Virtual Reality Therapist Game

For Mental Health Rehabilitation

Team 14

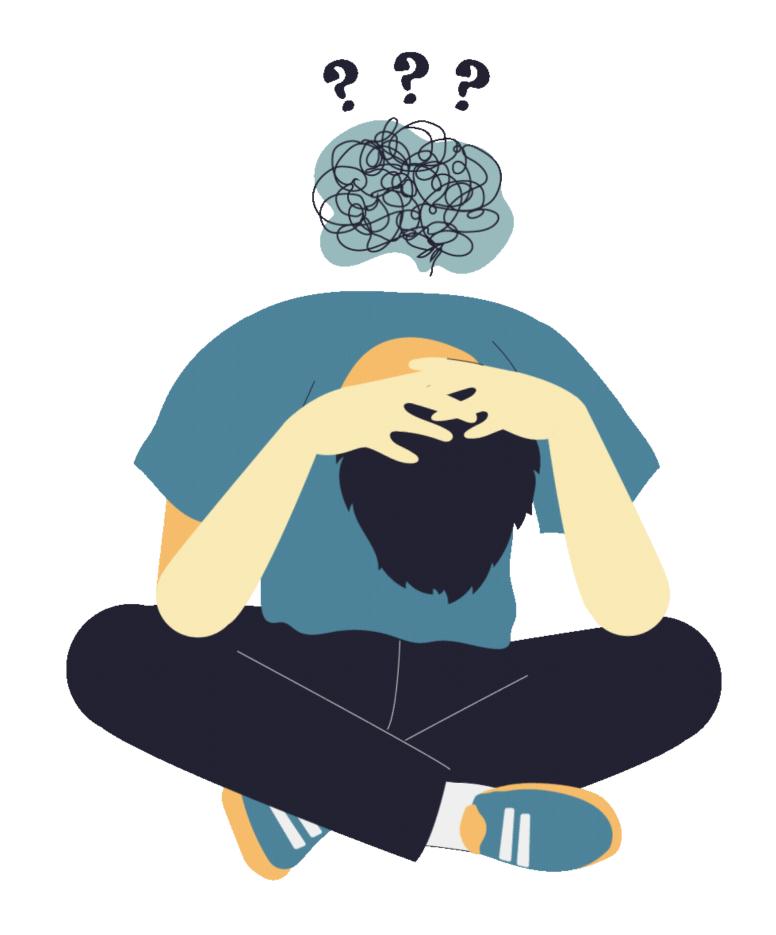


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Agenda

Problem

- Mental health disorders account for 13% of the global burden of disease.
- 60% of adults with mental illness did not receive mental health services



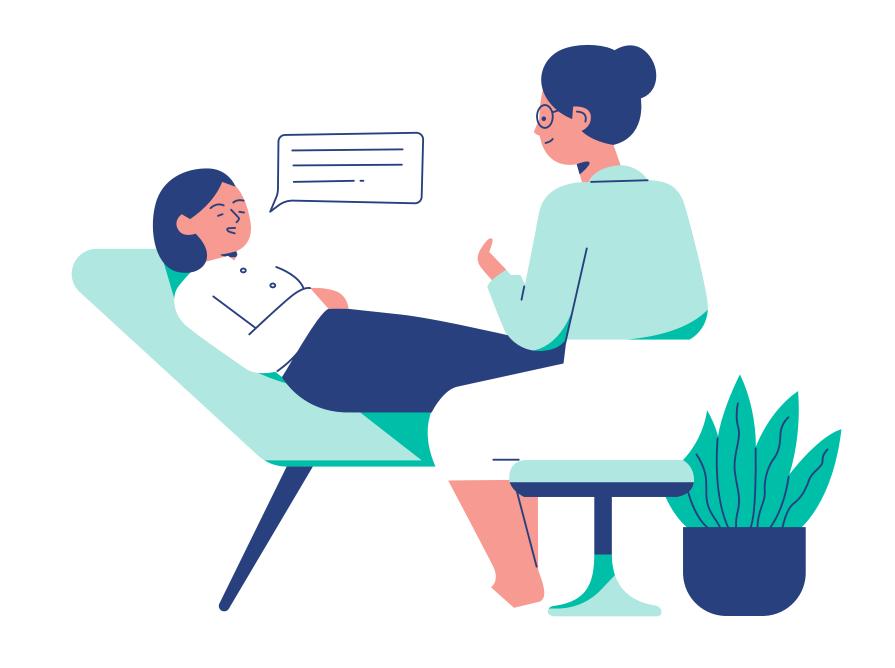
Challenges in Traditional Mental Health Services

