

VR vs. Real



Onderzoek

Technisch

VR vs Real

VR validation

VR at home

Adherence

Integration

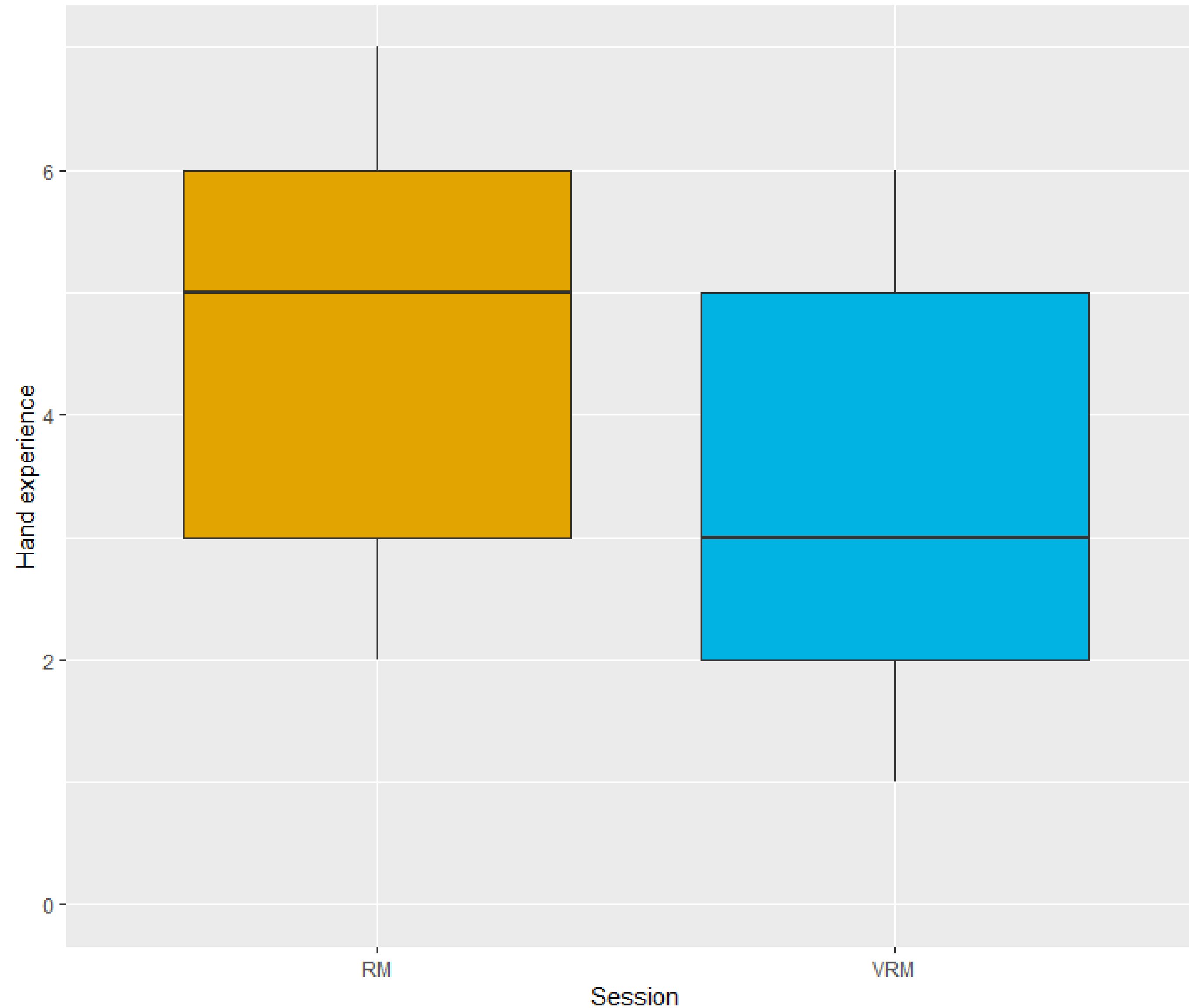
Klinisch

