

Table A1. Means and standard deviations of each treatment group at each time-point and the comparative treatment effects. MAL scores are expressed as mean MAL ratings. WMFT and Touch Test scores are expressed as the mean of the natural log of performance times for each item. Negative changes on the WMFT and Touch Test reflect improvement. Primary outcomes are designated with a ^P. Secondary outcomes are designated with a ^S.

		CIMT	Gaming	Gaming+	Standard Care
MAL^P <i>n</i> =166	Pre-treatment	1.5 ± 1.0	1.5 ± 0.8	1.5 ± 0.9	1.2 ± 0.8
	Post-treatment	3.2 ± 1.0	2.6 ± 0.9	3.1 ± 0.9	1.7 ± 1.1
	Follow-up	2.7 ± 1.2	2.0 ± 1.0	2.4 ± 1.2	1.6 ± 1.1
	Treatment change	1.7 ± 0.7	1.1 ± 0.8	1.5 ± 0.7	0.5 ± 0.6
	Pre-tx to f/u change	1.1 ± 0.8	0.5 ± 0.8	0.9 ± 0.8	0.4 ± 0.9
WMFT^P	Pre-treatment	1.82 ± 1.07	1.64 ± 1.05	1.60 ± 0.91	1.81 ± 0.92
	Post-treatment	1.44 ± 0.97	1.45 ± 1.00	1.32 ± 0.79	1.64 ± 0.95
	Follow-up	1.50 ± 0.98	1.48 ± 0.95	1.38 ± 0.80	1.58 ± 0.93

<i>n</i> =167	Treatment change	-0.39 ± 0.35	-0.19 ± 0.30	-0.28 ± 0.33	-0.17 ± 0.33
	Pre-tx to f/u change	-0.32 ± 0.52	-0.17 ± 0.43	-0.25 ± 0.44	-0.19 ± 0.59