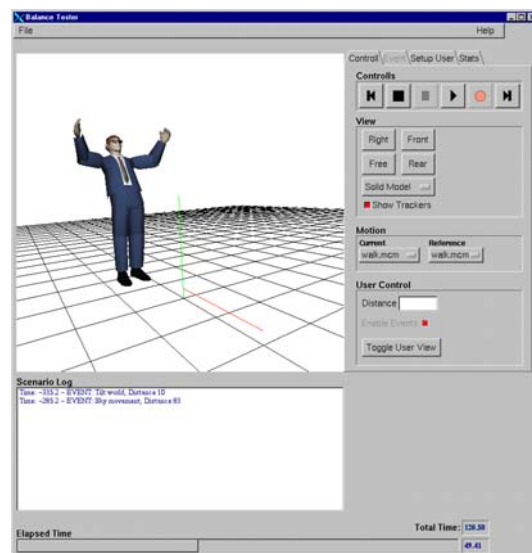
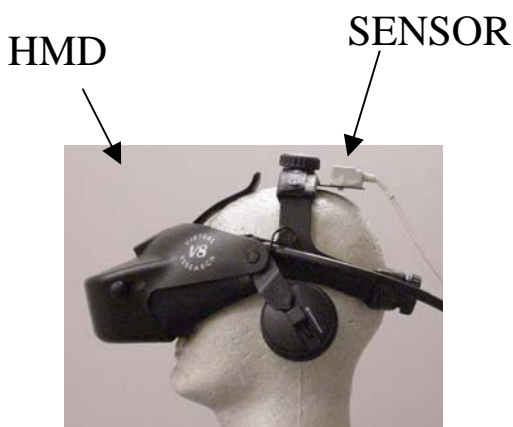


TEST FOR TENDANCY OF FALLING

We use immersive virtual reality to detect balance disorders.

The objective of this project is to use VR as an instrument for studying patients' tendency of falling and in the next step to apply this knowledge in rehabilitation. The test person wears a head-mounted display and enters a virtual interior model where he/she is exposed to unexpected events such as a door slamming open or tilting of the surrounding environment. Motoric response is measured and recorded utilizing a magnetic body tracking system for post analysis.



Presentations-
utrustning

Data-
insamling/analys

