

System for Ameliorating Phobias – Virtual Reality

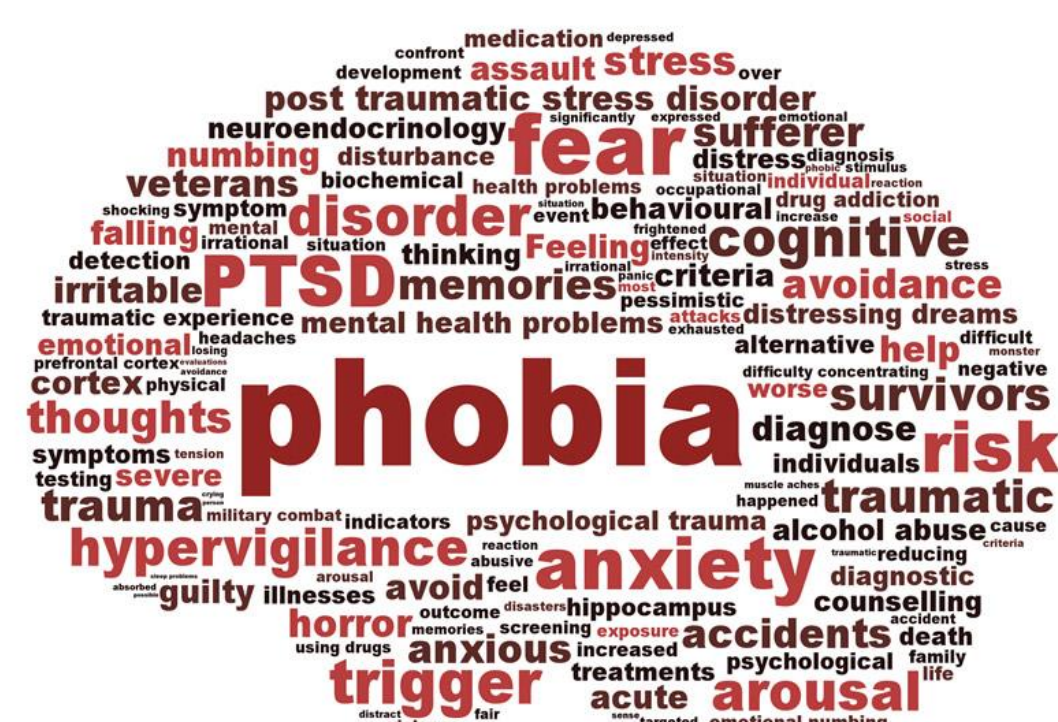
MOTIVATION

13% of the world's population suffers from a certain type of phobia
20% of the people affected by phobias take on therapy or ask for specialized help

- *Cognitive-Behavioral Therapies (CBT)*
- *Gradual exposure in-vivo*

VIRTUAL REALITY advantages:

- Immersion
- Safety
- Greater variety of environments that can be repeated
- Visual and auditory stimuli controlled by the therapist
- Flexibility
- Friendly environment
- Low costs

