG scores (seconds) of patients before and after training (MD=1.98, 95% CI: -0.72 to 4.69, <math>P=.15</math>).</li> <li>2. There was a significant difference in the stability LOS test scores before and after training (SMD=1.75, 95% CI: 0.99 to 2.52, <math>P&lt;.01</math>).</li> <li>3. There was a significant difference in the BBS scores before and after training (MD = 4.22, 95% CI: 1.78 to 6.66, <math>P&lt;.01</math>).</li> <li>4. VR positively impacted movement and balance function in participants with SCI.</li> </ol>
<a href="#">Abou et al. (2020)</a> ; USA  Reviewed published articles up to September 2019  N=10 in the systematic review	<b>Method:</b> The main objective of this systematic review and meta-analysis was to evaluate and synthesize the effects of VR therapy on gait and balance rehabilitation among people with SCI. <b>Database:</b> PubMed, Web of Science, Scopus, SportDiscus, and CINAHL. <b>Outcome Measures:</b> Sitting balance (T-shirt test and the modified functional reach test)	<ol style="list-style-type: none"> <li>1. A total of 149 participants from the 10 studies were included.</li> <li>2. Five studies used only VR therapy and the other studies used a combination of VR therapy with balance or coordination training.</li> <li>3. Methodological quality: <ol style="list-style-type: none"> <li>a. Two of the three RCTs included in this review presented a low risk of bias and the third was rated as high risk of bias (and was not included in the meta-analysis).</li> </ol> </li> </ol>

<p>and 6 in the meta-analysis</p> <p><b>Level of evidence:</b> Cochrane Risk of Bias Tool for RCTs and Quality Assessment Tool for pre-post studies with no control group</p> <p><b>Type of study:</b> 3 RCTs 7 pre-post trials</p> <p><b>AMSTAR:</b> 8</p>	<p>[mFRT]); static sitting balance (Trunk Recovery Scale item D and sway distance and velocity); dynamic sitting balance assessment (Trunk Recovery Scale item E); standing balance assessment (BBS, the activities-specific balance confidence scale [ABC scale], the LOS, the Romberg Index, the parameters of the center of pressure [CoP], the forward functional reach test and lateral functional reach test; and gait outcomes (WISCI II, 10MWT, TUG, 2MWT, spatiotemporal gait parameters, 6MWT, and gait speed).</p>	<p>b. Four out of the seven pre-post studies included in this review presented an overall good quality and three studies were rated as fair overall quality (and were not included in the meta-analysis).</p> <p>4. Effects of VR therapy assessed by meta-analysis (n=6 studies):</p> <p>a. VR therapy with conventional balance rehabilitation was more effective in improving sitting balance compared with conventional sitting balance rehabilitation only. The combination of the two meta-analyses (T-shirt test and mFRT) showed a statistically significant between-group difference (SMD=1.65; 95% CI 1.21-2.09; p&lt;.01).</p>
<p><a href="#">De Miguel-Rubio et al. (2020)</a>; Spain</p> <p>Reviewed published articles up to December 2019</p> <p>N=12 studies were included in the systematic review and 2 in the meta-analysis</p> <p><b>Level of evidence:</b> Cochrane Collaboration tool, SCIRE system and the PEDro scale</p> <p><b>Type of study:</b> 3 RCTs 9 cross-sectional studies and case-series studies</p> <p><b>AMSTAR:</b> 8</p>	<p><b>Method:</b> To analyze the effectiveness of VR systems to recover balance in patients with SCI.</p> <p><b>Database:</b> Embase, Web of Science, CINAHL, Scopus, Medline, PEDro, PubMed, and the Cochrane Central Register of Controlled Trials.</p> <p><b>Outcome Measures:</b> Sitting balance and standing balance.</p>	<ol style="list-style-type: none"> <li>1. A total of 188 participants [comparison group, n=57; intervention group, n=131] took part in the different studies.</li> <li>2. The methodological quality of the RCTs included in this review was generally good (average total PEDro score = 6.3, range 4-8).</li> <li>3. Regarding the intervention protocols, all the studies analyzed the effects of VR interventions through different technological devices compared to conventional physical therapy.</li> <li>4. The results of the systematic reviews showed that all the studies got positive results on balance recovery for VR interventions.</li> <li>5. The overall results of the meta-analysis (n=2) of VR intervention in SCI patients using the mFRT and t-shirt test were favorable.</li> </ol>