



Approaches and Challenges to Virtual and Augmented Reality in Health Care and Rehabilitation

a short course proposal

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ACM/SIGGRAPH Special Conferences

Committee Chair

Editor Computers & Graphics

Research Interests:
Calligraphic Interaction,
Multimodal Interfaces,
Graphical Modeling

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SA '20 Courses, December 04-13, 2020, Virtual Event, Republic of Korea

ACM 978-1-4503-8112-3/20/11.

10.1145/3415263.3419174



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Interactive Technologies Institute

www.experienceaugmentation.com

Research Interests:

Virtual Reality

Health and Well-being

Persuasive Computing

Behavior Change Technologies

Multimodal Interaction

PI, SUAVE project: Nudging users
towards healthier lifestyles

PI, Augmented Crutches: AR for
helping patients to learn how to
walk with crutches

PI, SENSE:SEAT, Inducing Improved
Mood and Cognition through
Multisensorial Priming



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Research Interests:

Computational Geometry,
Interactive Computer Graphics,
Computer-Aided Healthcare,
Interactive Visualization

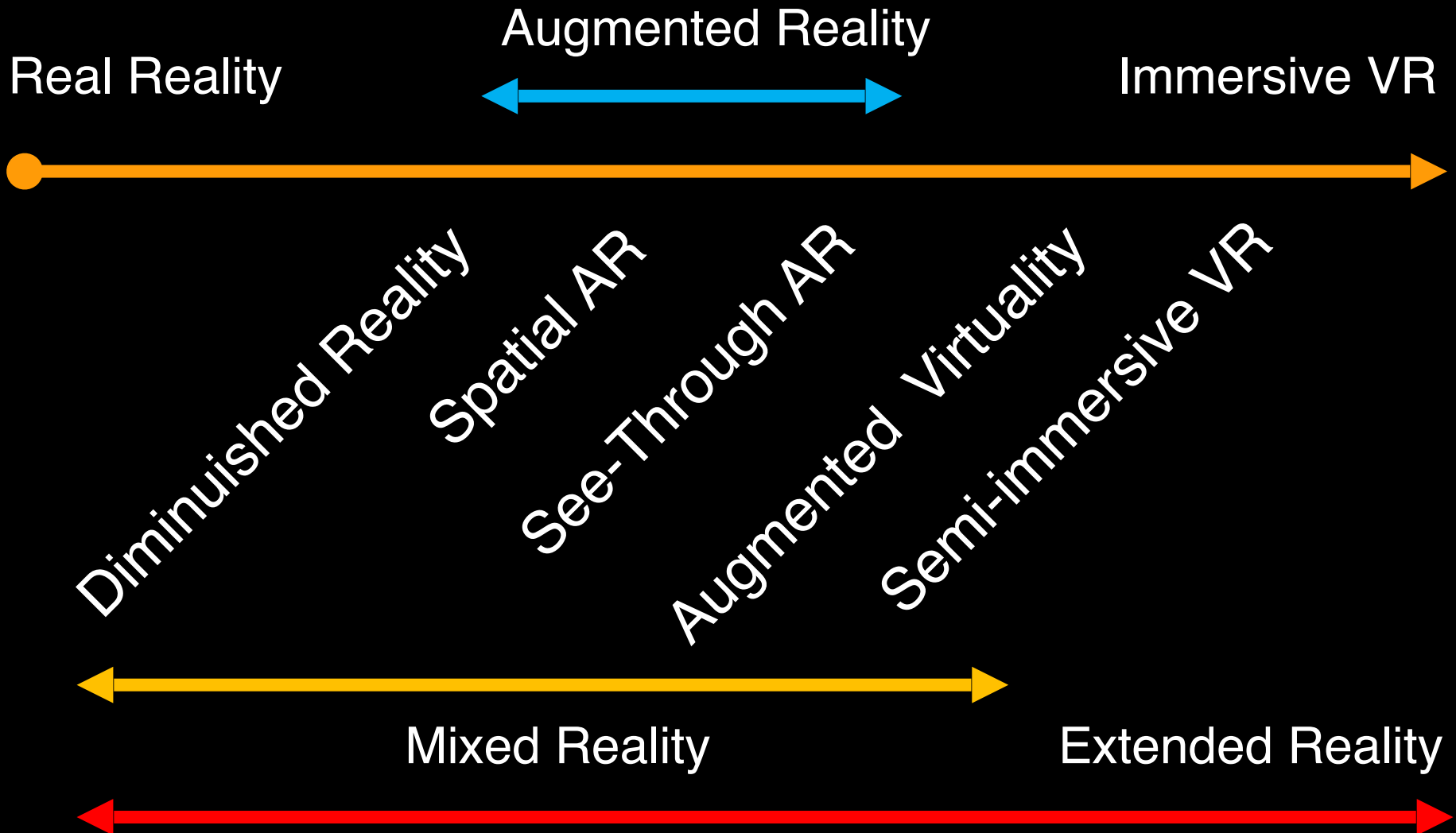
<http://web.ist.utl.pt/daniel.s.lopes>

Introduction and Motivation



Medical UI/UX

Reality–Virtuality Continuum



Challenges

Building a network of healthcare professionals

Identifying current practices

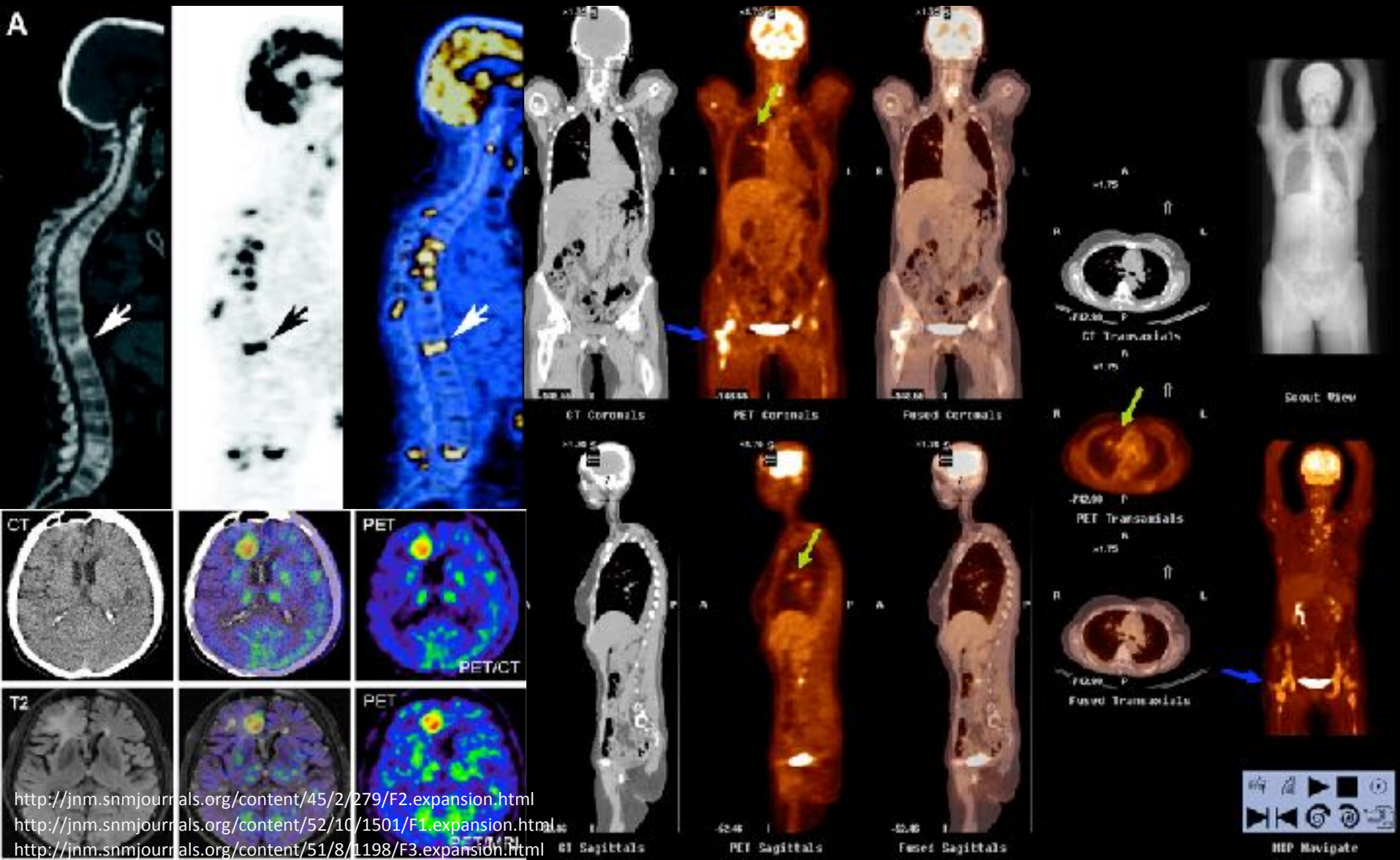
Linguistic Barrier

Big Picture but no Specs

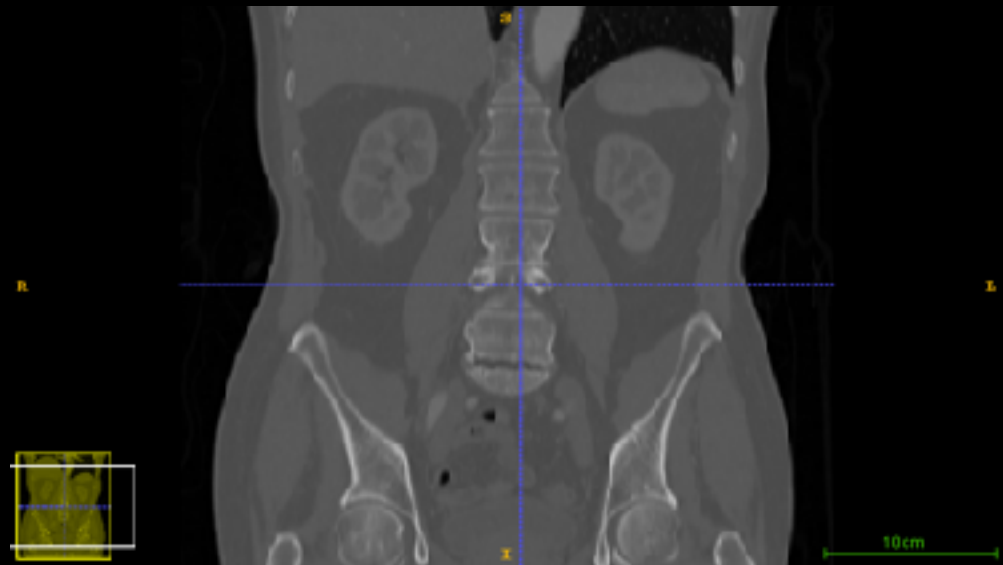
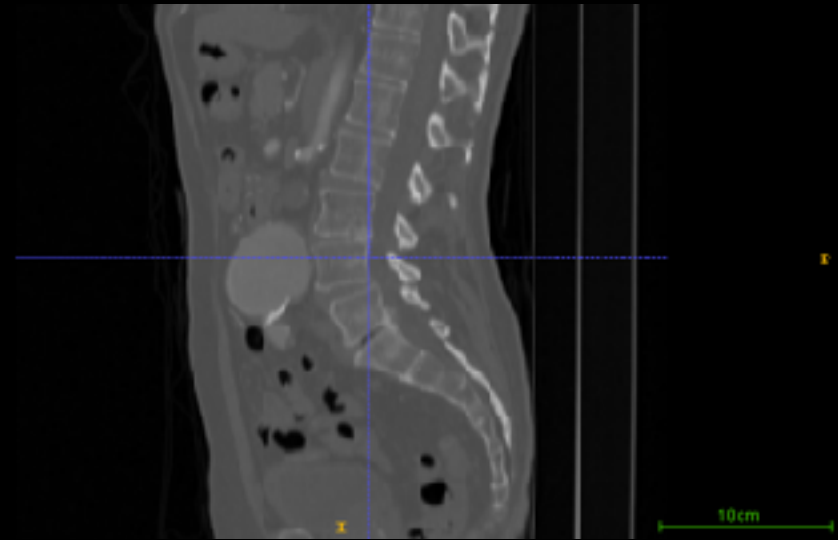
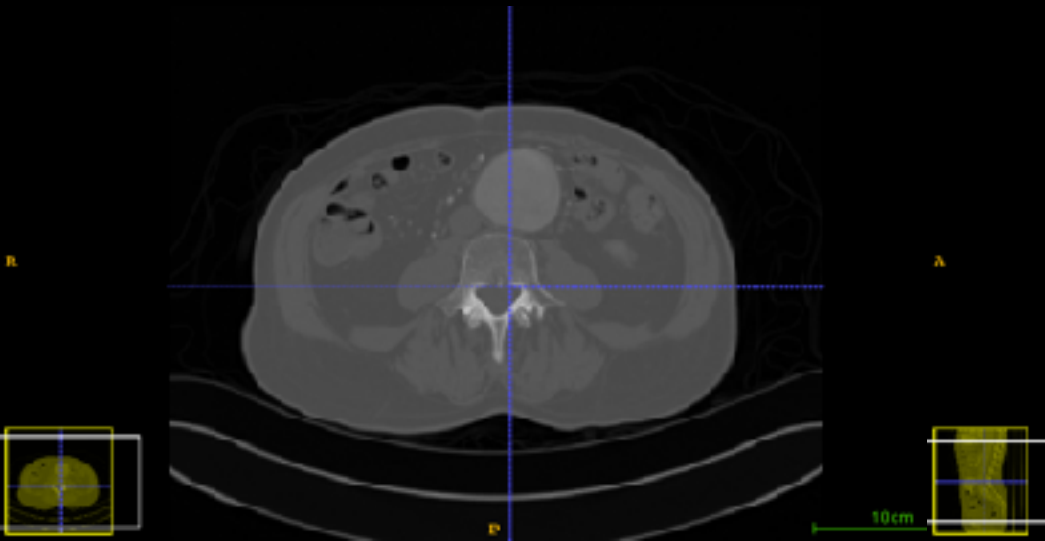
“Automagic worshippers”