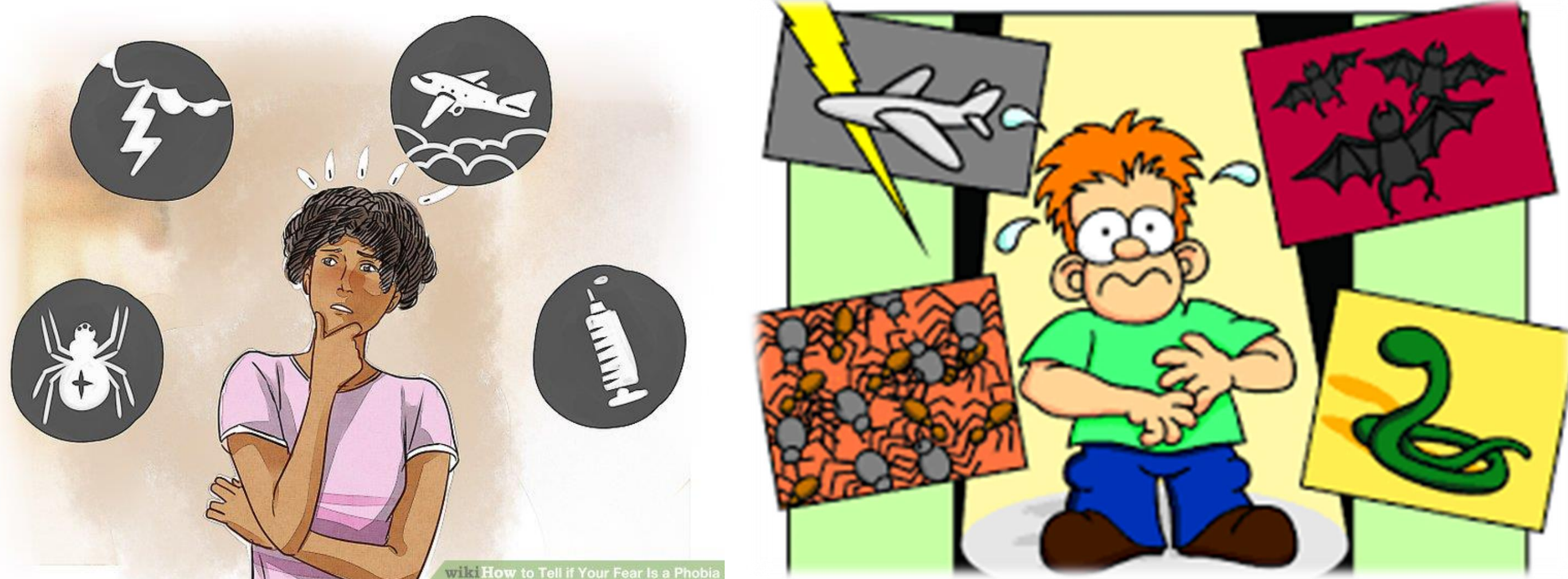


Virtual Reality Exposure Therapy (VRET)

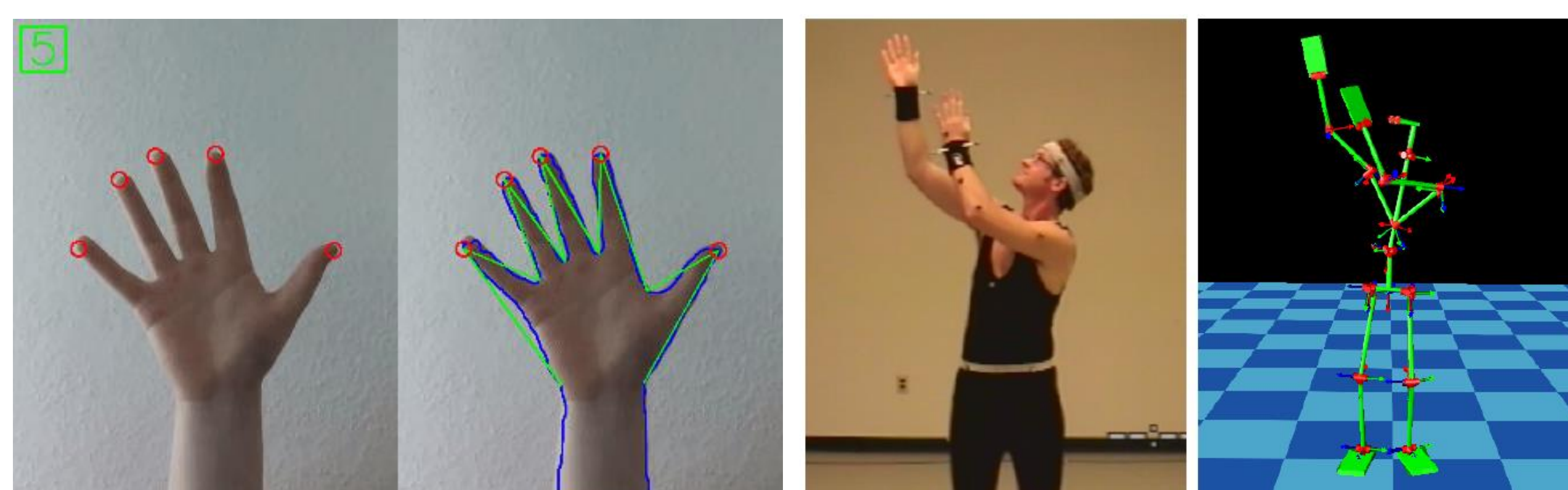
- Strong real-life impact
- Good stability of results in time
- Equal to those obtained in CBT therapies
- No difference in the dropout rate between VR and in-vivo exposure