- **Onderzoek VR vs Real**

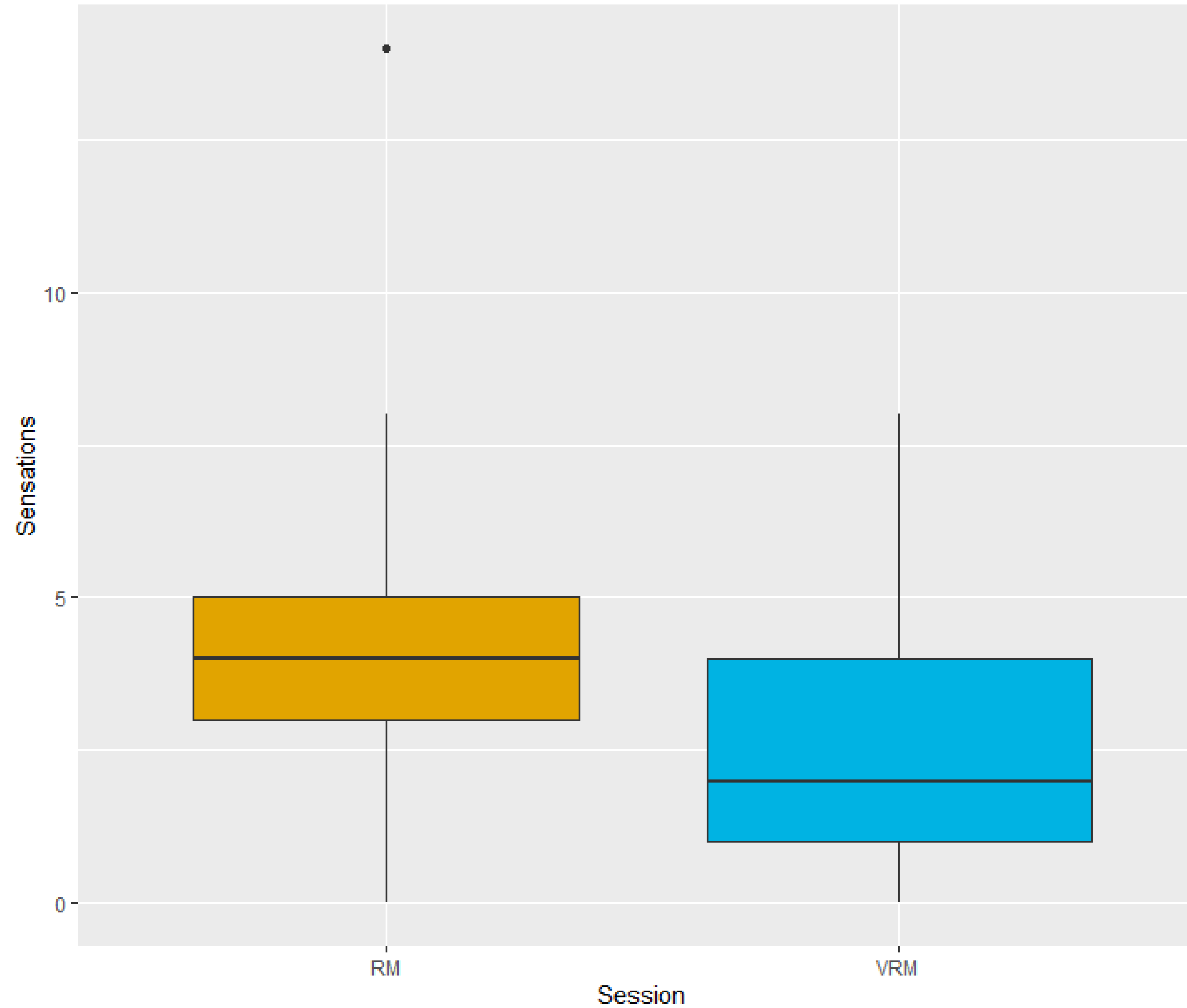
- Experimenten afgerond (28 inschrijvingen, 24 deelnemers)
- Begonnen met analyse (21 deelnemers)



