

## **Abstract**

**Aim:** The aim of this thesis is to evaluate and compare the effect of therapy Vojta method (VRL) and active videogames Nintendo Wii at children with mild cerebral palsy.

**Methodology:** The research sample included eight patients with cerebral palsy. Patients were divided into two groups. In the first phase of the research, one group underwent therapy VRL, one group received treatment Nintendo Wii. In the second phase, the group exchanged (each patient underwent both types of therapy). There were posturography measurements parameters at the beginning and at the end of each phase on the Balance Master instrument.

**Results:** The effect of therapy Vojta method was observed in tests Limits Of Stability, Rhythmic Weight Shift and Walk Across, but the resulting values were not statistically significant. After treatment with the use of Nintendo Wii the significant change was detected in test Rhythmic Weight Shift. The difference in the effect of therapy was observed in Test Limits of Stability and Rhythmic Weight Shift.

**Conclusion:** It appears that VRL therapy has an effect on the speed component of motor performance, while therapy with Nintendo Wii affects the lateral shifting of the weight in patients with cerebral palsy.