The clinical effects of zengshineng multimedia therapy on children's amblyopia in 318 cases

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[ABSTRACT] Objective: To evaluate the curative effect of the computer game for children with amblyopia. Methods: 318 eyes of amblyopia treat with the computer game. Results: the treatment of the computer game for amblyopia is effective in 306 eyes (96.23%), cure rate was 57.23%. Conclusions: The computer game treatment is efficency for the amblyopia.

[KEY WORDS] Amblyopia; Computer game; Treatment