

ITALY DAY

ABSTRACT TABLE OF NeuroVR project

PROJECT Nr. 11

SECTOR:	Virtual Reality
PROJECT IDEA IN A HEADLINE:	3D Virtual Reality Immersive Experiences for patients treatment
INNOVATIVE POINTS:	<p>NeuroVR is a platform for interactive virtual environments that offers:</p> <ul style="list-style-type: none">- customizable scenarios to best fits a clinical protocol or the patients needs- large library of 3D objects and multimedia contents- wide range of possible applications: like anxiety disorder, phobias, post traumatic stress, eating related problems and many other- interface with bio-sensors to monitor the patient and make relaxation exercise
POTENTIAL BUSINESSES AND APPLICATION FIELDS:	<p>Health Care application both in clinical contents and home setting. Any business area where a realistic, customisable, immersive simulation could be the added value (natural park, virtual museum, exhibitions areas, architecture preview) Development and distribution of contents</p>
CHARACTERISTICS OF POTENTIAL PARTNERS:	Public Bodies, University and Research centres Enterprises and Private client interested in Health but also Culture, Education, Promotion, Tourism, Training
BRIEF PROJECT DESCRIPTION:	<p>NeuroVR is a VR platform aimed at creating immersive applications to be used as medical treatments for some neuropsychiatric diseases. It is distributed as a freeware allowing the end user to start with a very little initial investment on the whole system. The NeuroVR platform includes two main components, the Editor and the Player; it also includes a set of predefined environments and a library of 2D, 3D and video elements that can be added to customise the scenes. The Player is used to immerse the patient into the scene. This player supports devices like HMDs, trackers and so on and could be linked to any type of external biosensor. The Editor allows the clinical professional to easily modify a virtual scene, to better fit the specific requirements of a given therapy and patients.</p>