

Virtual Rehabilitation

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Content

With the advent of affordable motion tracking devices and high fidelity computer graphics a field of application attracts more attention. Virtual Rehabilitation uses these technologies to foster physical, cognitive and psychologic rehabilitation. Patients immerse in virtual worlds and train in playful and motivating environments. Especially for neurologic rehabilitation virtual reality technology holds the potential to develop completely new therapeutic approaches. The talk gives an introduction into the field of virtual rehabilitation and extends on the topic of using virtual illusions for neurologic rehabilitation. An application that is currently studied in practice will be demo'ed.

References

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Thomas Schüler studied media computer science at the university of applied science in Osnabrück and graduated in 2007 with a diploma thesis about informatics education for children using Lego robots. He worked in the media lab of the same university for 3 years, mainly in the fields of informatics education, e-Learning and computer graphics. Currently he is working on his phd thesis, which derives from the latter field. For this thesis he develops and tests a virtual environment for stroke rehabilitation. The work is funded by the Heinrich Böll Stiftung and supervised at the University of Osnabrück.