



Virtual Reality as a use for rehabilitation for Traumatic Brain Injury

EMILY LAU & BILLIE-JEAN LAING

Why our topic is relevant:

- Brain Injury is one of the leading causes in the world for death and disability
- Using VR enhances the experience of real life situations for a person to adapt back to their everyday routine
- VR could be used as an alternative for cost other than using therapy session for rehabilitation

Why we chose the topic:

- This is an interesting topic. With the ever increasing use of technology as an aid its easy to see how virtual reality technology can be helpful in some circumstances. What's surprising is the lack of research around traumatic brain injury rehabilitation therefore the question lies whether we know enough about traumatic brain injury rehabilitation to be using virtual reality to assist with rehabilitation.

Team Responsibilities

The work will be spilt evenly between the two members of the group.

Research responsibilities include:

- Long term and short term impacts on the use of Virtual Reality
- Positive impacts on the use of Virtual Reality
- Negative impacts on the use of Virtual Reality
- Ethical viewpoints
- Solution and recommendation

Practical responsibilities include:

- Creation of presentation slides
- Creation of Website
- Research on the topic
- Written content for the website