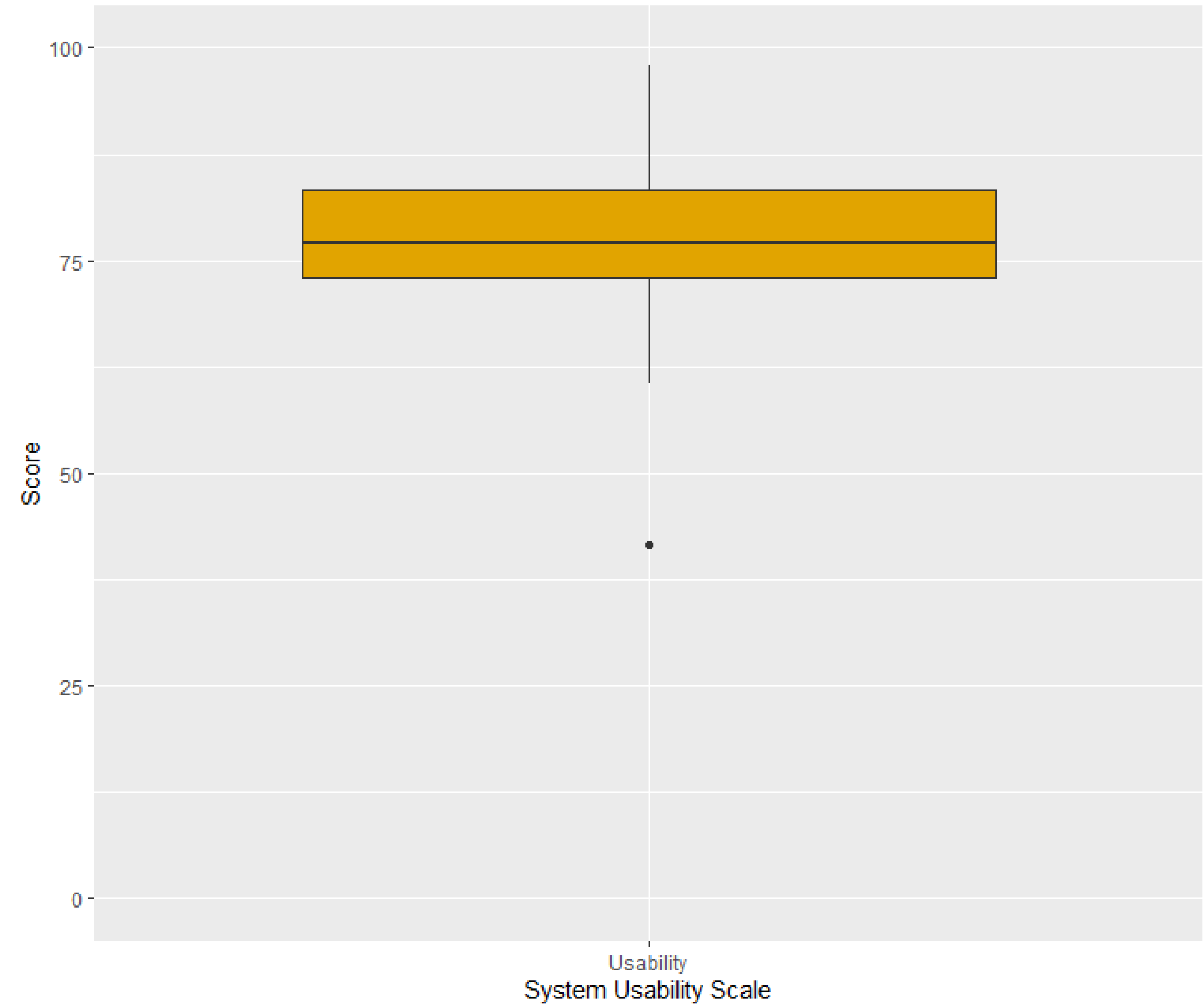
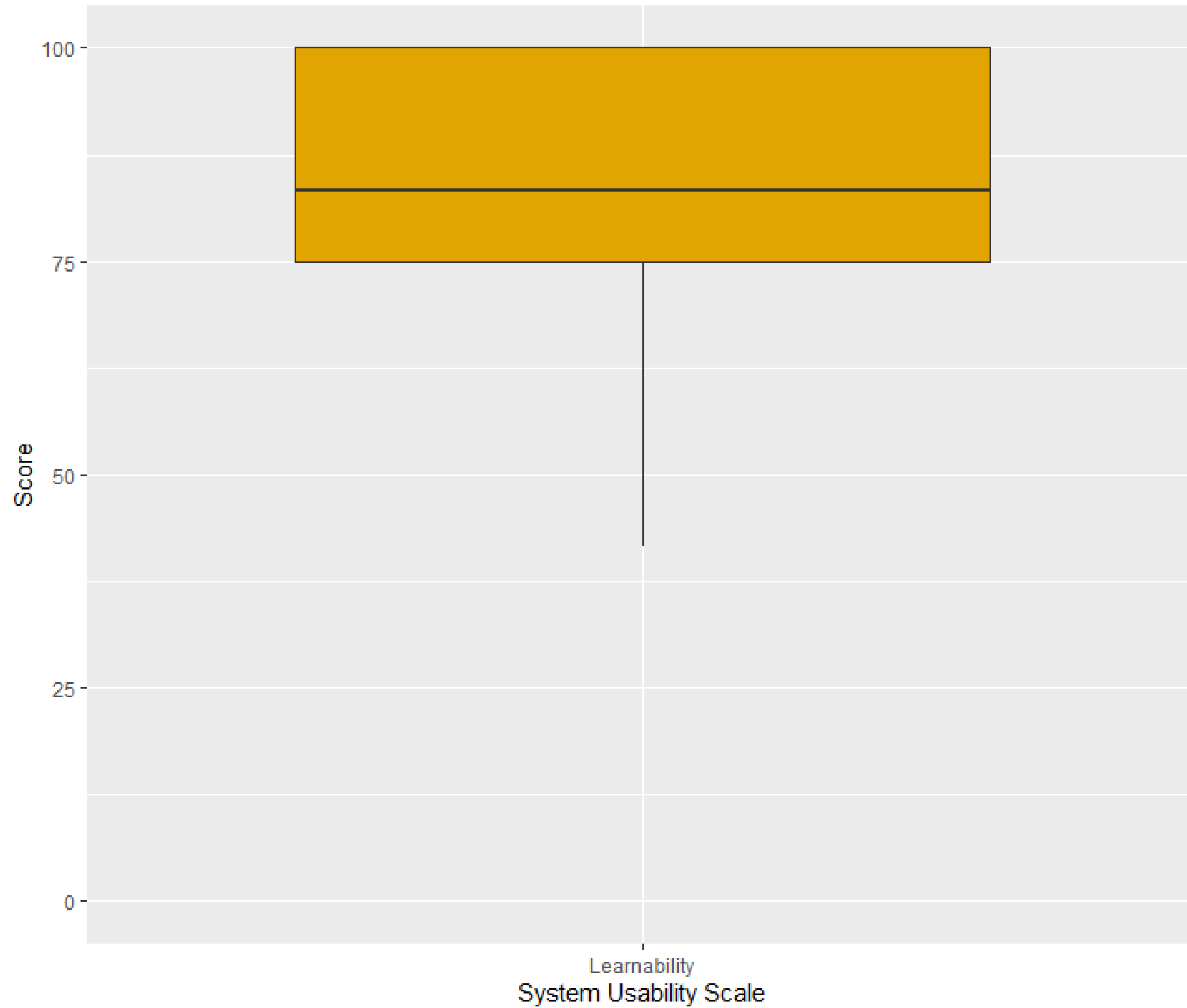
Tijdens de sessie voelde de gespiegelde hand als mijn andere hand



