

Shaun White Snowboarding

Official information about Shaun White Snowboarding can be found by clicking [here](#)

Snowboarding simulation game with option to either use WiiMote or WiiMote and balance board to control the boarder.

Use of the WiiMote alone offers a good opportunity to work on hand function as the controls are relatively responsive.

Use of the balance board offers the opportunity to work on balance and control of balance. Some may consider the game much harder with the balance board due to the use of the board at 90 degrees to the TV.

The game has different levels that all need to be unlocked. There is plenty of opportunity to access the basic levels and work on hand function or balance depending upon the controller being used.

The booklet that comes with the game contains detailed information of the buttons and moves required to play the game.

Below you will find an outline of the parts of the game that have been found accessible within physiotherapy sessions, you will also find indications of the level of activity or function required to play the game successfully.

Multiplayer	Yes - Between 1 and 4 players
WiiMote Buttons	Yes - but not necessary - only for tricks
Nunchuk	No
Fit Board	Yes - but optional, you can ski by just using WiiMote
Movement	Good variety of upper limb movements and great opportunity for high level dynamic balance in standing.
Motivational Tool	Yes - a lot of fun
Skill Development	Upper limb movement, balance awareness
WiFi option	No
No. of Mini Games	N/A - game starts at an easy level and gets progressively harder in the tasks/features.
Therapy Friendly	Good for wrist movements when just using the WiiMote - use of fit board challenging.

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GAMES THAT REQUIRE USER TO:

USE ONE HANDS & BUTTONS

Wii Remote + buttons

The game can be played with just the WiiMote. Buttons don't have to be used but are intended for moves during jumps, slowing down during turns and the during the normal selection process.

Use of the WiiMote relies heavily on pronation and supination to steer the boarder from left to right.

Jumping is achieved by flicking the WiiMote upwards quickly.

GAMES THAT REQUIRE USER TO:

SIT WITH SUPPORT or BALANCE

Wii Balance Board - Sitting on Fit board & stool

Because the balance board is turned through 90 degrees for this game, it is not considered ideal for work on sitting balance due to the rotation needed to watch the screen.

GAMES THAT REQUIRE USER TO:

STAND WITH SUPPORT or BALANCE

Wii Balance Board - Standing (Static feet position)

The balance board controls the boarder in 4 directions. Left and right is controlled by weight transference forward and back. Speed up or slow down is controlled by weight transference to the right or left.

WiiMote is also required but mainly for button use during selection of game and for tricks during air time. (refer to booklet for more detail when playing)



Snowboarding simulation game with option to either use WiiMote or WiiMote and balance board to control the boarder.

Use of the WiiMote alone offers a good opportunity to work on hand function and use of the balance board offers the opportunity to work on high level balance and control in standing.

Shaun White offers a great simulated snowboarding experience which is flexible enough to be played with a spectrum of physical skills.