Motivation



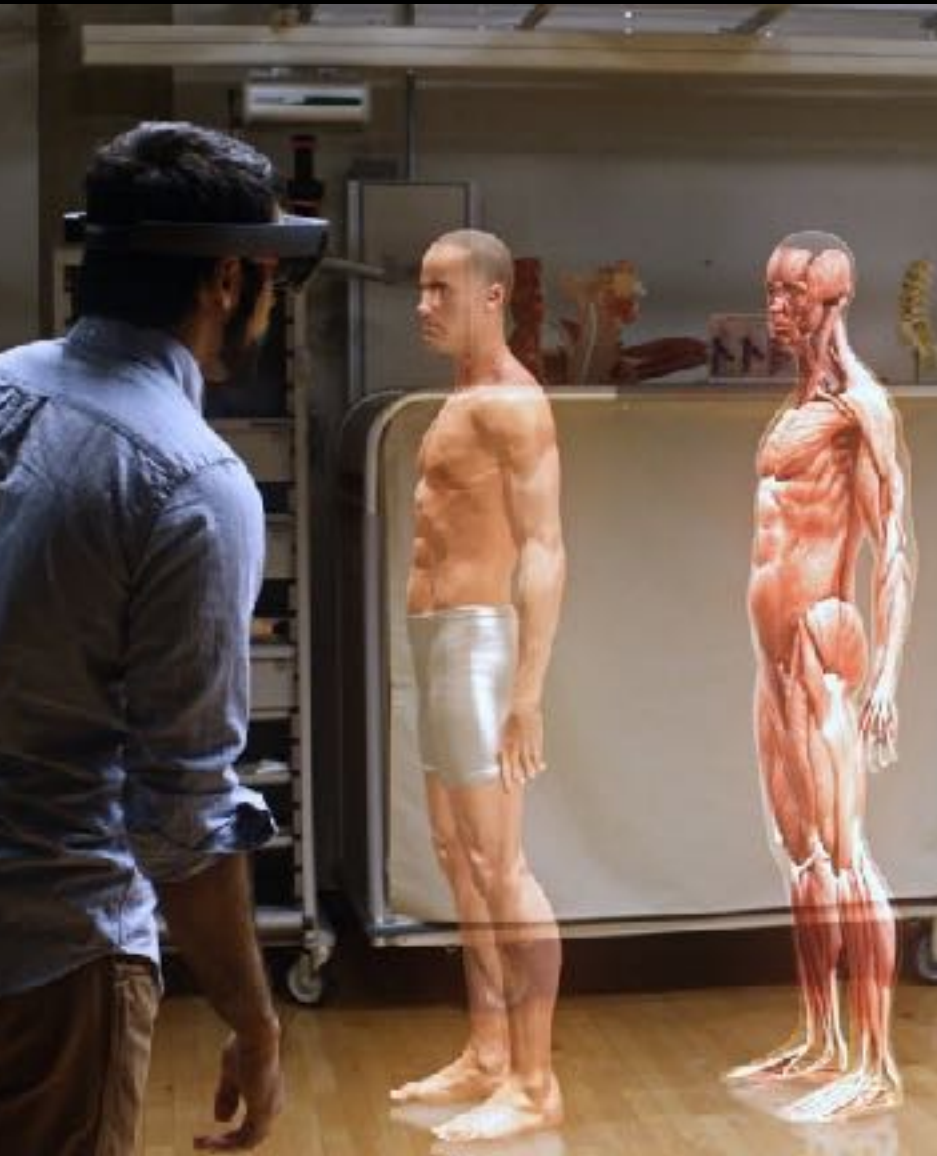
Motivation



Motivation



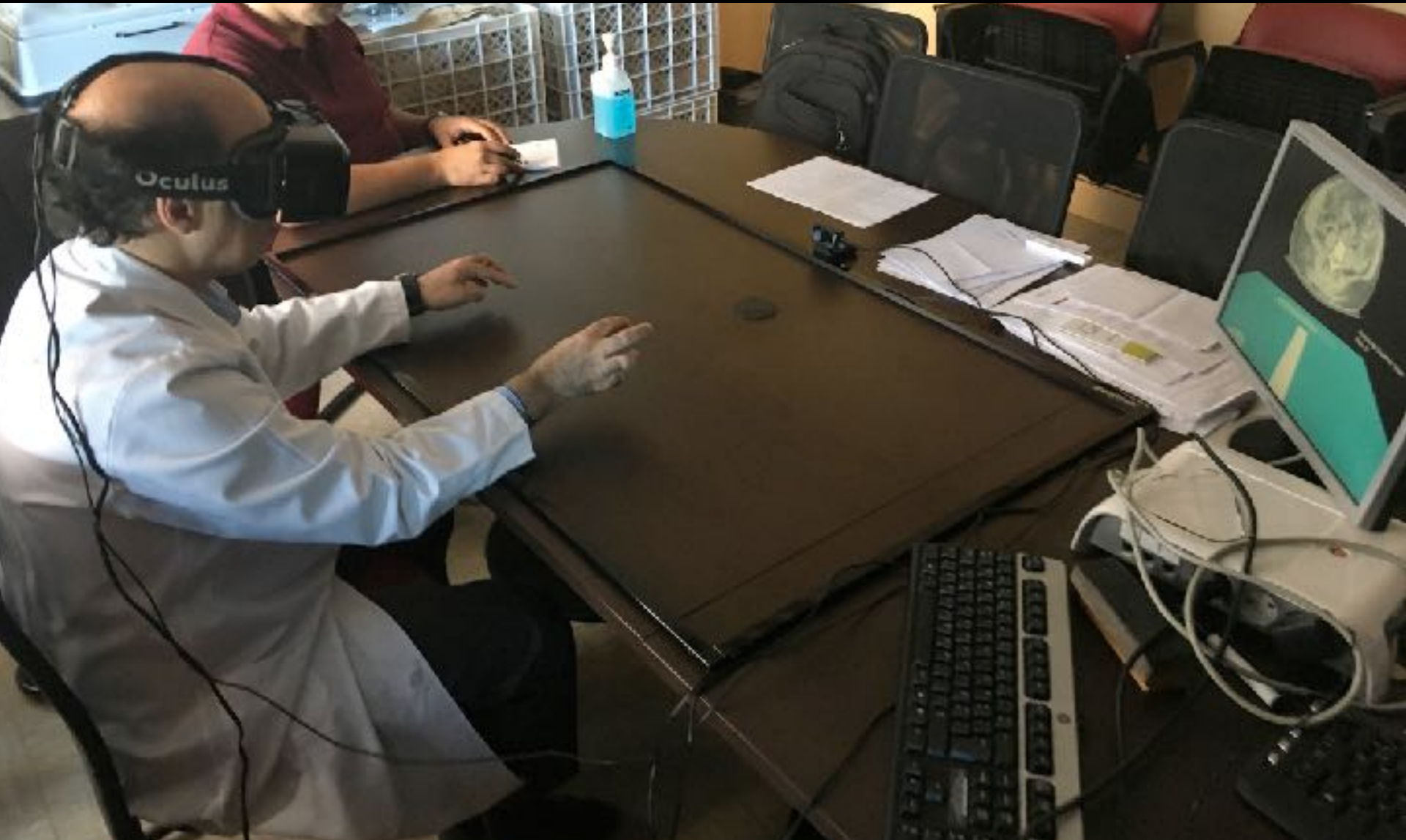
Extend the Reality: Learning

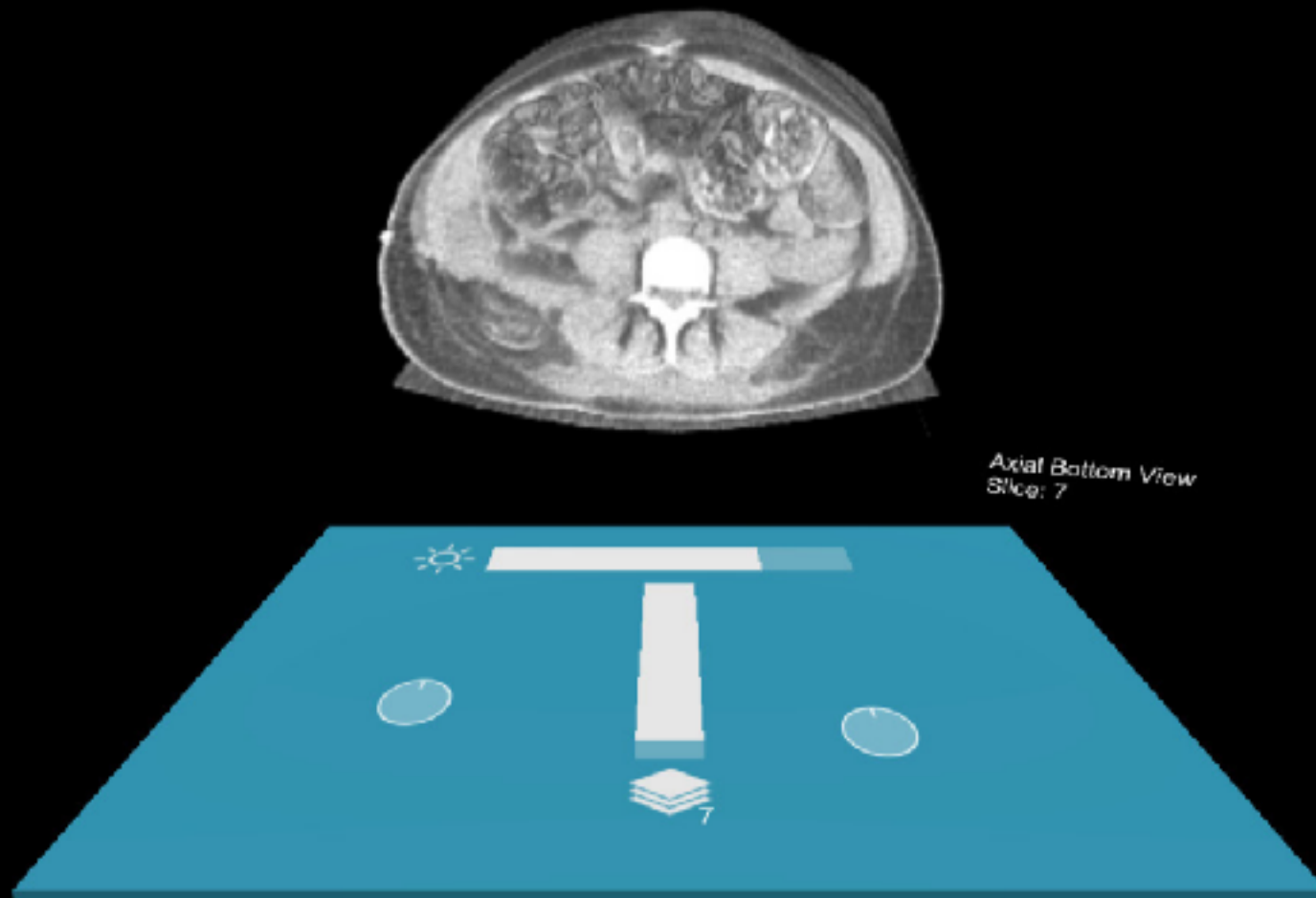


and Collaboration



Scenario: Radiodiagnostics





**VRRRRoom: Virtual Reality for Radiologists in the
Reading Room CHI 2017**

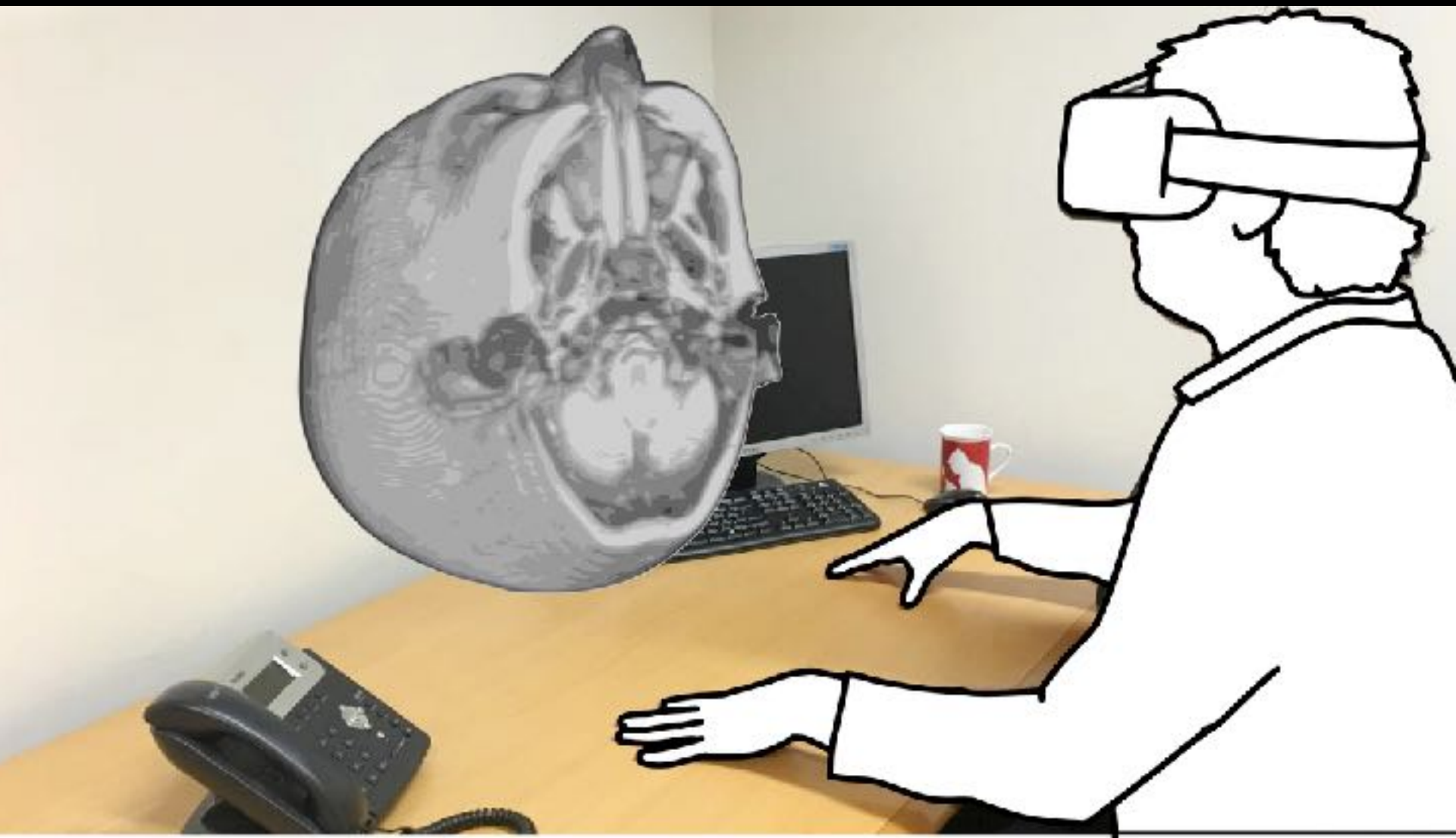
VR for Radiologists in the Reading ROOM



