Abstract

Background: Neurorehabilitation engineering faces numerous challenges to translating new technologies, but it is unclear which of these challenges are most limiting. Our aim is to improve understanding of rehabilitation therapists' real-time decision-making processes on the use of rehabilitation technology (RT) in clinical treatment.

Methods: We used a phenomenological qualitative approach, in which three OTs and two PTs employed at a major, technology-encouraging rehabilitation hospital wrote vignettes from a written prompt describing their RT use decisions during treatment sessions with nine patients (4 with stroke, 2 traumatic brain injury, 1 spinal cord injury, 1 with multiple sclerosis). We then coded the vignettes using deductive qualitative analysis from 17 constructs derived from the RT literature and the Consolidated Framework for Implementation Research (CFIR). Data were synthesized using summative content analysis.

Results: Of the constructs recorded, the fve most prominent are from CFIR determinants of: (i) relative advantage, (ii) personal attributes of the patients, (iii) clinician knowledge and beliefs of the device/intervention, (iv) complexity of the devices including time and setup, and (v) organizational readiness to implement. Therapists characterized candidate RT as having a relative disadvantage compared to conventional treatment due to lack of relevance to functional training. RT design also often failed to consider the multi-faceted personal attributes of the patients, including diagnoses, goals, and physical and cognitive limitations. Clinicians' comfort with RT was increased by their previous training but was decreased by the perceived complexity of RT. Finally, therapists have limited time to gather, setup, and use RT.

Conclusions: Despite decades of design work aimed at creating clinically useful RT, many lack compatibility with clinical translation needs in inpatient neurologic rehabilitation. New RT continue to impede the immediacy, versatility, and functionality of hands-on therapy mediated treatment with simple everyday objects.

a variety of measurement and therapeutic RTs to aide in their delivery of evidence-based rehabilitation. e field of neurorehabilitation engineering faces numerous challenges with translating new RT into everyday practice at all stages of development and implementation. Successful application of therapeutic RT requires development, testing, validation, clinician uptake, and patient acceptance.

ere are several benefits of incorporating RT into therapy. RT can enable therapists to achieve tasks that are di cult or impossible to do without RT, such as lifting a heavy patient or measuring physiological variables [[2\]](#page-11-0). RT can enable patients to achieve a higher number of movement practice repetitions, a necessary element of neuroplasticity during recovery [\[3](#page-11-1), [4\]](#page-11-2). RT can increase motivation for therapy by providing physical assistance that allows patients to attempt and complete movements $[5-7]$ $[5-7]$ or by incorporating gaming environments and quantitative feedback [\[8](#page-11-5)]. Finally, it can also reduce the need for providing continuous physical assistance or supervision to a patient, which can increase productivity or can increase patient access to therapeutic training [[9\]](#page-11-6).

Despite the observed benefts of RT, clinicians report barriers to their practical application. Barriers can arise from multiple domains such as the patient, the clinician, or the rehabilitation context [\[10](#page-11-7)]. Patients themselves can reject RT in favor of conventional therapy or have cognitive deficits which inhibit their participation [\[4](#page-11-2)]. Clinicians question the e ectiveness strength and clinical necessity of the device $[4]$ $[4]$ $[4]$. Within the clinical setting, devices sometimes are too large and bulky to adapt use within an organization [[11](#page-11-8)]. Clinician use is also influenced by institution facilitation of use, organizational culture and intention of use [\[2](#page-11-0)]. Outside clinical setting barriers also exist when a device is unavailable to the patient post-discharge [[10\]](#page-11-7).

Research suggests that clinicians function as gatekeepers to promote the implementation of new interventions $[12]$ $[12]$. e process for adopting RT into the clinic must undergo intense scrutiny before uptake including the clinical applicability, cost–beneft analysis, and safety of the device $[13]$ $[13]$. erefore, it is vital to determine the gaps between the theoretical benefts and the practical application of such RT that would enable clinician uptake. Several previous studies have used survey methods [\[10](#page-11-7), [14](#page-11-11)] or focus groups [[4\]](#page-11-2) to identify these gaps, but such approaches may not fully capture the real-time, pragmatic decision making that therapists must engage in during treatment sessions. Our approach here combined implementation science methodology to help make research more generalizable. Our premise is that integrating implementation science with neurorehabilitation engineering can accelerate the future integration of novel RT.

Our purpose is to describe clinician decision-making around incorporating RT into treatment sessions to improve understanding of clinician uptake, the critical step to device implementation. To provide a window into a day-in-the-life of clinician and the decision-making during a typical treatment session, we had OTs and PTs write vignettes describing a treatment session, along with their thought processes. en we synthesized the vignette data using an implementation science framework, the Consolidated Framework for Implementation Research (CFIR), a common implementation framework

provided these instructions... e patient responded *in this way… I chose not to use tools because… It worked/did not work because…*

Analyses

We used deductive qualitative analysis to identify codes in the provided vignettes related to barriers to RT use and knowledge translation identifed in literature [[10,](#page-11-7) [14](#page-11-11), [16\]](#page-11-12). We named these barriers using the CFIR framework, which explains 39 implementation constructs across 5 domains. ese constructs can be barriers or facilitators, making implementation more or less di cult, respectively $[15]$ $[15]$ $[15]$. e codebook (Table [1\)](#page-3-0) contained 15 original CFIR constructs identifed in prior research [[10,](#page-11-7) [14,](#page-11-11) [16](#page-11-12)]. Two constructs were added to distinguish between the attributes, knowledge and beliefs of clinicians compared to patients.

ree reviewers coded each vignette in their entirety, but the vignettes are presented in a summarized form to follow the template more concisely and provide novel information. e full, unedited vignettes are available upon request. Summative content analysis included used the total number of codes presented, and the proportion of times each code was used across clinicians and vignettes [[17](#page-11-14)]. is qualitative analysis plan provided a systematic method to synthesize the vignette results.

Results

e constructs, their definitions, and results of summative content analysis are presented in Table [1.](#page-3-0)

Nine vignettes provided by fve therapists detail experiences with patients with the following diagnoses: traumatic brain injury (n = 2), SCI (n = 1), stroke (n = 4), and multiple sclerosis ($n = 1$). Six vignettes were provided by OTs. ree vignettes were provided by PTs. All therapists have at least 4 years of clinical experience and have assisted with research projects in the past. e 17 codes (listed in Table [1](#page-3-0)

Table 1

attributes of the patients, clinician knowledge/beliefs, device complexity (including time and setup), and organizational readiness to implement.

Relative advantage

e most discussed barrier to using RT was its perceived

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Authors' contributions

This project was conceived by JP, CC, MR, and DJR. Data collections were completed by CC. Data analyses were conducted by MR, CC, and VS. JP, MR, CC, VS, and MS wrote the manuscript, with critical review and edits completed by CC, VS, MS, CN, BFK, SG, KR, and DJR. All authors read and approved final manuscript.

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