

User experiences with an omni-directional (360°) treadmill-based Virtual Reality Rehabilitation Game

Location: Dalhousie University, Halifax, Nova Scotia

Description: This project involves having stroke survivors test a virtual reality rehabilitation game on a special treadmill that allows the person to move in all directions. We will ask participants to do a balance and walking test, fill in surveys, and participate in a short interview.

Language: English.

Eligibility: English-speaking adults who have been living with stroke for 6 months or longer living within 50 kilometres of Halifax with some difficulty with walking.

Participant requirements: Interested participants will be screened on a videoconferencing call (Zoom) before coming to Dalhousie University. We will ask participants to do a balance and walking test, fill in surveys, and participate in a short interview. The study will take place at Dalhousie University and will last less than 2 hours in one session.

Institution: Dalhousie University

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