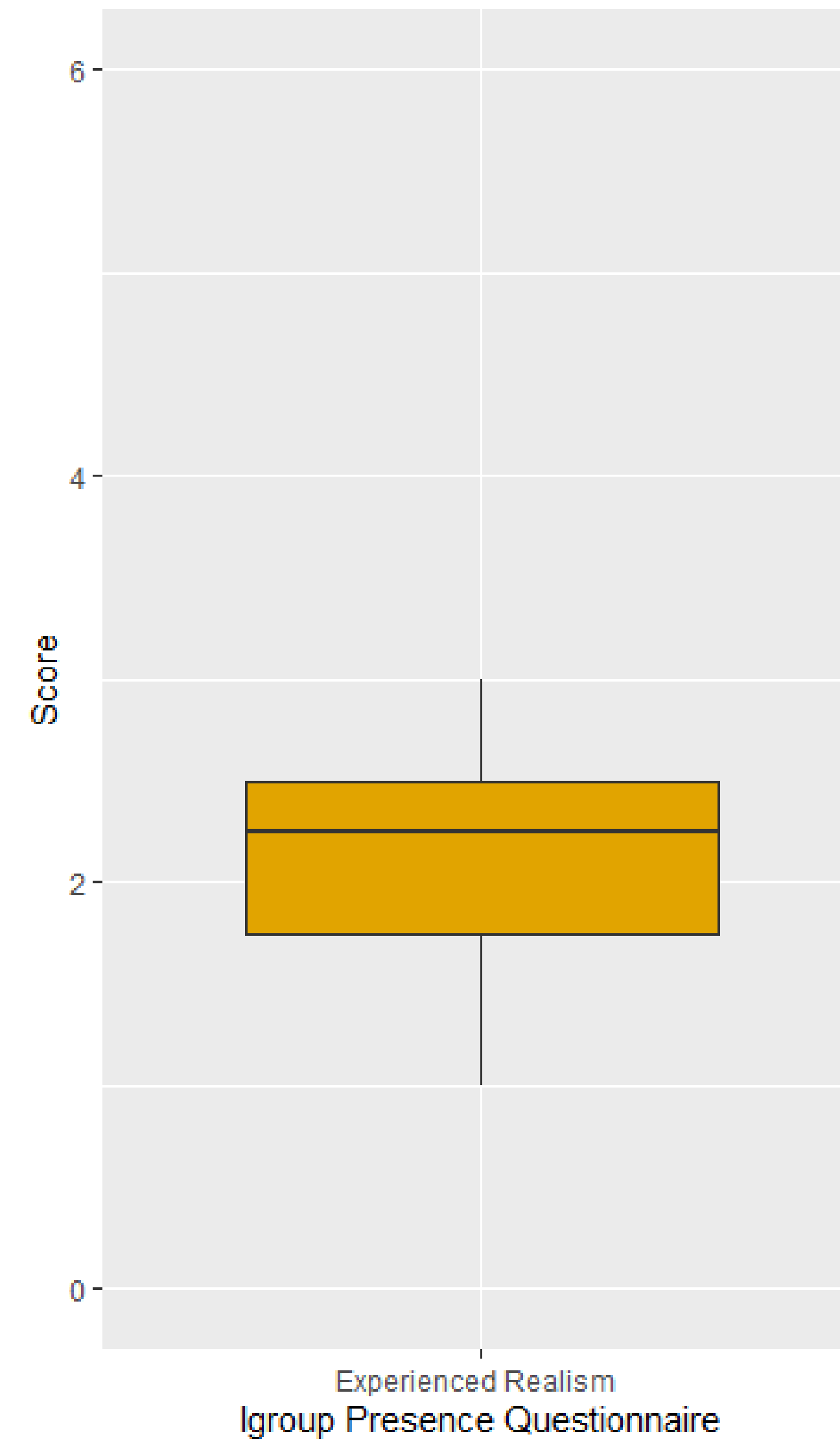
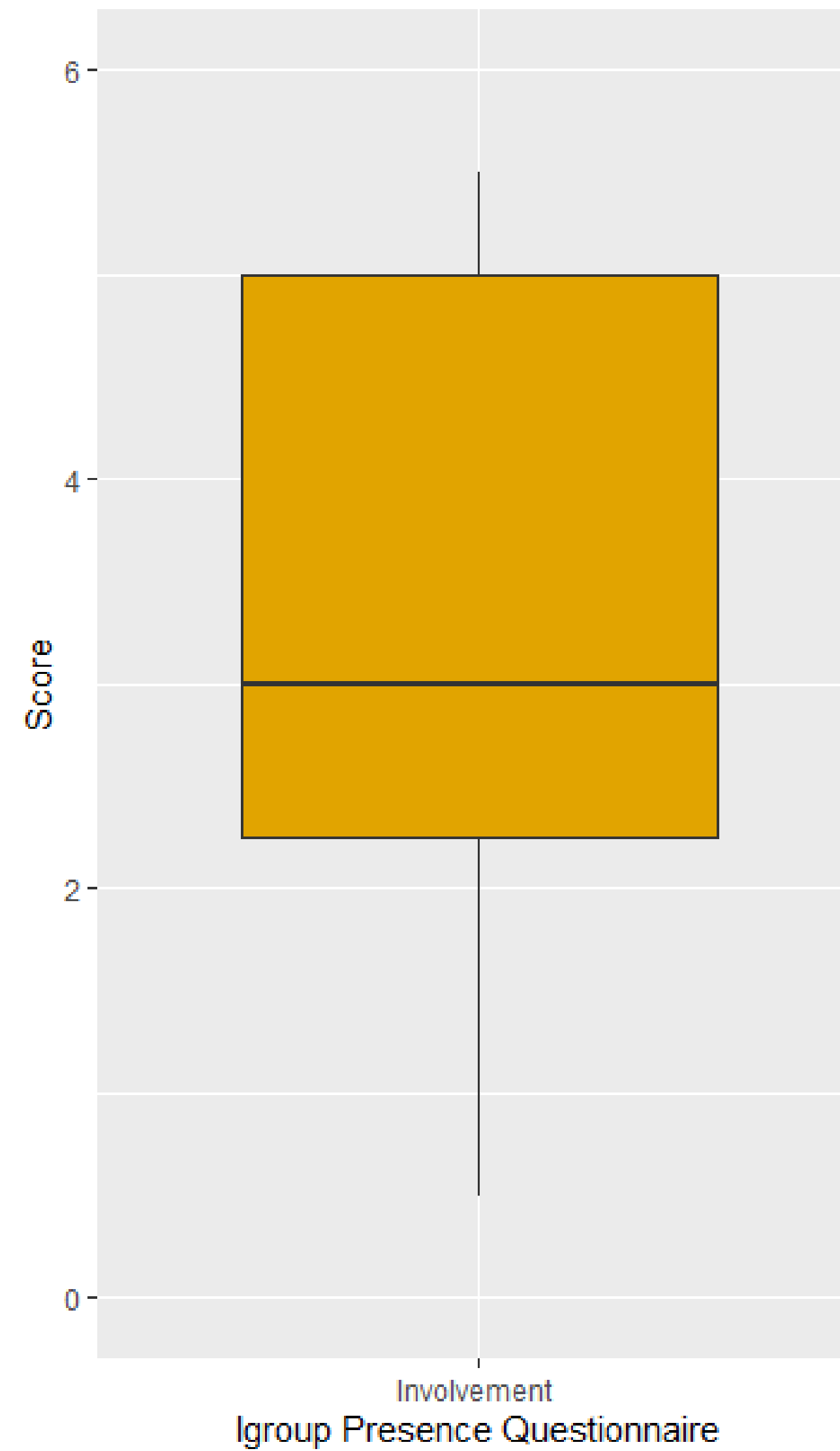
