

HOLOGRAM AND AUGMENTED REALITY BIOMECHANICAL MODELS OF A VIRTUAL BALANCE PHYSIOTHERAPIST AND COGNITIVE TRAINING GAMES

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ABSTRACT

The scope of this mini-symposium is to collect papers for personalized hologram coach platform for virtual coaching, motivation and empowerment of the ageing population with balance disorders. The technology will include accessible user interaction, (holograms, augmented reality games, vocal instructions), along with easy to use wearable (smart bracelet, smart glasses, sensorized soles) and ambient sensors (motion capture) that can be customized to implement and coach the user with specific, individualized exercises. Submitters can be the researchers from biomechanics, motion capture specialist, balance disorders, including physiotherapists, Ear Nose Throat experts (ENTs), neurologists, psychologists and gerontologists.