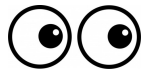


Physical Therapy Management of Concussion

1

Evaluation

- Balance
- Outcome Measures
- Oculomotor
- Cervical
- Exertion
- Reaction time and Divided attention



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Balance

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Balance

- There are two types of balance: static and dynamic
- Balance is composed of three main systems:
 - Visual
 - Proprioception
 - Vestibular

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Balance

- mCTSIB
 - Traditional versus computerized
- Bertec Cobalt
 - Assessment of balance with Head Shaking and Visual Motion Sensitivity
 - Performed on a force plate which measures sway with and without compliant surface
- Functional Gait Assessment

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Balance

- BESS test
- Sharpened Romberg
 - Eyes open and eyes closed
- Single leg stance
 - Eyes open and eyes closed



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Outcome Measures

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Outcome Measures

- Dizziness
 - Dizziness Handicap Inventory (DHI)
 - Adult
 - Youth
 - Pediatric
 - Patients answer 25 questions, subgrouped into functional, emotional, and physical components
- Headache
 - HIT-6
 - Headache Disability Index (HDI)
- Cervical
 - Neck Disability Index (NDI)



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Outcome Measures

- Anxiety
 - Hospital Anxiety and Depression Scale (HADS)
- Vision
 - Developmental Eye Movement (Adult –ADEM)
 - King Devick
- Migraine
 - Migraine Disability Assessment (MIDAS)

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Oculomotor

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Major Oculomotor Gaze Systems

- Eye movements are controlled by 4 major systems
 - **Saccadic**- for rapid eye movements to bring new objects being viewed on to the fovea
 - **Smooth Pursuit**- for eye movements to keep a moving image centered on fovea
 - CN III. Oculomotor: eye movement (dilation of pupils, follow the target)
 - CN IV. Trochlear: eye movement (look down)
 - VI. Abducens: eye movement (look lateral)
 - **Vestibulo-ocular Reflex**- keeps image steady on fovea during head movements
 - **Vergence**- to keep image on fovea predominately when the viewed object is moved near

Spontaneous/ Fixed Nystagmus

SPONTANEOUS-

- Simple test! Hold patients head still while they look at you. Will not see unless in the acute stage
- Observe for nystagmus

FIXED GAZE NYSTAGMUS

- Hold patient's head stationary
- Use your finger or pen and take patient to 30 degrees left, right, up and down from center and hold gaze
- Observe for any nystagmus at 30 degrees angle
- DO NOT TAKE TO END RANGE!!!

Smooth Pursuits

- Holds images of a moving target on the retina
 - Simultaneously performed with OMROM testing
 - Keep target between 2-3 feet from patient
 - 60 degree total arc to avoid end range nystagmus
 - Do not move finger too fast (maximum 60 degrees per seconds)
-
- **Positive findings: Saccadic intrusion**

Horizontal Smooth Pursuit



Vertical Smooth Pursuit



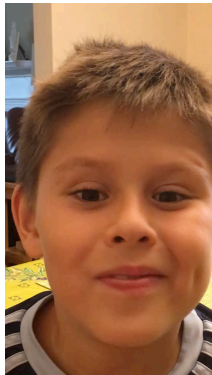


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Saccades

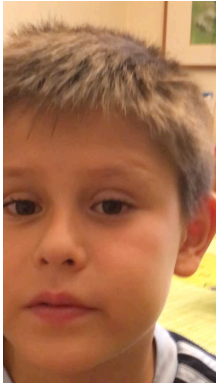
- Rapid conjugate movements of the eyes to pace the object of interest on the fovea
- Have patient look between 2 targets approximately 15 degrees apart
- Nose, pen, nose, pen in left right and up and down
- Looking for number of eye movements it takes for patient's eyes to reach target
- **Positive findings: hypometric and hypermetric (cerebellar) or inability to increase speed**