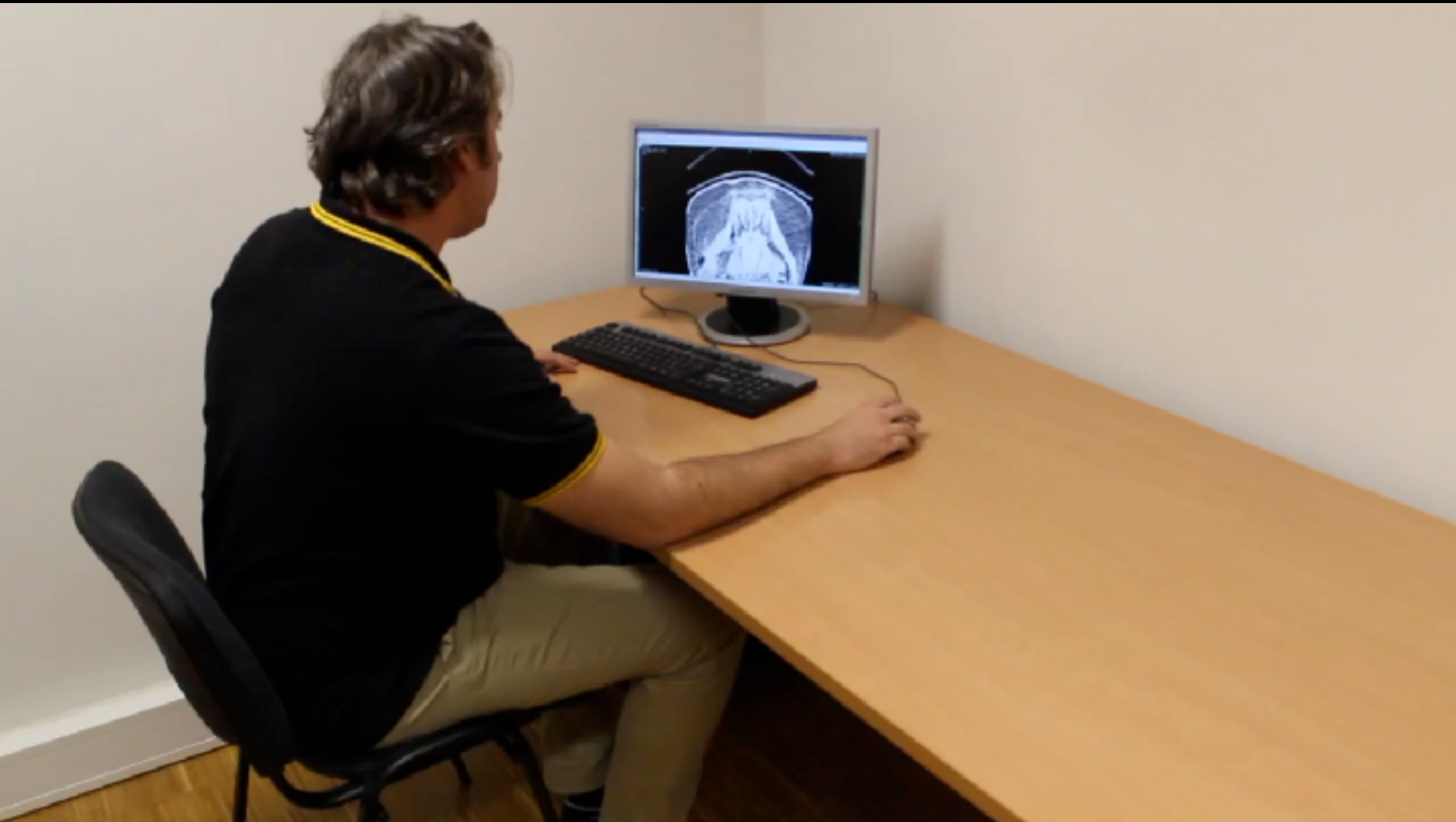
VR for Radiologists in the Reading Room



VR for Radiologists in the Reading Room



VR for Radiologists in the Reading Room



<https://www.youtube.com/watch?v=bsNwV4BhJOw>

VR 4 Radiologists in the Reading ROOM

Evaluation

Medical Specialties

Radiology

Neuroradiology

Gynecology

Obstetrics

Surgery

Dental Implantology



5 no previous experience in VR

Virtual Colonoscopy

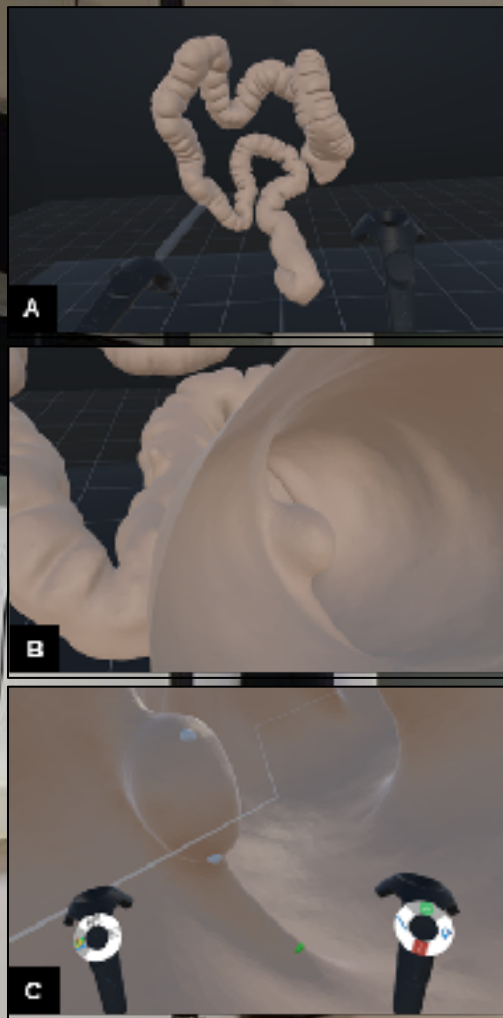


