

Choosing virtual and augmented reality hardware for virtual rehabilitation: process and considerations

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ABSTRACT

Virtual and Augmented Reality hardware has become much more affordable in the past three years, largely due to the availability of affordable sensors and smartphone displays as well as financial investments and buy-in through the entertainment industry. Many new consumer devices are becoming available to researchers, clinicians and software developers. With so many options available, planning a Virtual Rehabilitation project and selecting appropriate hardware components can be a challenge. This paper presents a stepwise selection process for Virtual and Augmented Reality hardware. The process is described through an example project and clinical and technical implications of each hardware choice are discussed.

Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.