OBJECTIVES

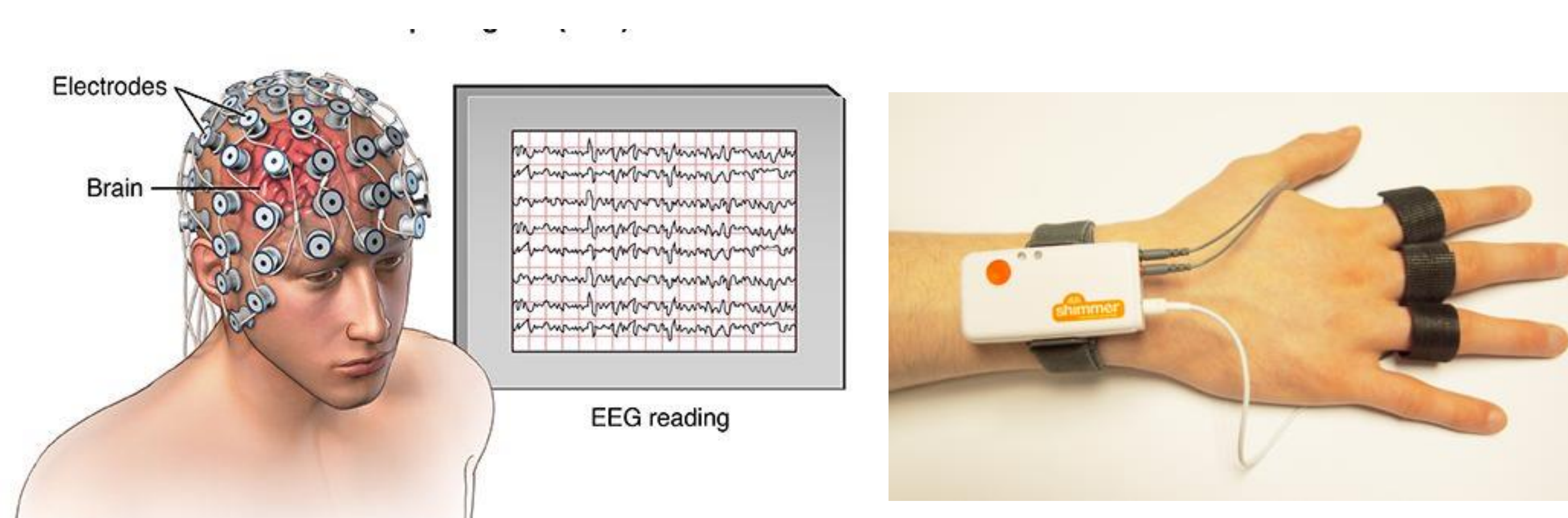
Multiple Phobias Treatment



Gesture recognition & Motion tracking



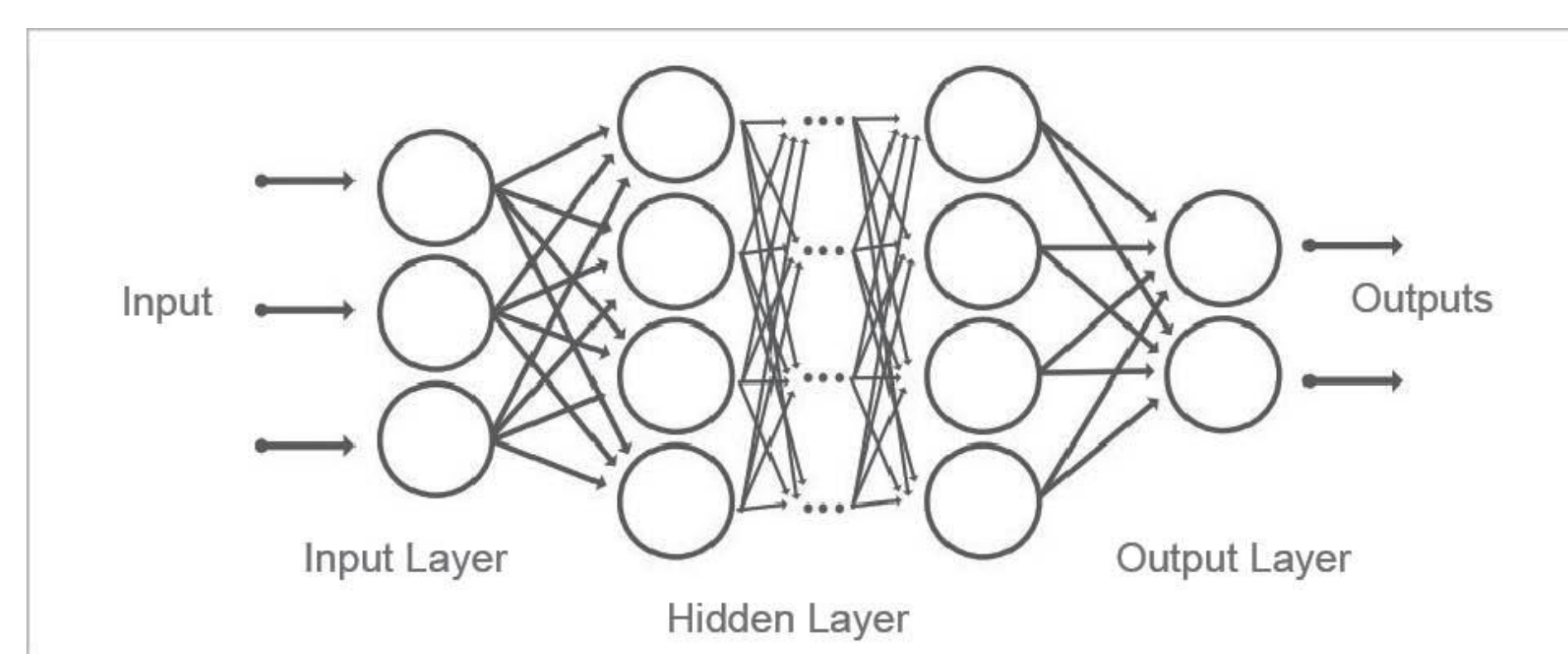
Exposure based on biophysical data



Virtual Reality



Machine Learning & Deep learning



IMPLEMENTATION

VR Game for treating ACROPHOBIA