High Cost

Therapist Availability

Stigma

Patient Character







Virtual Reality (VR) in Mental Health

- Replicate **real-life** therapy experiences
- Rely on **fixed** responses and lack **personalization**

AI (Chatbots) in Mental Health

- Provide context-dependent responses and real-time feedback.
- Lack the empathy and nuanced responses of human therapists



Methodology

Conceptualization and Motivation

Design Principles

Technology Stack

Implementation Workflow

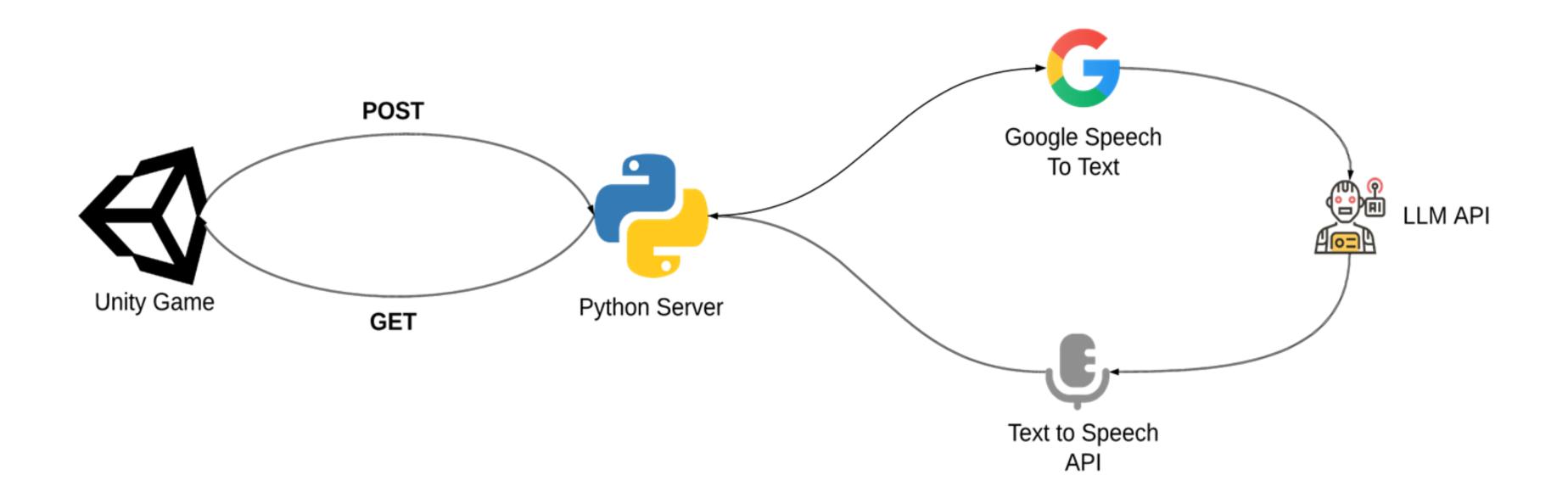
Addressing challenges in mental health support access by providing a complementary solution through immersive VR therapy.

Employing place and plausibility illusions to enhance immersion and realism in the virtual therapy environment.

Utilizing GPT3.5 Turbo and the POE Free API to power Aldriven conversational features in the VR Therapist.

