

□ Visual Cueing

Visual cueing refers to the use of **external visual stimuli** to assist or modify motor actions, especially gait, in patients with neurological disorders such as [freezing of gait](#).

□ Purpose

Visual cues aim to:

- Trigger or maintain gait initiation.
- Improve stride length and rhythm.
- Bypass defective internal motor circuits (e.g., basal ganglia loops).
- Reduce episodes of freezing or akinesia.

□ Examples

- **Laser lines** from shoes or canes to step over.
- **Colored tape** strips placed on the floor at intervals.
- **Tiled floors or lines on pavement** used as natural environmental guides.
- **AR/VR systems** for training with dynamic visual stimuli.

□ Mechanism

Visual stimuli engage alternative motor pathways (parietal-premotor-cerebellar), bypassing impaired [basal ganglia-SMA](#) loops. This allows compensation in diseases such as [Parkinson's disease](#), [Wilson's disease](#), and [normal pressure hydrocephalus](#).

□ Clinical Use

Primarily studied in [Parkinson's disease](#), visual cueing has also shown benefit in:

- [Wilson's disease](#)
- Atypical parkinsonism
- Post-stroke gait disturbances
- [Normal pressure hydrocephalus](#)

See also: [freezing_of_gait](#), [wilson_disease](#), [nph](#), [gait_training](#)

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