

TSA 2019

THE RISE OF VR

Kay Smith





- **“Virtual reality (or VR) is a computer technology that uses software-generated realistic images, sounds and other sensations to replicate a real environment or an imaginary setting, and simulates a user's physical presence in this environment to enable the user to interact with this space”**
- **“Augmented Reality (or AR) is a computer technology that superimposes software-generated images, sounds, and other sensations on a users perception of the physical world, thus providing a composite experience”**
- **“Mixed Reality (or MR) is the merging of the physical and virtual world to produce new environments where physical and digital objects co-exist and interact in real time.”**

Virtual Reality for Dementia

Created by Suzanne lee
of pivotal reality ltd

Virtual Reality Might Be the Next Big Thing for Mental Health

For people with dementia, virtual reality can be life-changing

Virtual reality, smart clothes and reminiscence therapy are offering respite to patients and carers



How virtual reality is helping people with dementia

An NHS pilot is seeing if virtual reality could improve the lives of people with dementia, by taking them back in time to relive formative experiences.

The Marston Court care home in Oxford, run by The Orders of St John Care Trust, has been trialling the technology.

Produced, filmed and edited by  [Dougal Shaw](#).

Forget the VR hype. In healthcare, it's making a real difference

Treatments for cancer and depression can take on a new dimension thanks to advances in virtual reality technology

Electrostimulation Study Gets Alzheimer's Patients to Recall Vivid Memories

By Wissam Deeb, The Conversation | September 23, 2019 12:30 pm

NEWS

Transform Your Understanding Of Living With Dementia With Oculus Rift



VR for Dementia

- **Evidence of forgotten memories being recalled thanks to using virtual reality.** A lady remembered a childhood holiday with her brother who had since passed away and literally had tears of joy when she remembered it after watching a VR beach experience!

Evidence of improved ability to communicate with others after using VR. A lady who never spoke to others started singing Happy Birthday during a birthday party VR experience!

Ability to travel to virtual places from users' past as well as places never visited before and not thought likely to ever see. We brought a lady to her beloved childhood place on her 102nd birthday thanks to VR!

Ability to personalise content including creating personalised content for users to view within virtual reality for meaningful impact. We've filmed a children's home where a resident grew up so she can visit it again by using VR

Users can experience activities that they can no longer do because of mobility, health & safety etc such as a lady who was a professional ice skater going back on the ice in VR. She remarked that it was an incredible experience that made her feel young again!





Victor Bogomolov shared his first post.



New member · Thursday at 16:44 ·

Case study

◆ VR is much more than entertainment and everybody already understands it. We are proud to present a pain management application we designed for Chronic Solutions.

◆ A combination of proven psychological approaches together with the immersive power of virtual reality takes pain therapy to a new level.

Find more in our article on how it was created





Gert-Jan Brok

27 September at 10:24 · 



VR is about immersion. The better we can harness that immersion the better results we can get. We are looking for partners who are willing to review our prototype product, in the coming months, that enables accurate full-body virtual rehabilitation.





Wise Realities Institute for Healthcare Emerging Technologies Research



Yesterday at 06:09 · 🌐

Who says you can't use discovery and science to improve mental health? He creates his solar system and back holes and space at **#FEELBETTERVR**

@autism_association_wa @autismwestwa
@autismspectrumaustralia





Rowan Giles shared a link.



13 September · 🌐

Hi everyone - I wanted to say a big thanks to this VR community. I came on a few weeks back asking for case studies of people who had used VR in childbirth (inspired by conversations with Keith Grimes). Rosie Collins put me in touch with Ed Greig and I pitched his and his wife's story to the press. Yesterday, this piece was published: [[https://inews.co.uk/news/...](https://inews.co.uk/news/) See more



INEWS.CO.UK

'Virtual reality really eased the pain of my labour – and I avoided an epidural'



