

# Virtual Reality for human rehabilitation

Aurélia Besse, Etienne Duverney, Jean-Guillaume Ponsard, Romain Junca

March 2019

## 1 Introduction

This document is presenting the articles and the context leading to a problematic for our research project about Virtual Reality for human rehabilitation.

## 2 Context

Definition: The Virtual Reality technology is an interactive computer-generated experience taking place in a simulated environment. Nowadays its generally composed of a head mounted display and 3D audio headphones.

This technology allows for a fully imersive experience for the user.

Evolution:

Accessibilité:

état de la VR aujourd'hui:

Domaine médical:

Is it Good ?

## 3 Problematic

## 4 Summary of our articles