

Wii Music

Wii Music is an excellent collection of musical instruments that are played through the use of the WiiMote, Nunchuk and Fit Board. The spectrum of abilities that the game caters for makes this game flexible and accessible by a large number of people, of all ages. With the creative influence of music throughout the program keeps those using it interested with plenty of opportunities to develop skills, whatever the level.

Information about Wii Music can be found by clicking [here](#)

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. Easily accessible games are given 5 stars, more difficult games less.

Multiplayer	Yes - 4 players at once
WiiMote Buttons	Yes - A and or B and 1 and 2 for the wind instruments
Nunchuk	Yes
Improves Movement	Control of fine movement, grip, dexterity, Co-ordinated movement.
Motivational Tool	Games are very good - the smallest of movements can contribute to a sound that becomes part of a recognisable song.
Skill Development	Reaction speed, timing, Rhythm
WiFi option	Yes - Basic
No. of Mini Games	3 games, 60 instruments to experiment with (once unlocked), plus lessons and free jam sessions
Therapy Friendly	Yes - very



Wii Music is definitely recommended as a game that can contribute positively to a therapy session. It's qualities allow the opportunity to work on control of fine movement, pointing and pressing buttons (dexterity) alongside the creation of tunes and beats.

With its ease of use also contributing to its qualities Wii Music has a great deal to offer those with limited movement and who are looking for activities to help promote improved movement.

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GAMES THAT REQUIRE USER TO: POINT & MOVE

Wii Remote ONLY

GAME	TYPE	EASE (out of 5stars)	Additional Info
Games	Orchestra	★★★★★	Using the Wii Mote as a baton wave to control the orchestra. You control the timing and intensity of the music.
Jam - Improvise	Piano, Marimba, Vibraphone, Steel drums, Handbells, Dog suit, Basic drums, Rock drums, Jazz drums, Galactic drums, Marching snare, bass drum, congos, maracas, tambourine, bells, castanets.	★★★★☆	Using dominant hand wave the wiimote around to play the instrument.

GAMES THAT REQUIRE USER TO:

POINT & MOVE & PRESS A or B BUTTONS

Wii Remote ONLY

GAME	TYPE	EASE (out of 5stars)	Additional Info
Games	Pitch Perfect	★★★★☆	Listen and answer questions relating to what you hear by pointing at the Mii and pressing A. If you need to pick the Mii up and drag it to the selection box you need to press B and hold whilst you drag.
Games	Orchestra	★★★★☆	Using the Wii Mote as a baton wave to control the orchestra. You control the timing and intensity of the music. Press B to spur the orchestra on and inject some energy to their playing.

GAMES THAT REQUIRE USER TO:

POINT & MOVE & PRESS MULTI BUTTONS

Wii Remote ONLY

GAME	TYPE	EASE (out of 5stars)	Additional Info
Jam - Improvise	Trumpet, Saxophone, Galactic Horn, Tuba	★★★★☆	Hold the WiiMote as you would hold the instrument with the 1 & 2 buttons at the bottom. Press the 1 & 2 buttons to play the music.
Jam - Improvise	Piano, Marimba, Vibraphone, Steel drums, Handbells, Dog suit, Basic drums, Rock drums, Jazz drums, Galactic drums, Marching snare, bass drum, congos, maracas, tambourine, bells, castanets.	★★★★☆	Using dominant hand wave the WiiMote around to play the instrument. Pressing the buttons on the controllers will get the musician doing tricks and extras with the instrument.

GAMES THAT REQUIRE USER TO:

POINT & MOVE BOTH HANDS

Wii Remote & Nunchuk Movement only

GAME	TYPE	EASE (out of 5stars)	Additional Info
Jam - Improvise	Piano, Marimba, Vibraphone, Steel drums, Handbells, Dog suit, Basic drums, Rock drums, Jazz drums, Galactic drums, Marching snare, bass drum, congos, maracas, tambourine, bells, castanets.	★★★★★	Wave the WiiMote and Nunchuk around to play the instruments.
Games	Handbell Harmonys	★★★★☆	Play the right coloured hand bell at the right time to contribute to the melody of the chosen song.

GAMES THAT REQUIRE USER TO:

USE BOTH HANDS & BUTTONS & NUNCHUK JOYSTICK

Wii Remote & Nunchuk + buttons

GAME	TYPE	EASE (out of 5stars)	Additional Info
Jam	Improvise	★★★★☆	Choose from: drums for free play with the games 'band' the tunes. Controllers only - not using balance board.
Drum Mode	Jam	★★★★☆	You must have the wii fit board active and 'on' but you don't have to use it. Instead concentrate on the upper limb movement to create beats and rhythm.

GAMES THAT REQUIRE USER TO:

SIT WITH SUPPORT or BALANCE

Wii Balance Board - Sitting on Fit board & stool

GAME	TYPE	EASE (out of 5stars)	Additional Info
Drum Mode	Jam	★★★★☆	Left side of fit board is the hit hat open/close action, right is the bass drum. Upper limb movements are hit hat and tom. Buttons need to be pressed on either controller to access the cymbals, toms and snare.