Horizontal Saccades

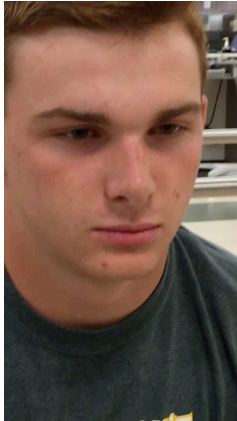


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Vertical saccades



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VOR

- Tilt patient's head down 30 degrees
- Start slowly moving head side to side while they focus on your nose, gradually increasing speed
- Repeat in vertical plane
- Pace: 120 bpm



- **Positive findings:** Patient unable to stabilize gaze on nose



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VOR Cancellation

- Grasp patient's head and tilt forward 30 degrees (HC is in horizontal plane)
- Have patient look at your nose while you and the patient move side to side
- Repeat in vertical plane
- Pace: 60 bpm
- **Positive findings: saccadic intrusion**



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Convergence

- Hold patient's head stable with finger 2 feet away
- Ask patient to focus on your finger while you move it towards patient's nose
- Eyes should converge and pupils should constrict
- Ask when the patient sees 2 fingers (pens) or it becomes blurry
- Convergence should be sustainable from 6 to 10 cm from forehead
- **Positive findings: Greater than 10 cm**

Convergence



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Accommodation

- A reflex action of the eye, response of focusing on a near object, then looking at a distant object
- In testing, the therapist will test binocular vision for convergence. Ask the patient to close one eye to check for accommodation / monocular vision
- Start close to the eye then patient move the target out until just able to read and measure the distance from target to cheek
- The reflex is dependent on CN II (optic) and CN III (oculomotor) for changes in the shape of the lens; assisting with focus on vision
- **Positive findings: Age group normative data**

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- Positive findings: Greater than 2 lines difference both vertically and horizontally**

Optokinetic Reflex

- Optokinetic reflex (response) allows the eyes to follow objects in motion while the head is stationary. It is a combination of slow-phase and fast-phase eye movements
- **Positive findings: Decreased “nystagmus”**



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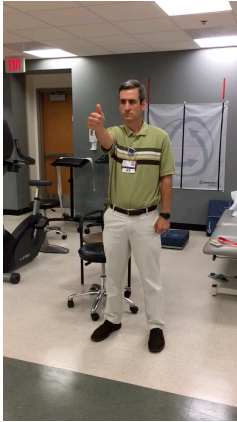


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Visual Motion Sensitivity

- Clinical technique to measure motion-provoked dizziness in patients with vestibular disturbances
- **Positive findings: Reproduction of symptoms**

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Cervical

- Assess if
 - Unilateral headaches
 - Whiplash
 - Pain
 - Stiffness
- Cervicogenic dizziness
 - Head-Neck differentiation test
 - Joint position error test
 - Smooth pursuit neck torsion test

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Exertion

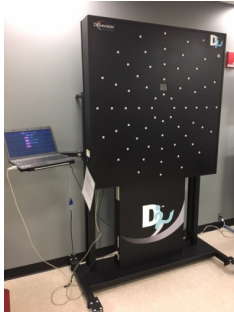
- Exertion protocol
 - The Buffalo Treadmill Concussion Test
 - “Graded exercise on a treadmill until the participant reaches maximum exertion or experiences an exacerbation of symptoms” Leddy and Willer 2013
 - Bike protocol to decrease motion sensitivity
- **Positive findings: Increased symptoms from baseline**

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Reaction time and Divided Attention

- Dynavision
 - Concussion test



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Concussion Evaluation Protocol

- Two baseline tests and three memory tests of graded complexity
 - Baseline test 1
 - Touch the target as quickly as they can
 - Baseline test 2: reaction time
 - Right and Left hand
 - 4 choice
 - 8 choice
 - 1 choice

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Graded Memory Tests

- Memory test 1
 - The patient touch the lights as fast as possible (light speed at 1 sec)
 - Call out loud the number in t-scope (1 digit number)
 - Program runs for 1 minute

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Graded Memory Tests

- Memory test 2
 - The patient touch the lights as fast as possible (light speed at 1 sec)
 - Call out first number, remember the second number and call out the sum (1 digit number)
 - Program runs for 1 minute

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Graded Memory Tests

- Memory test 3
 - The patient touch the lights as fast as possible (light speed at 1 sec)
 - Call out first number, remember the second number and call out the sum
 - 20% green lights – when patient sees a green light, call out "green" but does not hit the green buttons
 - Program runs for 1 minute

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Study Proposal

- Using the Dynavision D2 “concussion protocol” to assist in determining the need for speech pathology referrals
- Compare the “concussion protocol” results with the MoCA results
- Possible limitations
 - MoCA
 - Memory tests
 - Small number of participants

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Treatment

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Treatment! Treatment! Treatment!

