Advertisement text about the survey for charities, STRONG patients (who agreed to be contacted for future research) and social media (Cohort 1)

🌟 Have Your Say in the Future of Rehabilitation for people living with spinal muscular atrophy! 🌟

The STRONG team at the University of Oxford, led by Professor Servais and Charlotte Lilien in partnership with biomedical engineers, is exploring how virtual reality (VR) gaming can support rehabilitation at home for people living with spinal muscular atrophy (SMA).

💡 We want to hear from YOU!

👉 Who can take part?

- Young people aged 12–18 years with a diagnosis of SMA
- Caregivers/legal guardians of children and young people with SMA, aged 6–18 years

🕒 What's involved?

- A short 20-minute anonymous survey
- Share your ideas on how VR games could be designed and adapted for different ages and abilities in SMA
- Help developers create fun, accessible, and effective tools for rehabilitation

📌 Why take part?
Your feedback will guide the future of gamified rehabilitation, making therapy more engaging and more accessible for the SMA community.

🔗 Click here to read more about overall research project, and the survey as well as your rights and data management shall you wish to participate. The survey is on voluntary basis and completely anonymous. Data will only be collected once you completed the survey (more details following the link).

If you are 16 years and older click here for age-appropriate information about the study:
https://strongredcap.paed.ox.ac.uk/surveys/?s=7R93X4PC7A3WLXMH

If you are between 12 and 15 years click here for age-appropriate information about the study and ask your caregiver to read this with you:
https://strongredcap.paed.ox.ac.uk/surveys/?s=Y7WC4FRH33NDP9KL

🗓️ Survey open until: September 2026

👐 Please share this widely with the SMA community, your voice can make a real difference!