

#300 Loretta Yong

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Analyzing the user experience in virtual reality amongst the OT and PT neurological and physical disability outpatient population

Virtual reality (VR) technology is an evolving therapeutic modality that has demonstrated effectiveness in improving patient functioning and motivation when used in conjunction with therapy. It is a versatile modality and has been used by patients with illnesses including but not limited to Parkinson's Disease, stroke, Alzheimer's Disease, and carpal tunnel syndrome. Current research on VR therapy focuses on its effectiveness on patient outcomes. There is limited research on client user experience, especially user satisfaction and the benefits of VR as a modality.

The goal of this exploratory study is to examine user satisfaction through surveys of 10 or more patient experiences amongst the Occupational and Physical Therapy neurological and physical disabilities outpatient population. Patients from Motion Sports Medicine who used the REAL VR System will be provided surveys and their responses will be analyzed to generate recommendations for VR development as a rehabilitation modality in conjunction with therapy.