Development of a complex ecological virtual environment

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ABSTRACT

Virtual environments (VEs) provide clinicians and researchers an opportunity to develop and implement an engaging, ecologically valid, complex, life-like interactive 3D simulation, which can be tailored dynamically to characterize and precisely measure functional behaviour in response to different multisensory stimuli. Complex ecological VEs that are based on familiar real-world environments enable participants to relate to the training environment which in turn, may promote translation of functional improvements to real-world tasks. This study describes the development of a systematic and context-specific complex VE using simple computer graphics and modelling tools.

Full papers will be published in the Conference Proceeding s and will be available to delegates at the conference on Sept. 10.

Full papers will be released on-line in the ICDVRAT archive on March 15.