Mobility after SCI: Conceptualized as a Phenotype

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...Question...

When faced with a mobility challenge, what does a person choose to do?

Do they choose the most direct route?

Do they choose a longer, indirect route?

Do they choose not to participate?

...Question...

When faced with a mobility challenge, what does a person choose to do?

Their chosen behavior is 'ICF performance'

Could mobility 'performance'

also be considered a phenotype?

What then is the Genotype?

Genotype

- injury motor & sensory level
- injury motor & sensory completeness
- fitness level
 muscular strength
 cardvascular endurance
 anaerobic power

- Gender
- Age
- duration of injury
- wheelchair skill
- wheelchair configuration
- pain
- Spasticity
- walking ability

Phenotype

- mobility performance in the community (ICF performance)

- mobility performance on standardized tests (ICF capacity)

Phenotype

- A range of possible performances
 - Day to day variance
 - Vary over time
 - Can shift towards increased or decreased mobility

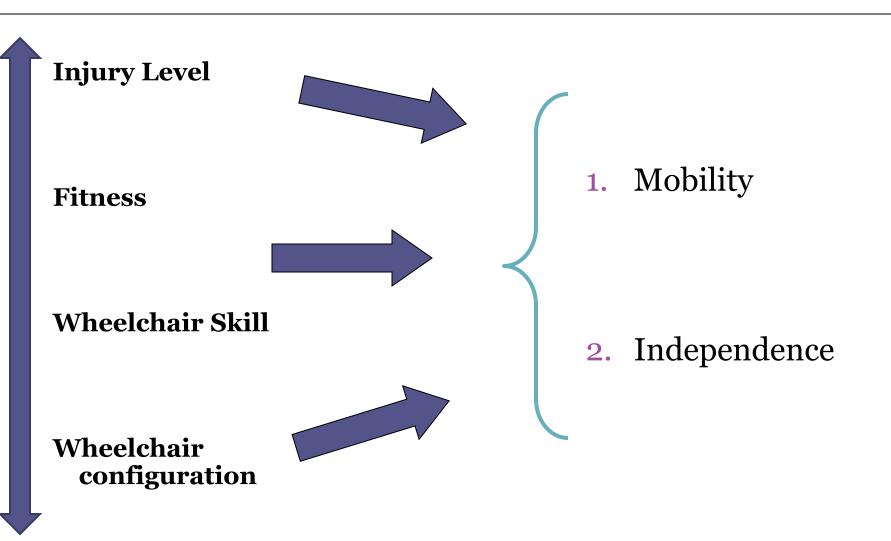
- Goal: shift towards maximal mobility....
- Does a person do all that you think they could do?
 - Paralympian vs. Early post injury

What are we measuring?

Mostly genotype

- Phenotype
 - ICF capacity.... But is that enough?

Development of a Research Theme



Research Questions

- 1. How is ABILITY to complete a Mobility skill affected by or related to..
 - 1. Injury Level
 - 2. Fitness
 - 3. Wheelchair configuration

- 2. If a person can complete a skill, how is mobility skill PERFORMANCE affected by or related to...
 - 1. Injury Level
 - 2. Fitness
 - 3. Wheelchair configuration

Initial Research

Testing Protocol

- 4 test days
 - 1. Aerobic Capacity (Endurance)
 - 2. Strength Capacity (Strength)
 - 3. Anaerobic Capacity (Power)
 - 4. 14 wheelchair/mobility skills (adapted wheelchair circuit)
- Each test day separated by at least 48 hours

All testing completed in 5 weeks

14 Skills

- Completed as fast as possible
- Time to complete recorded (Performance)

- 1. Figure 8 propulsion
- 2. Small threshold (1.2 cm)
- 3. Large threshold (4.0 cm)
- 4. Platform Climb (10.0 cm)
- 5. 15m Sprint
- 6. Grass
- 7. 3% Ramp
- 8. 6% Ramp

- 9. Open, enter, close door
- 10. Side Slope
- 11. Stationary Wheelie
- 12. Propulsion in a Wheelie
- 13. Level Transfer
- 14. 3 minute wheel

But what is missing?

When faced with a mobility challenge, what does a person choose to do?

