Quality of Life Wrist **Fracture** Scoring Algorithm

Qualeffo-41

1. The answers on the twelve questions are already standardized so that 1 represents the best and 5 represents the worst quality of life.

2. The total score is calculated by summing all answers of questions 1-12. There are total score ranges from 12-60.

   a. This is transformed to scores from 0-100

   b. (actual score – lowest possible score) x 100 = total IOF wrist score

      i. score range

   c. The score range is 48 or when one answer is missing the score range is 44. In that case the lowest possible score will be 11. When two answers are missing the score range is 40 and the lowest possible score is 10.

3. Domain scores are calculated by averaging the answers of one domain and transform the scores to a score from 0 to 100.

   a. Domains: pain (question 1), upper limb symptoms (questions 2, 3, 4), physical function (questions 5, 6, 7, 8, 9, 10, 11); general health (question 12).

   b. Example: upper limb symptoms scores on question 2:3, on question 3:4 and on question 4:2. Average score is 3. Transformation 50 or (9-3)/12 x 100 = 50.