THE PROBLEM WE ARE SOLVING

- Developing a Virtual Reality Home Simulation for Occupational Therapy (OT) students To Perform FALL ASSESSMENT.
- Aims to simulate real-world home environments like bedrooms, bathrooms, and kitchens.
- Students can identify hazards, test modifications,
 and practice safety assessments in VR.

What Is Fall Assessment & What Does OT Do?

- <u>Fall Assessment:</u> Process of identifying potential hazards in a person's home that could cause falls or injuries.
- Occupational Therapists (OTs): Professionals who help individuals live independently by adapting their surroundings and daily routines.
- OT students learn to evaluate safety, accessibility, and ergonomics in home settings

PROBLEM IN CURRENT METHOD

- Students mostly assess documents and images showing home interiors.
- Lack of spatial awareness cannot move or interact with the environment.
- Limited real-world exposure before field placements.
- Learning feels theoretical rather than hands-on.

OUR PROPOSED SOLUTION



- Building an interactive 360 virtual home
 using Unity 3D, insta 30 x4, and Meta Quest
 3.
- Students can walk, look, grab, and interact with real-life objects in VR.
- Built-in hazard identification and feedback system for self-learning.
- Designed with guidance from OT faculty to reflect real-world conditions.

DEVELOPMENT APPROACH



Tools Used: Unity 3D, XR Interaction Toolkit, Meta Quest 3.

Process:

Identified key learning gaps with faculty.

Generate a 360 degree virtual tour using insta 360 x4.

Added interactive objects and visual cues.

Testing with faculty and improving visuals & usability.

Next Steps: Add scoring and performance tracking features.

BENEFITS TO STUDENTS

- Provides immersive, hands-on learning instead of passive reading.
- Builds confidence before clinical placements.
- Allows safe practice no risk to real patients.
- Enables anytime, repeatable learning in the lab.
- Encourages critical thinking and decision-making.

THANK YOU

