Self-referencing virtual reality programs for neurorehabilitation

L Mendes[1], A I Mota[2], F Barbosa[3], R Vaz[4]

[1,3]Faculty of Psychology and Educational Sciences, University of Porto (FPCEUP), Portugal Psychosocial Rehabilitation Lab, FPCEUP/ESTSP–IPP, Porto, PORTUGAL

[2]Neuroscience PhD Student at Medicine Faculty of Porto University, PORTUGAL

[3]Neurosurgery Department, Faculty of Medicine, University of Porto, Hospital de São João, Alameda Professor Hernâni Monteiro, Porto 4200, PORTUGAL

[1]*lilianapvmendes@ifr.pt*, [2]*info@anamota.com.pt*

[1, 3]*www.fpce.up.pt*, [2,4]*www.med.up.pt*, [2]*www.anamota.com.pt*

ABSTRACT

Virtual Reality (VR) is a recent technology to assist in therapy and neurorehabilitation. In doing so, VR enables a realistic performance, with higher motivation and immersion in the problematic situation. VR increases ecological value and skills generalization; however this technology is still disorder-oriented. Patient's response to treatment differs from patient to patient. So it is relevant to take into consideration a multitude of aspects, self-referencing VR Programs for Neurorehabilitation. We argue the need to create a variety of scenarios that better adapt to psychological, developmental and ecological characteristics of each patient.
