

Search queries

Medline via Pubmed

```
((„upper extremity“[MeSH Terms] OR „upper extremity“[Title/Abstract] OR „upper limb“[Title/Abstract] OR
shoulder[Title/Abstract] OR glenohumeral[Title/Abstract])
AND
(rehabilitation[MeSH Terms] OR rehabilitation[Title/Abstract] OR „exercise therapy“[Title/Abstract] OR „self-
management“[Title/Abstract] OR physiotherapy[Title/Abstract] OR „physical therapy“[Title/Abstract] OR
exercise[MeSH Terms] OR exercise*[Title/Abstract] OR „pain management“[MeSH Terms] OR „pain
management“[Title/Abstract] OR „drug therapy“[MeSH Terms] OR „Hyperthermia, Induced“[MeSH Terms] OR
„Social Change“[MeSH Terms] OR „psychological treatment“[Title/Abstract] OR „social work“[MeSH Terms] OR
„Patient Care Planning“[MeSH Terms] OR „Patient Care Planning“[Title/Abstract] OR „Preoperative Care“[MeSH
Terms] OR „Preoperative Care“[Title/Abstract] OR „Postoperative Care“[MeSH Terms] OR „Postoperative
Care“[Title/Abstract] OR „therapy, computer-assisted“[MeSH Terms] OR „computer-assisted
therapy“[Title/Abstract] OR „technology-assisted therapy“[Title/Abstract] OR „disease management“[MeSH
terms] OR „disease management“[Title/Abstract] OR „patient pathway“[Title/Abstract] OR „treatment
pathway“[Title/Abstract] OR „Patient Education as Topic“[MeSH terms] OR „patient education“[Title/Abstract])
AND
(game* OR gami* OR exergam*[Title/Abstract] OR „serious game“[Title/Abstract] OR „video games“[MeSH
Terms] OR virtual[Title/Abstract] OR „augmented reality“[Title/Abstract])
NOT
(stroke[Title] OR amputee*[Title] OR „multiple sclerosis“[Title] OR neuroreha*[Title] OR Orthos*[Title] OR
paresis[Title] OR parkinson*[Title] OR „phantom limb pain“[Title] OR prosth*[Title] OR spastic[Title] OR
„spinal cord“[Title] OR tetraplegi*[Title]))
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Scopus

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((TITLE-ABS-KEY("upper extremity") OR TITLE-ABS("upper limb") OR TITLE-ABS(shoulder) OR TITLE-
ABS(glenohumeral))
AND
(TITLE-ABS-KEY(rehabilitation) OR TITLE-ABS("exercise therapy") OR TITLE-ABS("self-management") OR
TITLE-ABS(physiotherapy) OR TITLE-ABS("physical therapy") OR TITLE-ABS-KEY(exercise*) OR TITLE-ABS-
KEY("pain management") OR KEY("drug therapy") OR KEY("Hyperthermia, Induced") OR KEY("Social Change")
OR TITLE-ABS("psychological treatment") OR KEY("social work") OR TITLE-ABS-KEY("Patient Care Planning")
OR TITLE-ABS-KEY("Preoperative Care") OR TITLE-ABS-KEY("Postoperative Care") OR TITLE-ABS-
KEY("computer-assisted therapy") OR TITLE-ABS("technology-assisted therapy") OR TITLE-ABS-KEY("disease
management") OR TITLE-ABS("patient pathway") OR TITLE-ABS("treatment pathway") OR KEY("Patient
Education as Topic") OR TITLE-ABS-KEY("patient education"))
AND
(game* OR gami* OR TITLE-ABS(exergam*) OR TITLE-ABS("serious game") OR KEY("video game*") OR TITLE-
ABS(virtual) OR TITLE-ABS("augmented reality"))
AND NOT
(TITLE(stroke) OR TITLE(amputee*) OR TITLE("multiple sclerosis") OR TITLE(neuroreha*) OR TITLE(Orthos*)
OR TITLE(paresis) OR TITLE(parkinson*) OR TITLE("phantom limb pain") OR TITLE(prosth*) OR
TITLE(spastic) OR TITLE("spinal cord") OR TITLE(tetraplegi*))
AND
(LIMIT-TO(DOCTYPE,"ar") OR LIMIT-TO(DOCTYPE,"cp") OR LIMIT-TO(DOCTYPE,"re") OR LIMIT-
TO(DOCTYPE,"sh"))
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IEEE Xplore

("Mesh_Terms": "upper extremity" OR "Document Title": "upper extremity" OR "Document Title": "upper limb" OR "Document Title": "shoulder" OR "Document Title": "glenohumeral")

AND

