CALL FOR PAPERS

Stroke is one of the principal causes of morbidity and mortality in adults in the developed world and is the leading cause of disability in all industrialized countries. Efforts of rehabilitation are tended to avoid long-term impairments and to improve patients' quality of life. However, the rehabilitative outcomes are not satisfactory yet. Novel tools based on technologies and rehabilitation techniques have been developed in the last years with promising results. Motor relearning program, which is focused on patients' attention involvement with use of context-specific motor task for promoting motor learning strategies and hence supporting recovery, is one of the examples. Robots, neuroprosthesis, and biofeedback are new devices that are in line with motor relearning program approach. Furthermore, the use in the last years of new technologies for entertainment and communication has showed some potentialities for treatment in the rehabilitation field. High-quality randomized controlled trials on wide samples about novel versus conventional therapies are needed, stimulating the debate about the integration of "old" and "new" techniques in rehabilitation. Multitouch tablet PC-, robot-, virtual reality-, and video game-based therapy are examples commonly used.

The most important problem to solve in the field of stroke rehabilitation is the need to better define patients needs and to better integrate emerging approaches in rehabilitation with classical and well-known conventional therapy.

We invite investigators to contribute to original research articles as well as review articles that will stimulate the continuing efforts for clarifying the efficacy of new approaches, including new technological ones, for rehabilitation of people with stroke, not only in motor recovery but also in a cognitive one.

On the other hand, we would also stimulate the submission of articles related to conventional therapies and/or about the contribution to the debate about the potential integration of new and old rehabilitation techniques.

Potential topics include, but are not limited to:

- New approaches in stroke neuromotor rehabilitation
- Robotic therapy
- Noninvasive electrical, magnetic, and mechanical stimulations
- Neuroprosthesis
- Video game-based and virtual reality-based therapy
- Tablet PC for motor rehabilitation
- Telerehabilitation
- Brain neural computer interface
- A new insight into conventional stroke neuromotor rehabilitation

Authors can submit their manuscripts via the Manuscript Tracking System at http://mts.hindawi.com/submit/journals/bmri/rehabilitation/asr16/.

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