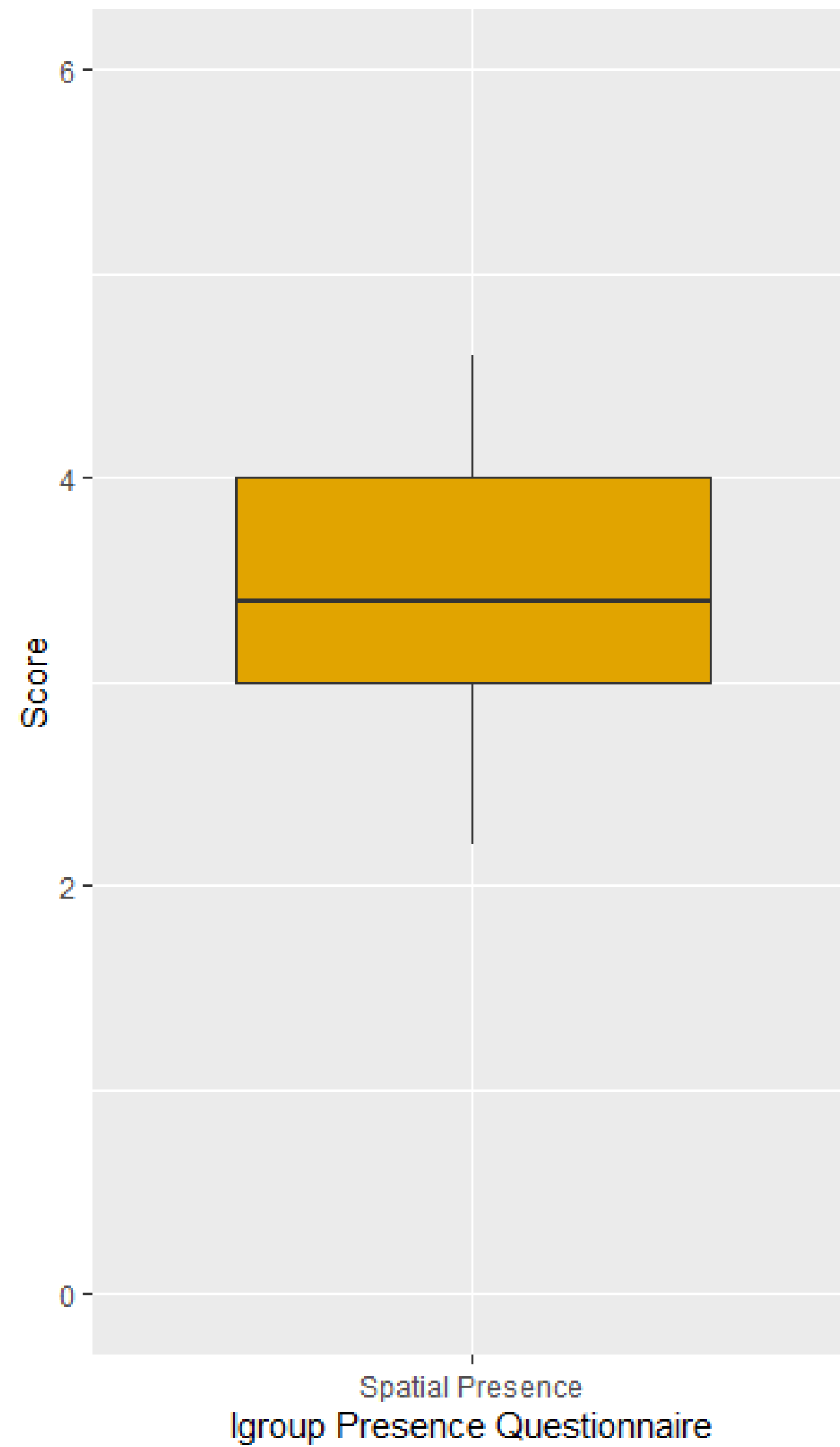
Totaal aantal gerapporteerde sensaties



System Usability Scale



Igroup Presence Questionnaire



Vervolg Onderzoek

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