Problem



Problematic





**Interaction Techniques for Immersive CT
Colonography: A Professional Assessment**
MICCAI / VCBM 2018



https://youtu.be/_9EMhjl3kYw

Professional Assessment 5M+2F Doctors



Diagnostic: Minutes << HOURS!

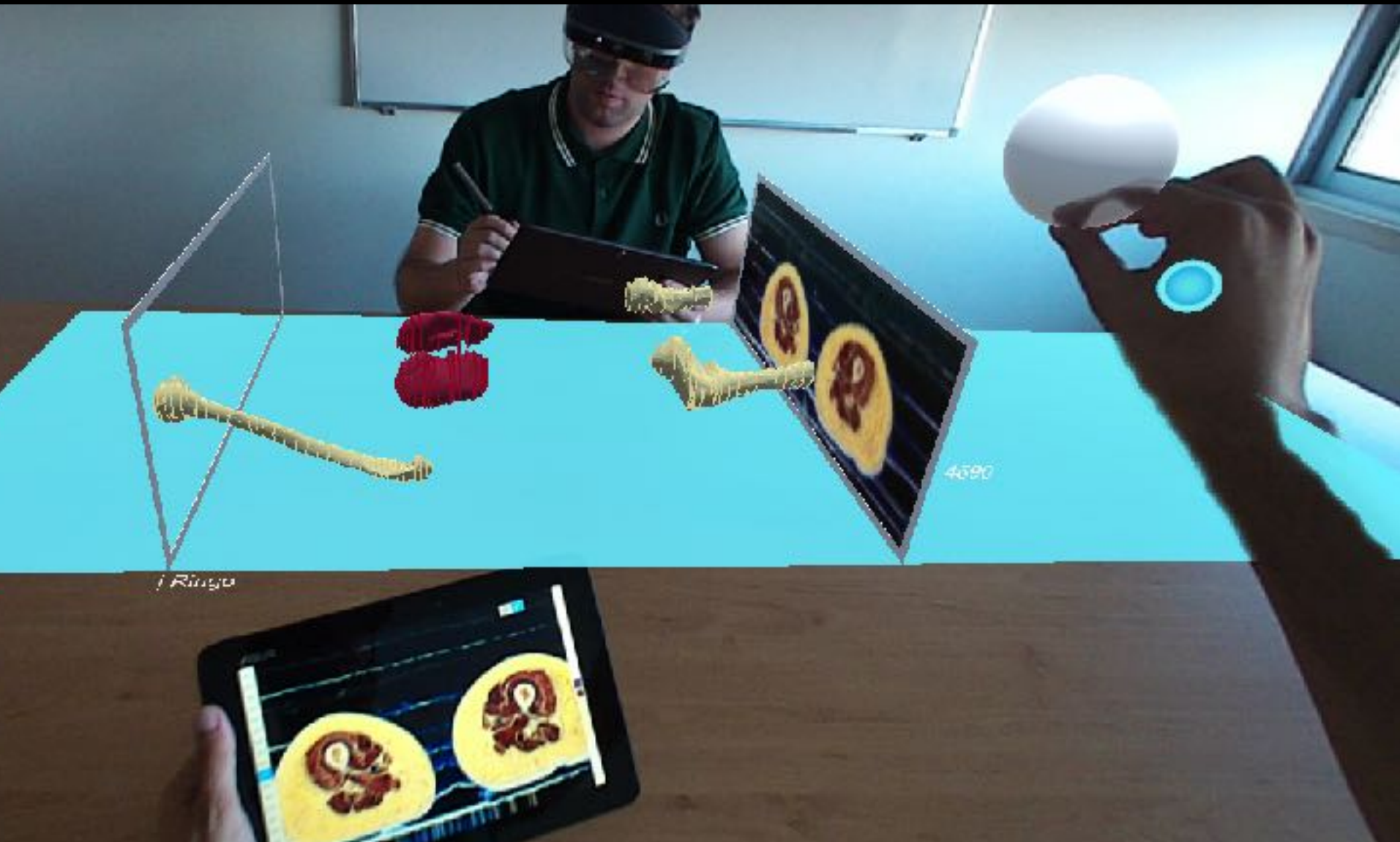
Evaluation

- + immersion
- + freedom of movement
- + World In Miniature navigation
- limited camera control
- Improvements needed

