

An Exploration of Virtual Reality to Induce the Proteus Effect with the Goal of Reducing the Fear of Falling in Aging Subjects

Thursday, 7 March 2024 12:00 (15 minutes)

This study explored the sense of embodiment in aging subjects using virtual reality (VR). This step is necessary before attempting to exploit VR to reduce the fear of falling through embodiment. We compared the sense of embodiment of aging and young subjects using avatars that were created with 3D cameras. The subjects conducted synchronized movements with the avatars. The sense of embodiment was then evaluated using previously published questionnaires. While significant differences between the two populations were found on the question of capacity to detection physical contact during the VR session, no significant differences were found in response to explicit questions of body ownership.

Presenting author

Elizabeth Thomas

Primary author: THOMAS, Elizabeth (Université de Bourgogne)

Presenter: THOMAS, Elizabeth (Université de Bourgogne)

Session Classification: The role of life sciences in an increasingly aging society

Track Classification: General sessions: Role of life sciences in an increasingly aging society