

Virtual Recovery is VR ART –an experience that can facilitate training and distract pain. VR ART – create mindfulness in a beautiful, relaxing worlds while doing yoga and physiotherapy by mimicking a personal trainer, a motion capture figure inside VR.



Inspiration

“A child had cancer and has amputated his one leg. He didn't want to move because it caused pain breakthroughs so severe that they must give him anaesthesia. The risk for blood clots were acute and the parents and the physiotherapists were very worried. Then he tried VR. Inside a VR-game he forgot he that he was moving and somehow there was no pain breakthrough” “Kreativitetsbanken have also tried VR experiences on people with cognitive disabilities. VR creates joy, mobility and stimulation for those people who often have limited mobility in their everyday lives”. VR-Design for people with long-term illness and cognitive disabilities in cooperation with professional physiotherapist`s and yoga-teachers

Current status

We now have demonstration pilots. We have concluded 2 pitches and 2 prototype-experiences. We have VR experiences of about 15 -20 minutes.

The player will be able to train yoga and physiotherapy with a virtual trainer, create flowers and trees and make them grow. Virtual Recovery is a calm, comfortable and meditating experience in beautiful, relaxing worlds as well as facilitate and stimulate training.

We use motion capture techniques with 3D models for the player to mimic, to make things happen in the game. It is quite a way to go to have a near market solution but we have demonstration pilot to make progress from in many varied directions.

Next steps

The next technical steps due to a to implemented product is to start making industrial pilots and start to programme pilots with measurement techniques and data relevant to different diagnoses and special movements relevant to specific patient groups. The project-made prototypes with "core movements in yoga and physiotherapy" can also be built together into a game where there is the opportunity to add personal data and personal login to measure movement and improvement and different levels. Next step is also iterative try-outs on patients' groups and to implement the product to market regarding medical technical regulations and quality consultation.