("Mesh_Terms": "rehabilitation" OR "Document Title": "rehabilitation" OR "Document Title": "exercise therapy" OR "Document Title": "self-management" OR "Document Title": "physiotherapy" OR "Document Title": "physical therapy" OR "Mesh_Terms": "exercise" OR "Document Title": "exercise*" OR "Mesh_Terms": "pain management" OR "Document Title": "pain management" OR "Mesh_Terms": "drug therapy" OR "Mesh_Terms": "Hyperthermia, Induced" OR "Mesh_Terms": "Social Change" OR "Document Title": "psychological treatment" OR "Mesh_Terms": "social work" OR "Mesh_Terms": "Patient Care Planning" OR "Document Title": "Patient Care Planning" OR "Mesh_Terms": "Preoperative Care" OR "Document Title": "Preoperative Care" OR "Mesh_Terms": "Postoperative Care" OR "Document Title": "Postoperative Care" OR "Document Title": "computer-assisted therapy" OR "Document Title": "technology-assisted therapy" OR "Mesh_Terms": "disease management" OR "Document Title": "disease management" OR "Document Title": "patient pathway" OR "Document Title": "treatment pathway" OR "Mesh_Terms": "Patient Education as Topic" OR "Document Title": "patient education")

AND

(game* OR gami* OR "Document Title": "exergam*" OR "Document Title": "serious game" OR "Mesh_Terms": "video games" OR "Document Title": "virtual" OR "Document Title": "augmented reality"))

("Mesh_Terms": "upper extremity" OR "Abstract": "upper extremity" OR "Abstract": "upper limb" OR "Abstract": "shoulder" OR "Abstract": "glenohumeral")

AND

("Mesh_Terms": "rehabilitation" OR "Abstract": "rehabilitation" OR "Abstract": "exercise therapy" OR "Abstract": "self-management" OR "Abstract": "physiotherapy" OR "Abstract": "physical therapy" OR "Mesh_Terms": "exercise" OR "Abstract": "exercise*" OR "Mesh_Terms": "pain management" OR "Abstract": "pain management" OR "Mesh_Terms": "drug therapy" OR "Mesh_Terms": "Hyperthermia, Induced" OR "Mesh_Terms": "Social Change" OR "Abstract": "psychological treatment" OR "Mesh_Terms": "social work" OR "Mesh_Terms": "Patient Care Planning" OR "Abstract": "Patient Care Planning" OR "Mesh_Terms": "Preoperative Care" OR "Abstract": "Preoperative Care" OR "Mesh_Terms": "Postoperative Care" OR "Abstract": "Postoperative Care" OR "Abstract": "computer-assisted therapy" OR "Abstract": "technology-assisted therapy" OR "Mesh_Terms": "disease management" OR "Abstract": "disease management" OR "Abstract": "patient pathway" OR "Abstract": "treatment pathway" OR "Mesh_Terms": "Patient Education as Topic" OR "Abstract": "patient education")

AND

(game* OR gami* OR "Abstract": "exergam*" OR "Abstract": "serious game" OR "Mesh_Terms": "video games" OR "Abstract": "virtual" OR "Abstract": "augmented reality"))

("Mesh_Terms": "upper extremity" OR "Index Terms": "upper extremity" OR "Index Terms": "upper limb" OR "Index Terms": "shoulder" OR "Index Terms": "glenohumeral")

AND

("Mesh_Terms": "rehabilitation" OR "Index Terms": "rehabilitation" OR "Index Terms": "exercise therapy" OR "Index Terms": "self-management" OR "Index Terms": "physiotherapy" OR "Index Terms": "physical therapy" OR "Mesh_Terms": "exercise" OR "Index Terms": "exercise*" OR "Mesh_Terms": "pain management" OR "Index Terms": "pain management" OR "Mesh_Terms": "drug therapy" OR "Mesh_Terms": "Hyperthermia, Induced" OR "Mesh_Terms": "Social Change" OR "Index Terms": "psychological treatment" OR "Mesh_Terms": "social work" OR "Mesh_Terms": "Patient Care Planning" OR "Index Terms": "Patient Care Planning" OR "Mesh_Terms": "Preoperative Care" OR "Index Terms": "Preoperative Care" OR "Mesh_Terms": "Postoperative Care" OR "Index Terms": "Postoperative Care" OR "Index Terms": "computer-assisted therapy" OR "Index Terms": "technology-assisted therapy" OR "Mesh_Terms": "disease management" OR "Index Terms": "disease management" OR "Index Terms": "patient pathway" OR "Index Terms": "treatment pathway" OR "Mesh_Terms": "Patient Education as Topic" OR "Index Terms": "patient education")

AND

(game* OR gami* OR "Index Terms": "exergam*" OR "Index Terms": "serious game" OR "Mesh_Terms": "video games" OR "Index Terms": "virtual" OR "Index Terms": "augmented reality"))