Additional Personal Factors

- Personality
 - · Risk Takers vs. Risk Adverse

Skill Self-Efficacy

Cost vs Benefit

- Role of personal experiences
 - Failed attempts
 - Successful experiences

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Genotype

Defines the upper boundary

 Defines the motor & sensory resources available to support mobility

From Genotype to Phenotype

 Genotype – what a person 'should' be able to do based on

Phenotype - what they actually do 'ICF Performance'

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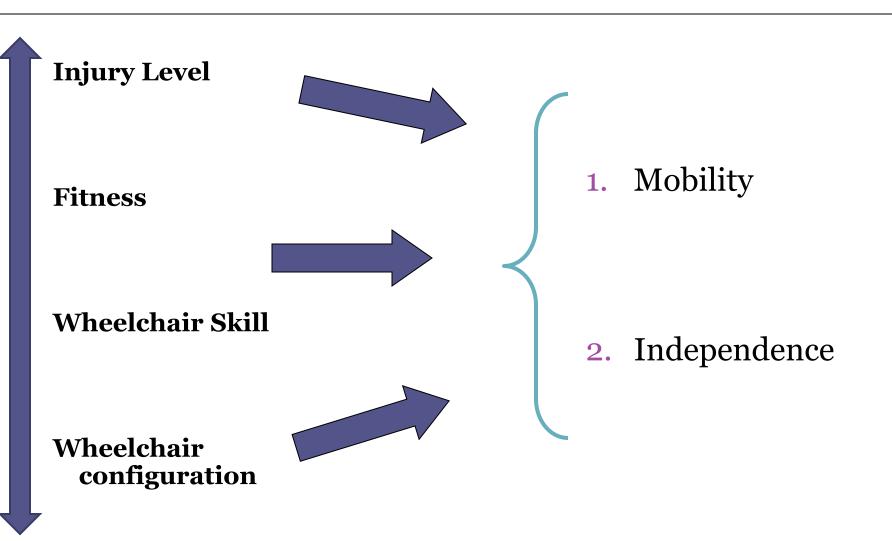
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Phenotype

