

A Fein Climb is a Quest VR rock climbing game for youth with Cerebral Palsy to make physical therapy sessions more fun and engaging. Kids use full range of upper body motion to climb the wall using either hands or controllers. Knob distances are customized through calibration for each user's arm reach. Therapists can get real-time view of where the user is relative to the scene in the VR game using the integrated AR component using LIV to provide assistance.

Arnavi Chheda, Ethan Ruoff, and Namratha Prithviraj are willing to have their names appear next to their presentation of their work on the project web page and video for COMS W4172.