Augmented Dissection Table

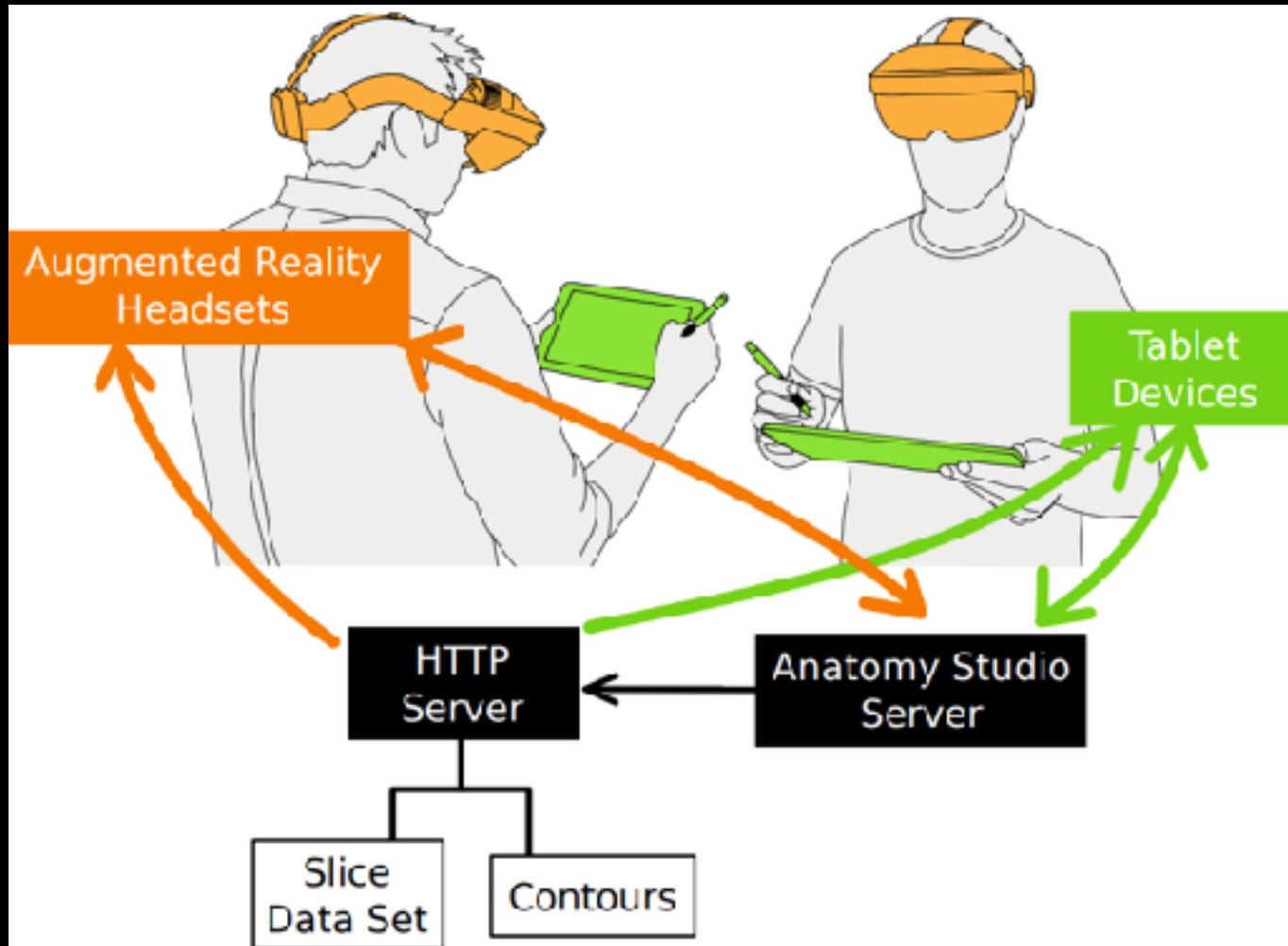
Table for two ... plus one

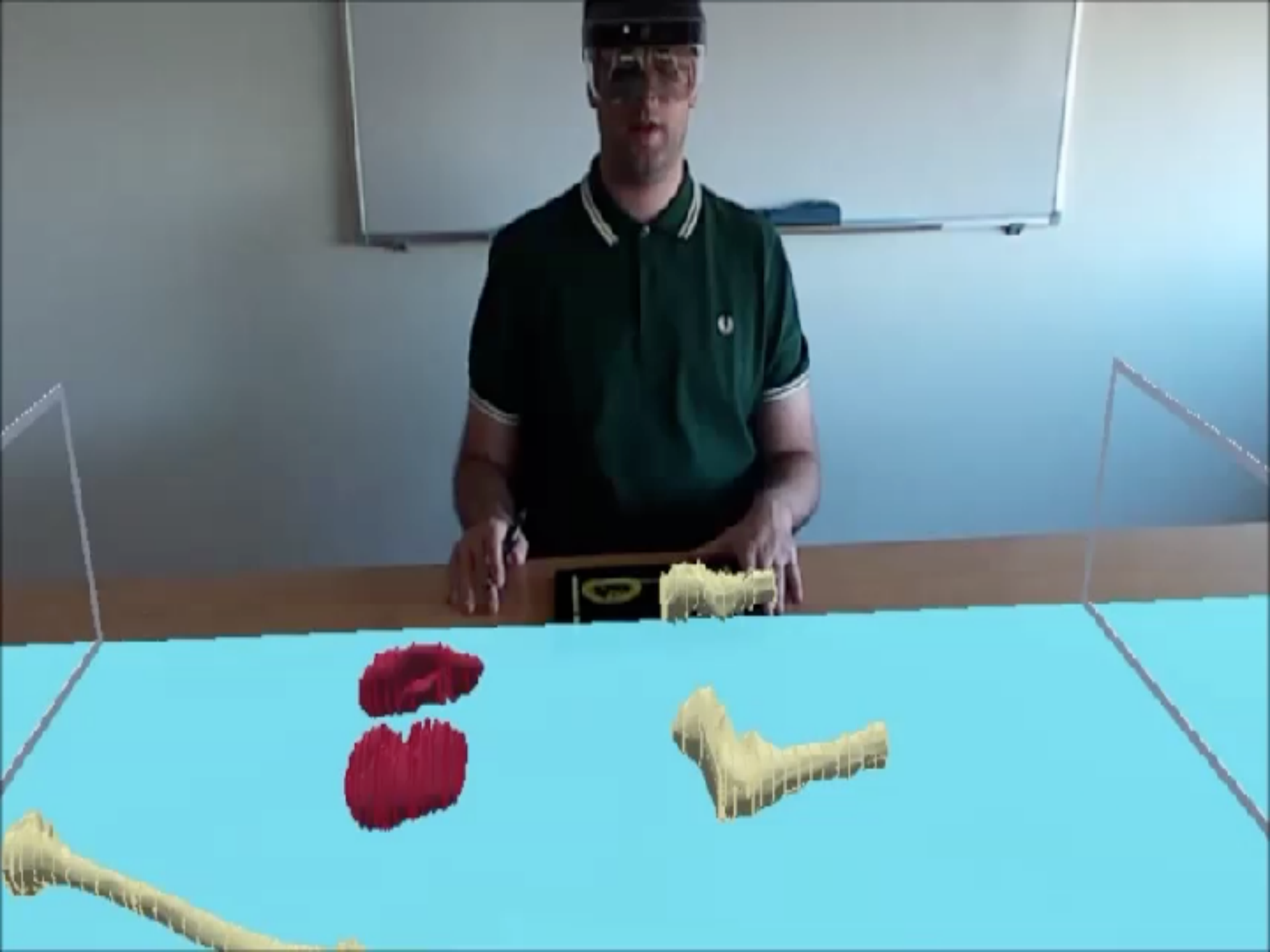
Anatomy Studio: Augmented Virtual Dissection Sessions





Anatomy Studio: Augmented Virtual Dissection Sessions





Anatomy Studio: Augmented Virtual Dissection Sessions



Unesco Chair Of Digital Anatomy



Université Paris Descartes

Unité de recherche en Développement, Imagerie et Anatomie - Prof. Vincent Delmas et Dr. J.F Uhl



Organisation
des Nations Unies
pour l'éducation,
la science et la culture



Chaire UNESCO en
enseignement et recherche
en anatomie numérique
Université Paris Descartes

