Movement rehabilitation in virtual reality from then to now: how are we doing?

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ABSTRACT

During the past decade there has been a continuous exploration of how virtual environments can be used to facilitate motor recovery and relearning after neurological impairment. The goals for using virtual environments have been to either improve patients' rehabilitation outcomes beyond our current capabilities, or to supplement labor intensive and time consuming therapies with technology based interventions. After over a decade of investigation it seems appropriate to determine whether we are succeeding in meeting our goals.

Full papers will be published in the Conference Proceeding s and will be available to delegates at the conference on Sept. 10.

Full papers will be released on-line in the ICDVRAT archive on March 15.