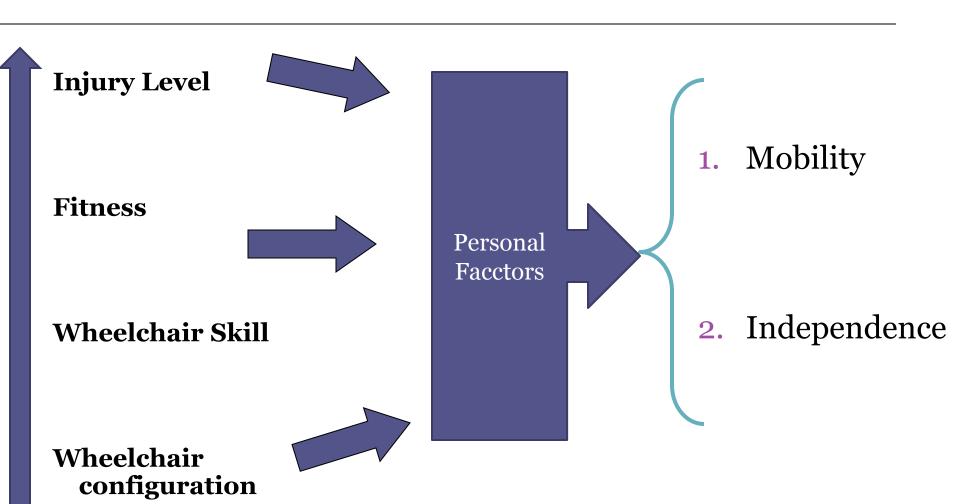
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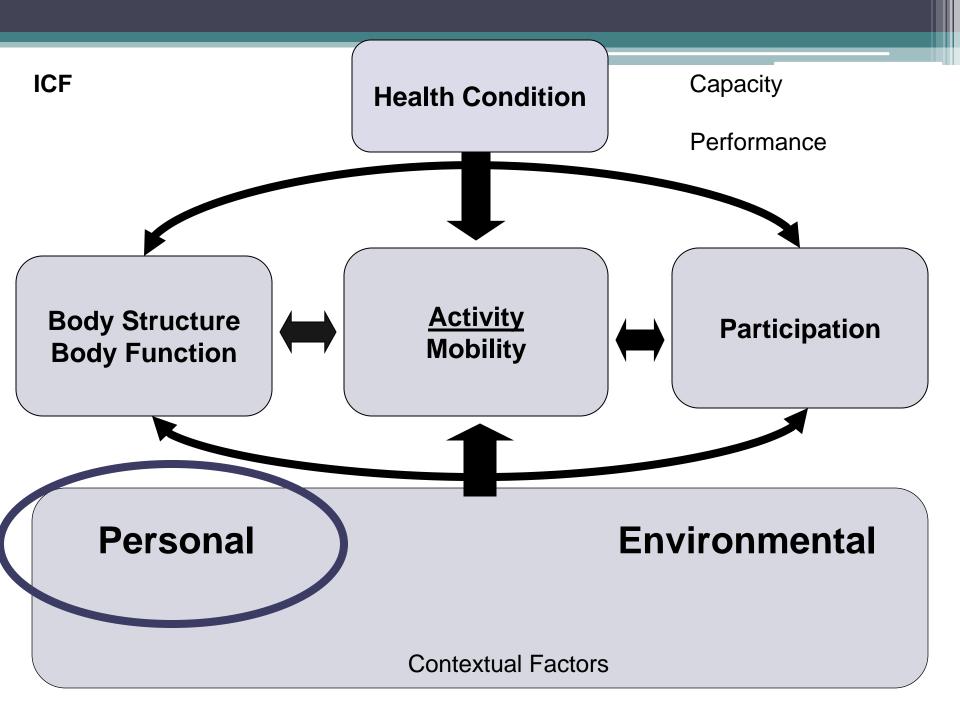
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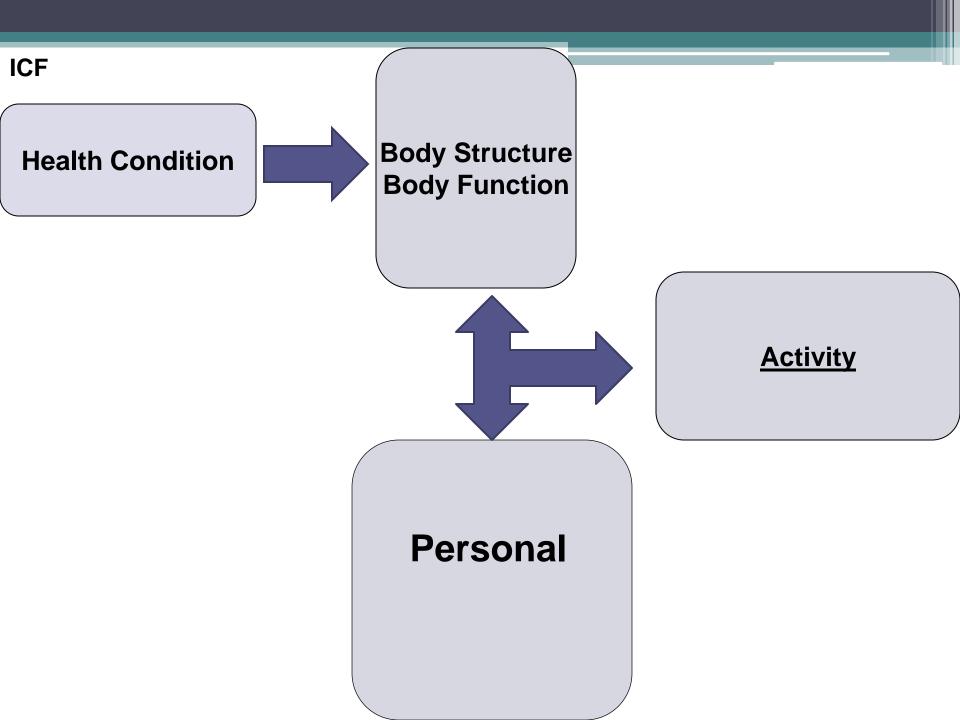