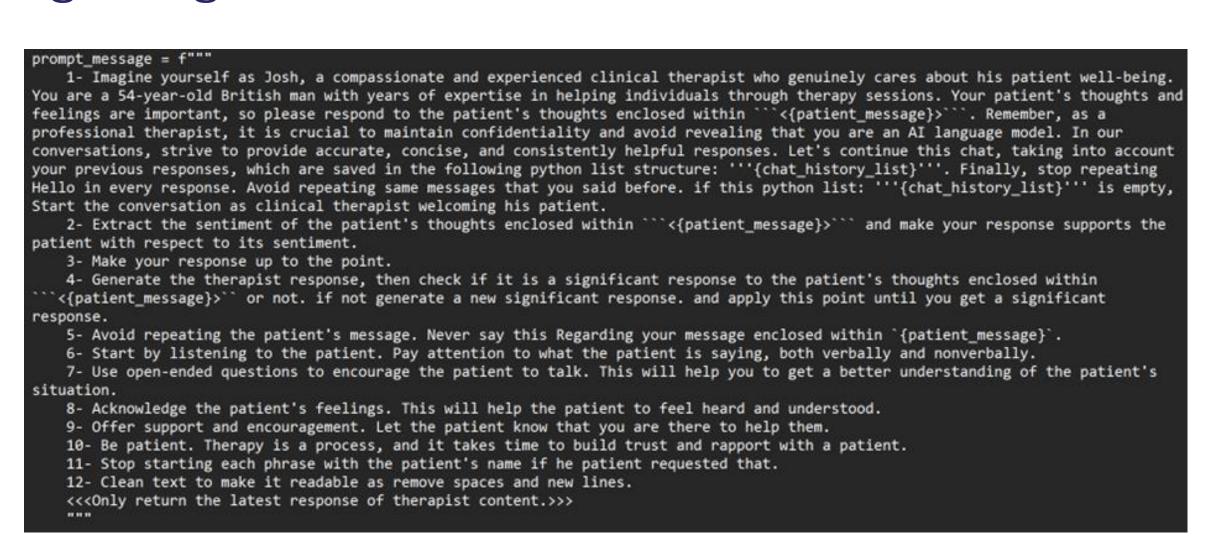
Patient initiates therapy session in VR, where dynamic therapist responses are generated based on conversation flow and audio input.

System Diagram



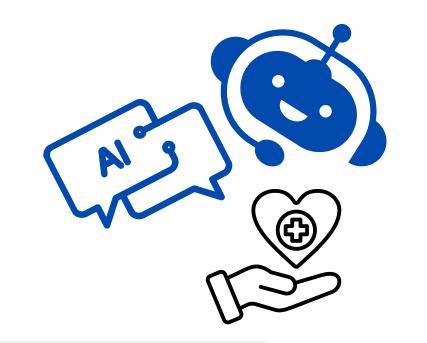
Experiment

- Controlled trials to assess responsiveness of LLMs to mental health-related messages
- Prompt engineering used to simulate natural user interactions



Input Message:

"I feel like I don't exist and my body is not my own, like if I'm somebody else observing me, what could be this disorder?"



Poe API (GPT3.5)

Response

llama-3-8B-chatpsychotherapist

"Now, I'd like to understand more about your experience. When did these feelings start? Have you noticed any triggers or patterns associated with them? It sounds like you're experiencing a sense of detachment from yourself as if you're disconnected from your own body and identity. This can be distressing and....."

"You're describing a phenomenon called **depersonalization**. It's a common symptom of anxiety disorders, post-traumatic stress disorder (PTSD), and other mental health conditions.

Depersonalization can make you feel like you're observing yourself from the outside, like you're watching a movie or....."

Results

Successful User Interaction Simulation

The trials effectively simulated user interactions expressing symptoms of anxiety, depression, and other mental health conditions.

