

Modulation of Motor Learning Via tDCS in a Dexterous Video Game Task

NCT07202702

Status	RECRUITING
Phase	Not Applicable
Sponsor	Indiana University
Enrollment	52 participants

Key Eligibility Criteria

Inclusion (4)

- Between ages 18 and 45 years old (to avoid any changes in the developing brain, or with aging).
- Answer 'no' to questions 2 through 16 on the tDCS checklist as these factors can increase likelihood of adverse events with tDCS
- No neurological damage, disease, or dysfunction (nerve damage, chronic pain disorders, diabetic neuropathy) that affect the upper limbs.
- No significant acute or chronic medical, neurologic, or illness in the patient that, in the judgment of the Principal Investigator, could compromise subject safety, limit the ability to complete the study, and/or compromise the objectives of the study

Exclusion (4)

- Currently prescribed and taking stimulant medication (Adderall, Ritalin, Vyvanse, etc.)
- Consumption of over-the-counter stimulants such as caffeine or nicotine (coffee, soda, supplements, energy drinks, tobacco products, or other nicotine containing products such as gum, vape pens, etc...) 12 hours prior to entering the lab on the day of testing as this can directly affect cortical excitability. If a subject takes any of these substances 12 hours prior to session 1 they will be asked to reschedule for a later date.
- Have played a real stringed instrument in the last 12 months (e.g. guitar, bass, violin)
- Have played the videogame "Guitar Hero" on a traditional guitar controller in the last 12 months.

Locations (1 total)

National Institute for Fitness and Sport, Indianapolis, Indiana, United States

<https://clinicaltrials.gov/study/NCT07202702>

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