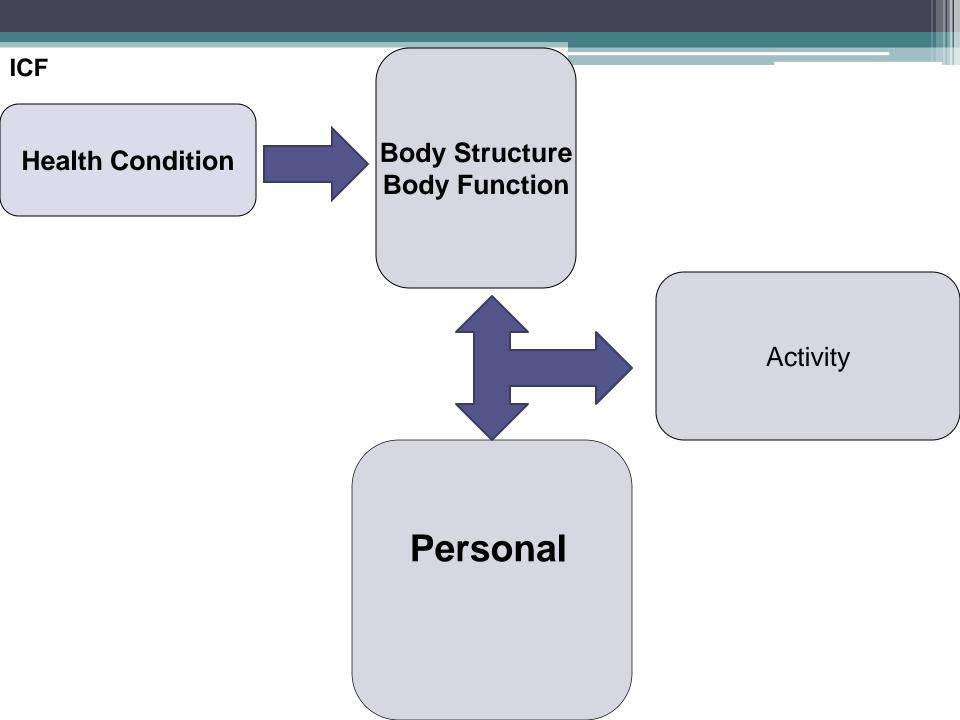


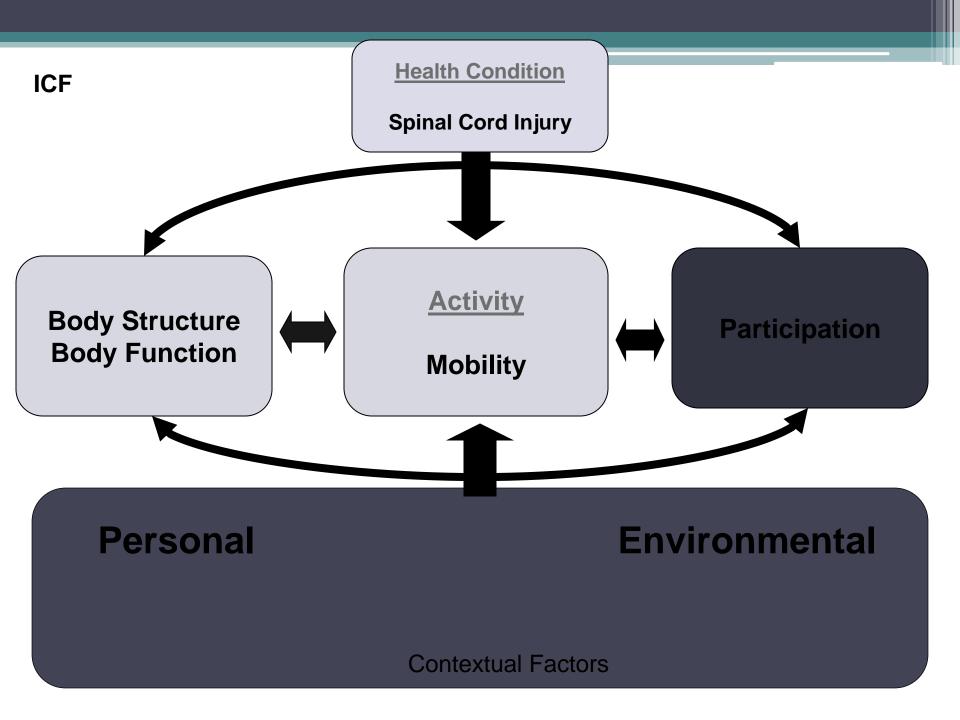
Questions

Comments

Thoughts







Different Approaches

- Clinical
 - Comprehensive, all inclusive picture, individual adjustments
- Research
 - Reductionist approach

