

Table B1: Comparative treatment effects. Effect sizes reflect between-group pairwise comparisons adjusted for covariates in the final mixed effects general linear model (95% confidence interval). Rows labeled “treatment” and “6-month” show the post-treatment and follow-up scores relative to pre-treatment scores, respectively. A positive between-group difference for the MAL means that the group listed first in the comparison showed greater gains in arm use. A negative between-group difference for the WMFT means that the group listed first in the comparison showed greater gains. Statistically significant contrasts are indicated with an *. Clinically meaningful differences between groups are italicized.

	Gaming+ vs CIMT	Gaming vs CIMT	Gaming+ vs Standard Care	Gaming vs Standard Care	Gaming+ vs Gaming	CIMT vs Standard Care
MAL treatment	-0.1 (-0.5, 0.3)	-0.5 (-1.0, 0.1)*	<i>1.1</i> <i>(0.7, 1.5)*</i>	0.7 (0.2, 1.1)*	0.4 (-0.1, 0.9)	<i>1.2</i> <i>(0.9, 1.5)*</i>
MAL 6-month	-0.5 (-1.0, -0.0)	-0.7 (-1.3, 0.1)*	0.2 (-0.2, 0.7)	0.1 (-0.5, 0.7)	0.2 (-0.5, 0.8)	0.8 (0.4, 1.2)*
WMFT treatment	0.04 (-0.13, 0.22)	0.07 (-0.14, 0.28)	-0.08 (-0.32, 0.16)	0.03 (-0.26, 0.32)	-0.11 (-0.43, 0.21)	-0.13 (-0.32, 0.07)
WMFT 6-month	0.02 (-0.27, 0.31)	-0.02 (-0.37, 0.33)	0.07 (-0.39, 0.54)	0.23 (-0.34, 0.80)	-0.16 (-0.78, 0.47)	0.05 (-0.33, 0.43)

Abbreviations: CIMT, Constraint-Induced Movement t