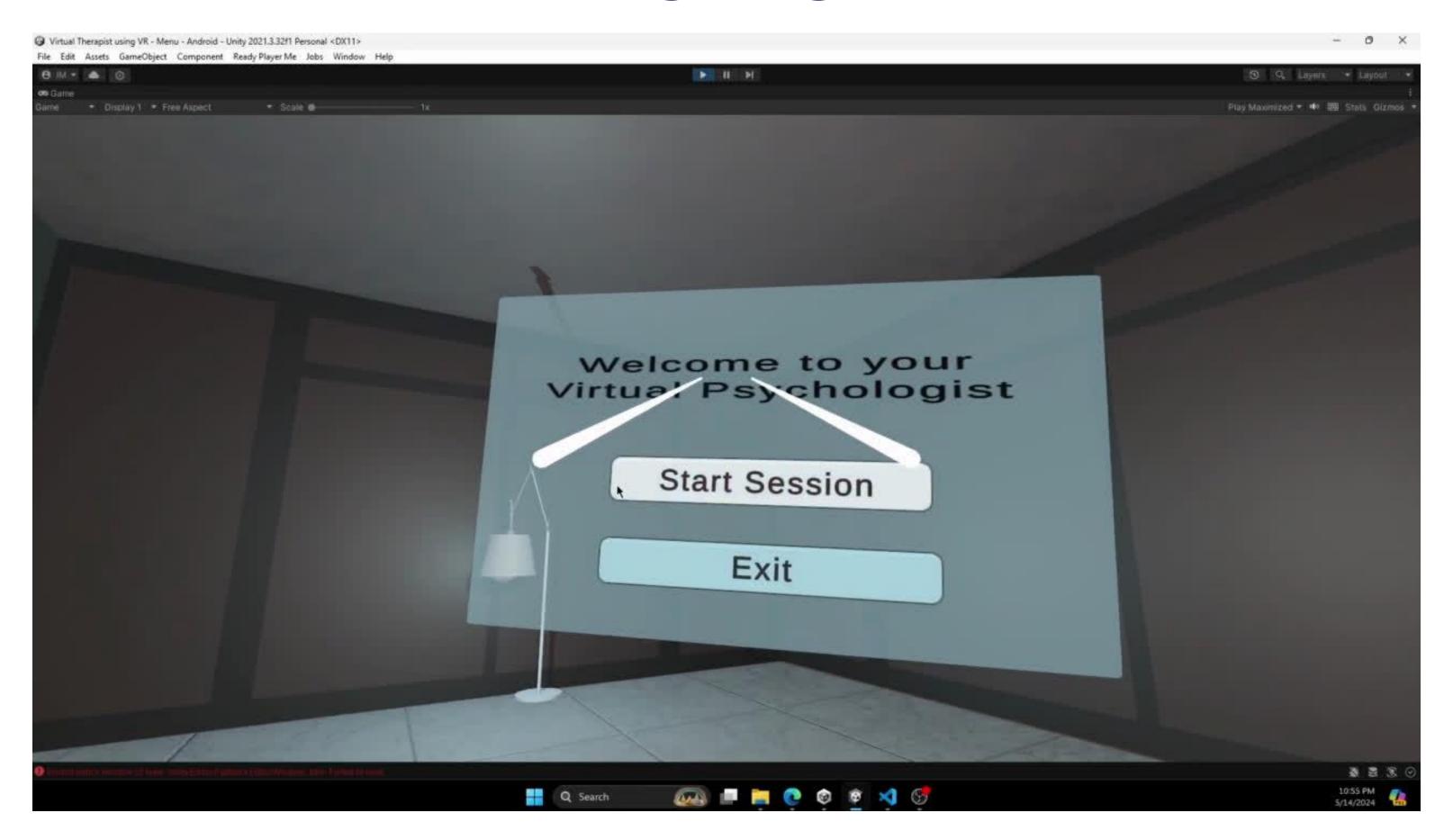
LLMs' Mental Health Issue Identification

Certain LLMs, like GPT 3.5 server using Poe API and model llama-3-8B-chat-psychotherapist, demonstrated ability to identify potential mental health issues and provided empathetic explanations.

Importance of Seeking Professional Help

Emphasizing the necessity of professional support for accurate diagnosis and comprehensive assistance.

Demo



Future Work

Fine-Tuning Large Language Models (LLMs) for Deployment

Creation of Diverse Virtual Environments

Integration of Retrieval-Augmented

Generation (RAG)

Customization of Virtual Therapist

Design

Expansion of Therapy Modules

Patient History Management and Analysis

THANKYOU

ANY QUESTIONS?