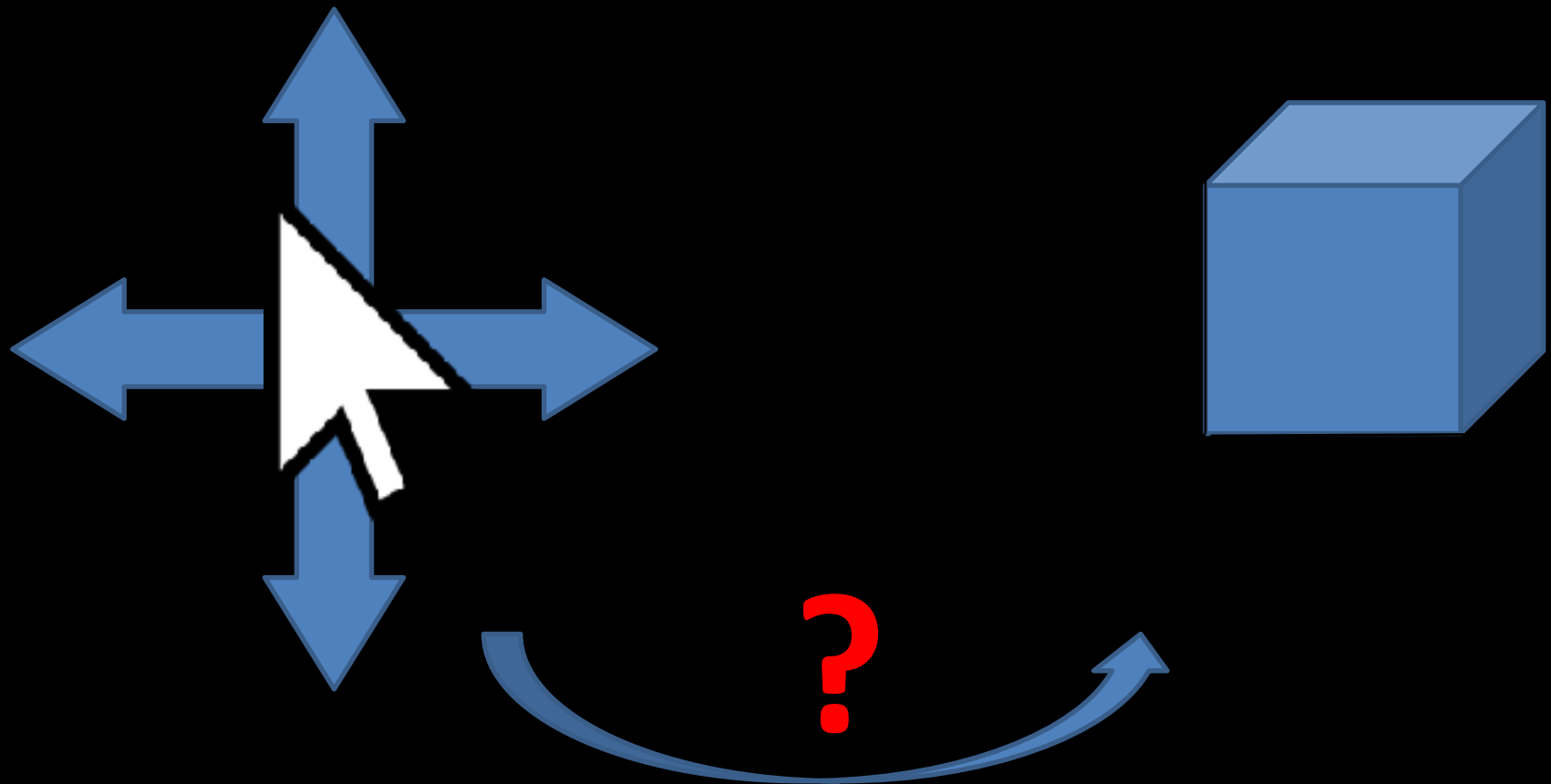


VR in the Operations Room

Contactless Surgical Navigation

Germ-free interfaces

Conventional Systems: Dimensional Gap

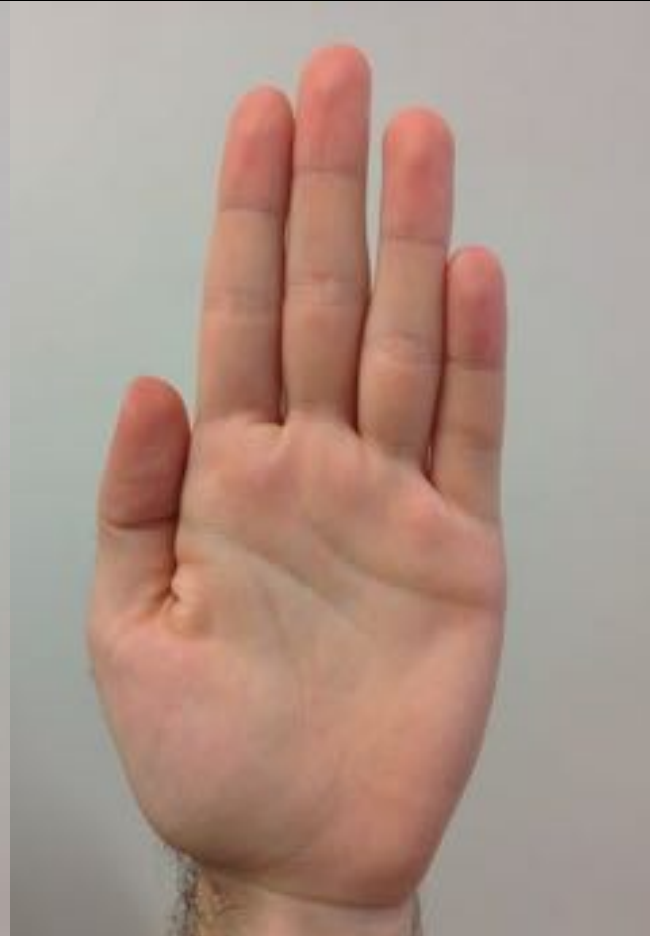


VOXEL Explorer: Asepsis



Source: O'Hara et al., 2014

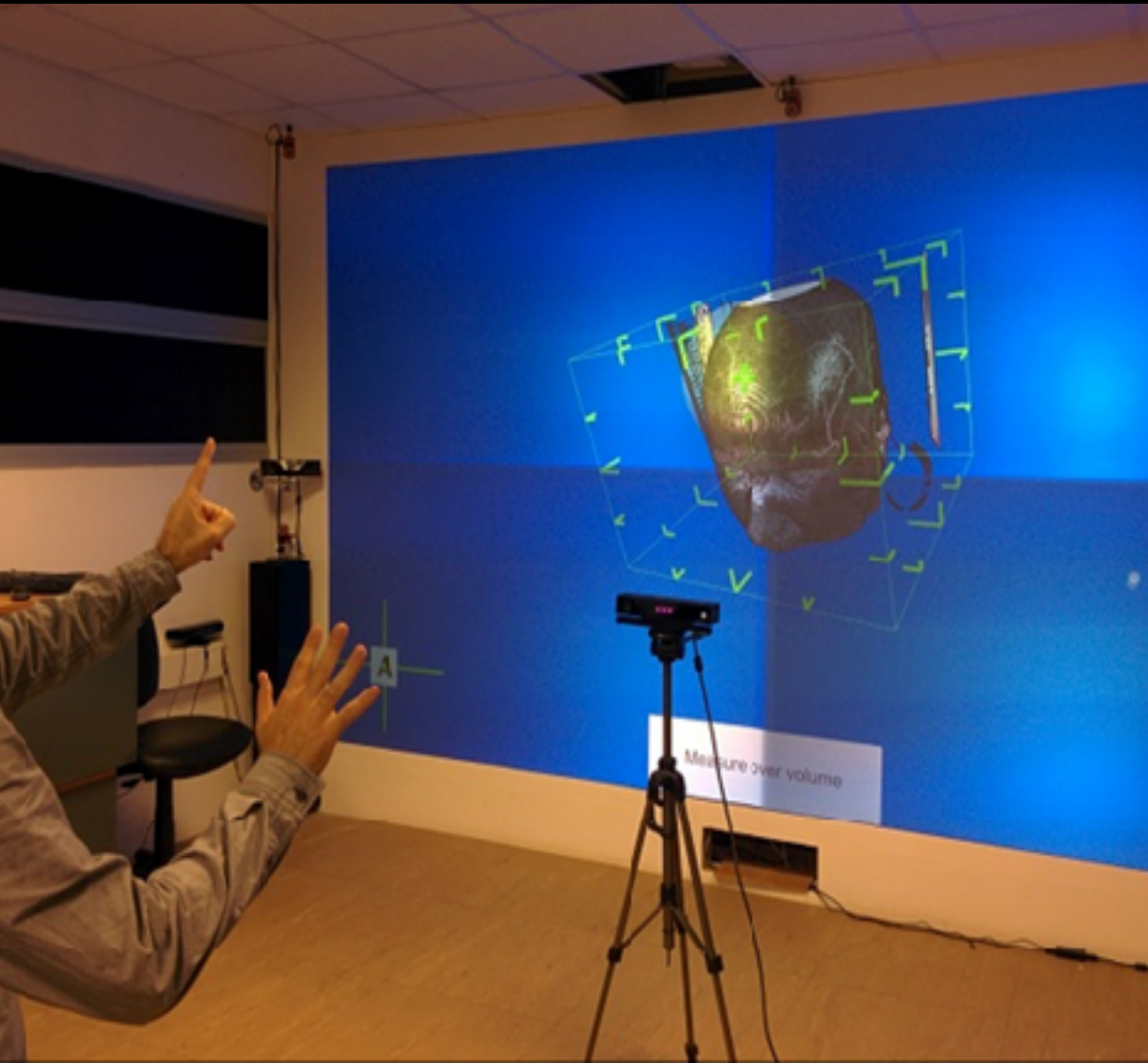
VOXEL Explorer: Simple Gestures



VOXEL Explorer: Track your Body



VOXEL Explorer: Gameboy Metaphor





FEETICHES proposes a set of hand and feet interaction techniques for touchless medical image manipulation while the user is standing