•**Adaptation** –Refers to the ability of the Vestibulo-ocular Reflex to undergo changes through exercises involving vision and head motion

•**Substitution** –other strategies to replace lost/impaired function (strength, ROM, proprioception, assistive device, activity modification, visual tracking)

Improve Postural Stability through vision

•**Habituation**–“based on the concept that repeated exposure to provocative stimulus will result in a reduction in the pathological response to that treatment” (Herdman & Clendaniel, 2014, p.399)

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Treatment Strategies

- Treat positive findings (including symptom reproducing tests)
- Frequent symptoms check as an assessment for progression of therapy
- Always try to challenge the vestibular spinal reflex
 - Decreased base of support
 - Feet together
 - Semi-tandem
 - Tandem
 - Progress onto compliant surface
 - Close cell foam (airex)
 - Open cell foam
 - Rocker board
 - Bosu ball
 - Ambulation
 - Forward/backward

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Treatment Strategies

- Include cognitive task to improve ability to perform dual task

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Example of treatment progression

- Smooth Pursuit
 - Tracking target
 - Progression :
 - Increasing repetition or time
 - Increasing speed up to 60 degrees per second
 - Changing target
 - Plain letter on a card
 - Busy background
 - Marsden ball
 - Target on mirror
 - www.eyecanlearn.com

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Example of treatment progression

- Saccades
 - Eye movement
 - Eye movement only
 - Eye /head movement
 - Time and Speed
 - Increase the speed and the duration of the exercises
 - Complexity
 - 4 panel
 - Hart chart
 - Computerized/Dynavision

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Example of treatment progression

- Gaze stability
 - Speed
 - Progress to 120 bpm for general population
 - Progress to up to 150 bpm for athlete/high level patient
 - Target
 - Plain
 - Increasingly busy background
 - Complexity
 - Viewing X1
 - Viewing X2



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Example of treatment progression

- VOR cancellation
 - Speed
 - Start 60 bpm
 - Target
 - Plain
 - Increasingly busy background

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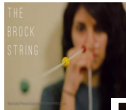
Example of treatment progression

- Motion sensitivity/Optokinetic
 - Repeating pattern ribbon
 - Motion sensitivity test as a treatment
 - Optokinetic video
<https://www.youtube.com/watch?v=kAPtu1WTHYc>
 - Disco ball
 - YouTube videos
 - Riding escalator

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Convergence Exercises

- Pencil Push Ups
- Brock String
- Dot Card
- Convergence fusion pictures



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Accommodation

- Hart chart
- Poems

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Intervention after Concussion

- There as been a change in the “rest “ formula for concussion patient, from complete rest to relative/ active rest
- Evidence exist that sub-symptom-threshold and submaximal exercise have been shown to be safe and may benefit in facilitating recovery. Leddy et al. 2010

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Intervention after Concussion

- From the Consensus statement on concussion in sport -2016

“ The Berlin expert consensus is that the use of the term “persistent symptoms” following SRC should reflect failure of normal clinical recovery- that is, symptoms that persist beyond expected time frames (i.e. > 10-14 days in adults and > 4 weeks in children)”

- Preliminary evidence supporting
 - Individualized symptom-limited aerobic exercise
 - Targeted physical therapy program for cervical or vestibular dysfunction
 - Cognitive behavioral therapy for mood and behavioral issues

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Intervention after Concussion

- Reneker et al. advocates for early intervention to shorten recovery in Sport Related Concussion
 - Interventions included vestibular therapy, oculomotor, neuro-motor retraining and manual therapy
 - Intervention was as early as 10 days
 - Recovery time was shorten. The median time for medical release was 10.5 shorter than the control group

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