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**Case Study: Integrating a Virtual Game Environment -  
"Growing with Timocco"- in a Play-Based Treatment in  
Pediatric Occupational Therapy**

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**Key words:** Virtual reality (VR), Timocco, playfulness, coping, self efficacy, motivation.

**Objective:** To demonstrate the use of virtual reality as an integral part of pediatric occupational therapy sessions to improve play skills and playfulness.

**Background:** Increased playfulness is a worthwhile goal for occupational therapy since playfulness encourages intrinsic motivation, internal control and freedom from the constraints of reality. The current article will describe how a virtual reality game ("Growing with Timocco") can be used as an intervention towards this goal. **Case Study:** This article discusses the process of an intervention using the Timocco game with a 5.2 year-old boy who has an immature body posture and shows a pattern of avoidance towards a variety of activities. **Results:** The experience of enjoyment and success resulting from the use of the virtual environment improved the child's coping skills, increased his motivation to attempt new experiences, and in this way, enhanced his play skills.

**Conclusions:** The case study demonstrates how the use of "Timocco" - a virtual game created for occupational therapy, facilitated a change in a child's play patterns and improved his play skills within different environments and in multiple contexts. Whereas previously he avoided new play experiences and games and experienced difficulties in coping, the child now demonstrated playful interactions with his peers in kindergarten and his parents at home.

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