

Rehabilitation in the virtual age: Using VR to support patient recovery

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IMPACT VR

R E S E A R C H L A B



**Patients suffer pain during arm
and hand rehab, low
engagement and more time in
clinic**

**Develop an effective, engaging
and user friendly VR rehab
system for paediatric patients**





It's much easier... because it felt like I didn't have an injury, so it felt like I could just do it.

She got a huge amount more range of movement and has significantly improved just with that one session (Ph2)





LUNA'S LIGHT

A whimsical night scene featuring a forest of dark green, stylized trees under a purple and pink twilight sky. In the center, the title "LUNA'S LIGHT" is displayed in large, glowing cyan letters. The scene is decorated with several colorful balloons (green, purple, white, yellow, dark purple, blue) and several gnomes with blue hats and red tunics. Some gnomes are perched on wooden fences, while others are in the grassy field. The foreground is filled with tall, thin grasses and small white flowers. In the background, a tall, dark tower with a pointed top is visible among the trees.









**When he's back from school,
every day he's...**

**“Come on mum, I'm ready for
the video”.**

**You didn't feel like you were
doing physio. It just felt like you
were playing a game.**

The range of movements seemed to be a lot more fluent. It was just like, it was a natural reaction to just do that, and the movement was just better than it would be if you hadn't had it [VR headset] on.



GAMES
FOR
CHANGE
AWARDS

WINNERS



TERRA NIL



GO
NISHA
GO

APNI SUNO
BINDASS CHUNO



Hello
(val)iant

or val's guide to
having a broken
vag



CAT
PARK



BODY
MINE



Gerda

A Flame in Winter



LUNA'S LIGHT



ENDLING

EXTINCTION IS FOREVER



I was a Teenage
EXOCOLONIST



SHASN

AZADI

WHAT WILL FREEDOM COST?



BUNGIE



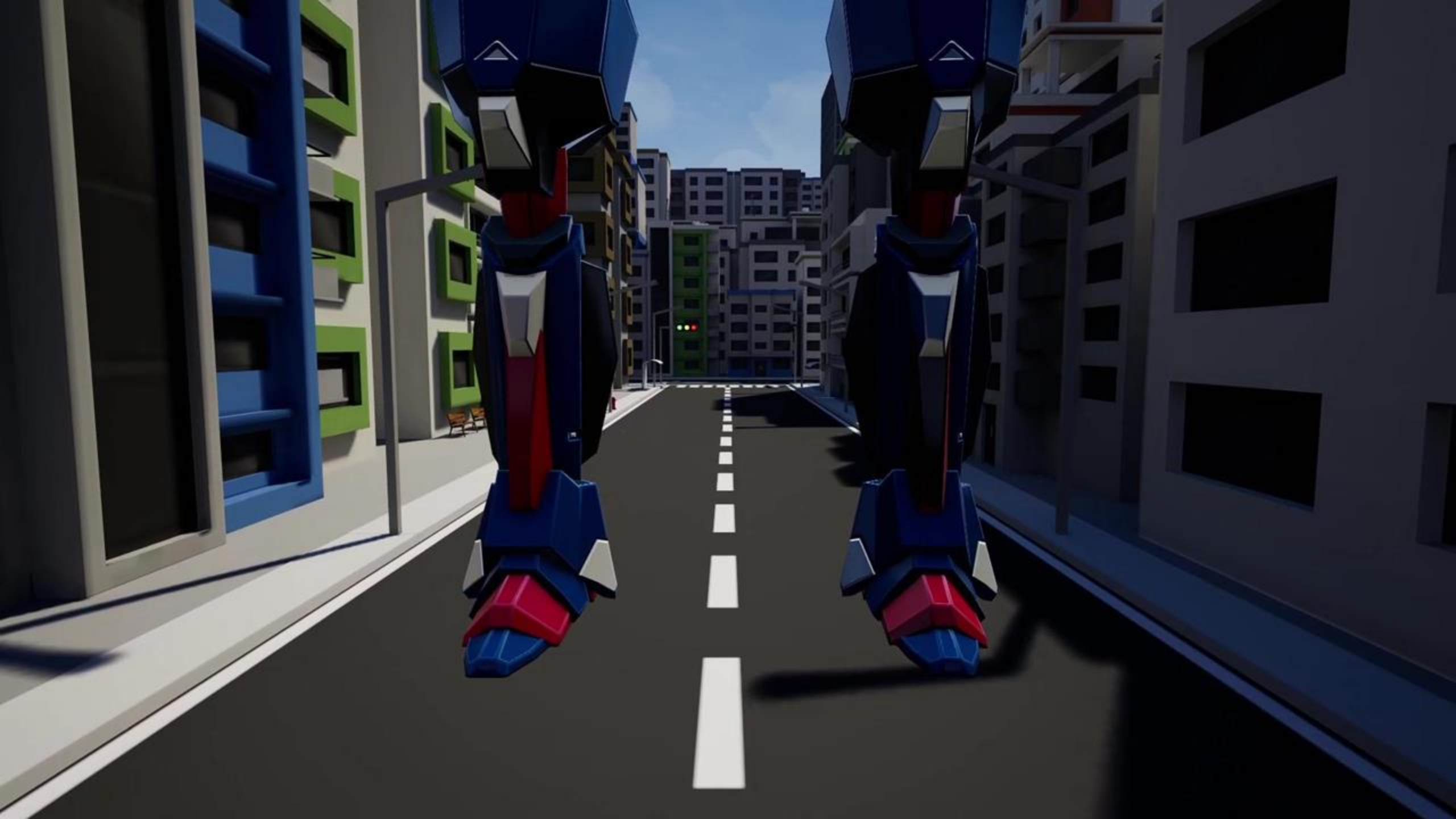
Rebuild
the
world





**Rehab can be painful,
uncomfortable, and tedious,
reducing compliance.**

**Use VR as a tool in
physiotherapy for children after
lower limb or knee surgery.**







woof
INSURANCE







It made it more accessible, a lot easier. Because it's when I was trying to walk with it, I was like on my tiptoes. But when I was doing it with VR, I could put my whole foot down and not be scared

**I didn't realise how I walked in
that far until I took it off**

- **Co Design**
- **Engagement**
- **Usability**
- **Difficulty**

Questions!



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