Augmented Surgery

More than meets the scalpel

The Promise of an “*Augmented Reality*”



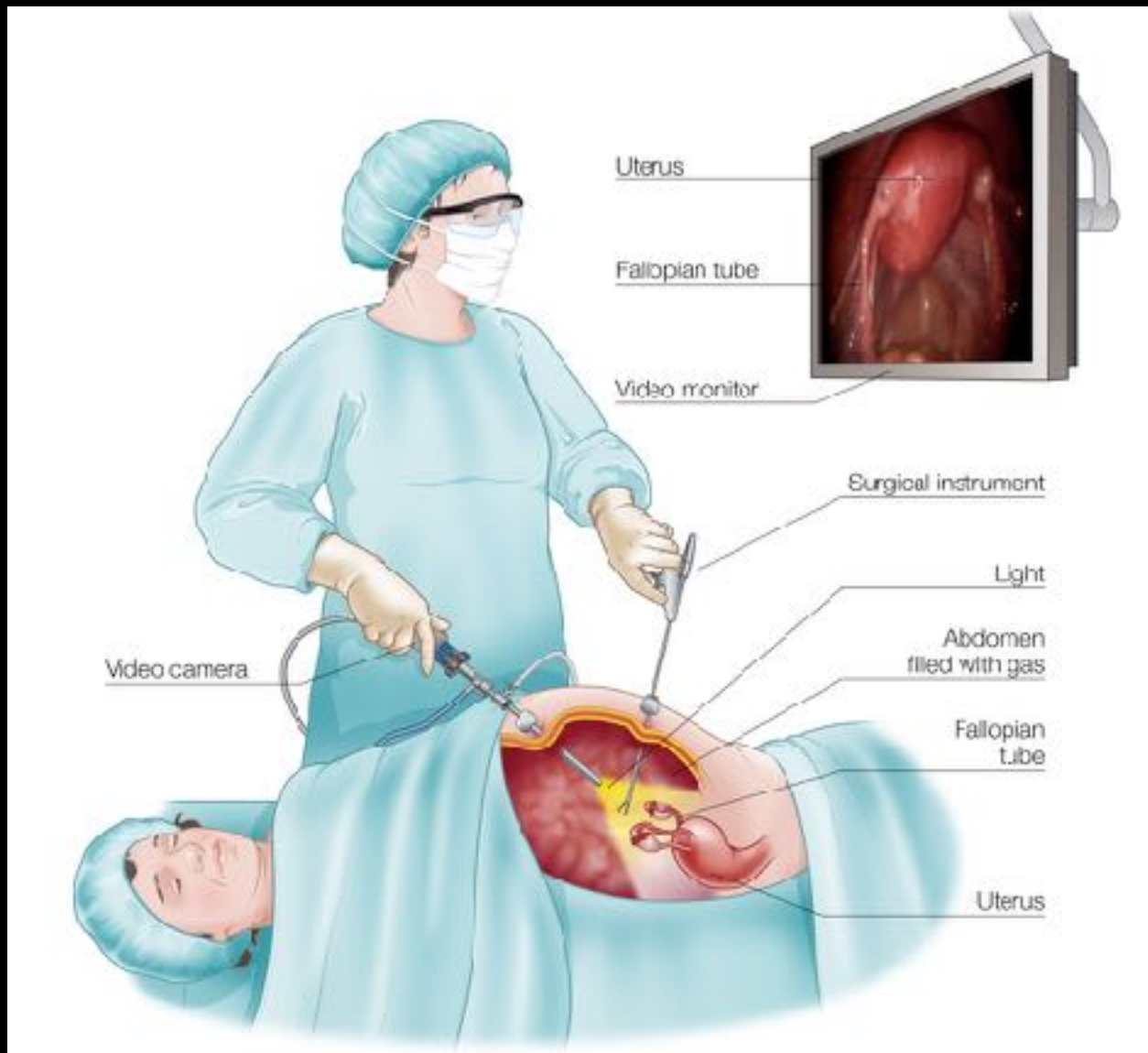
Motivation



Laparoscopic HUD

Augmented Laparoscopic
Navigation

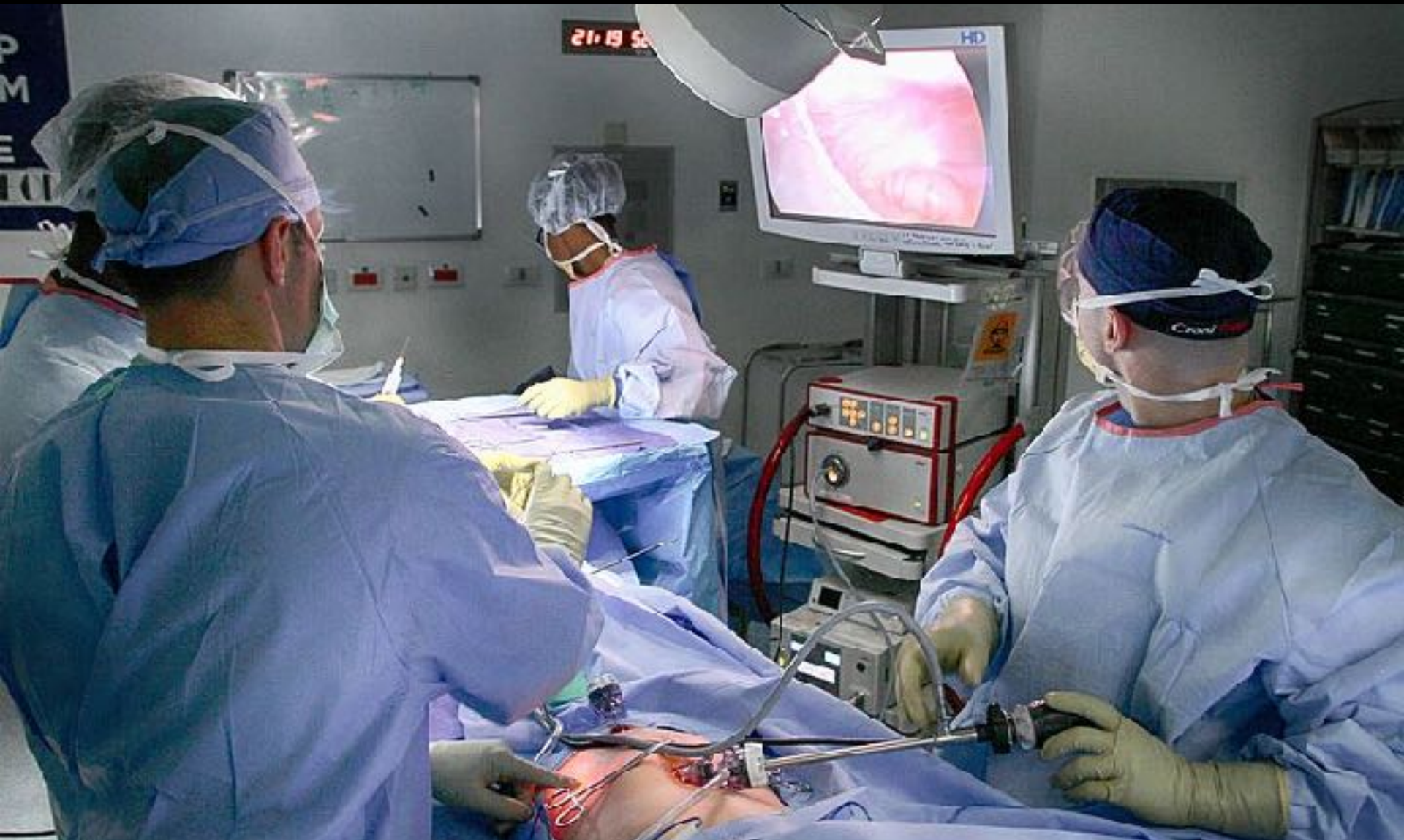
Motivation



Motivation

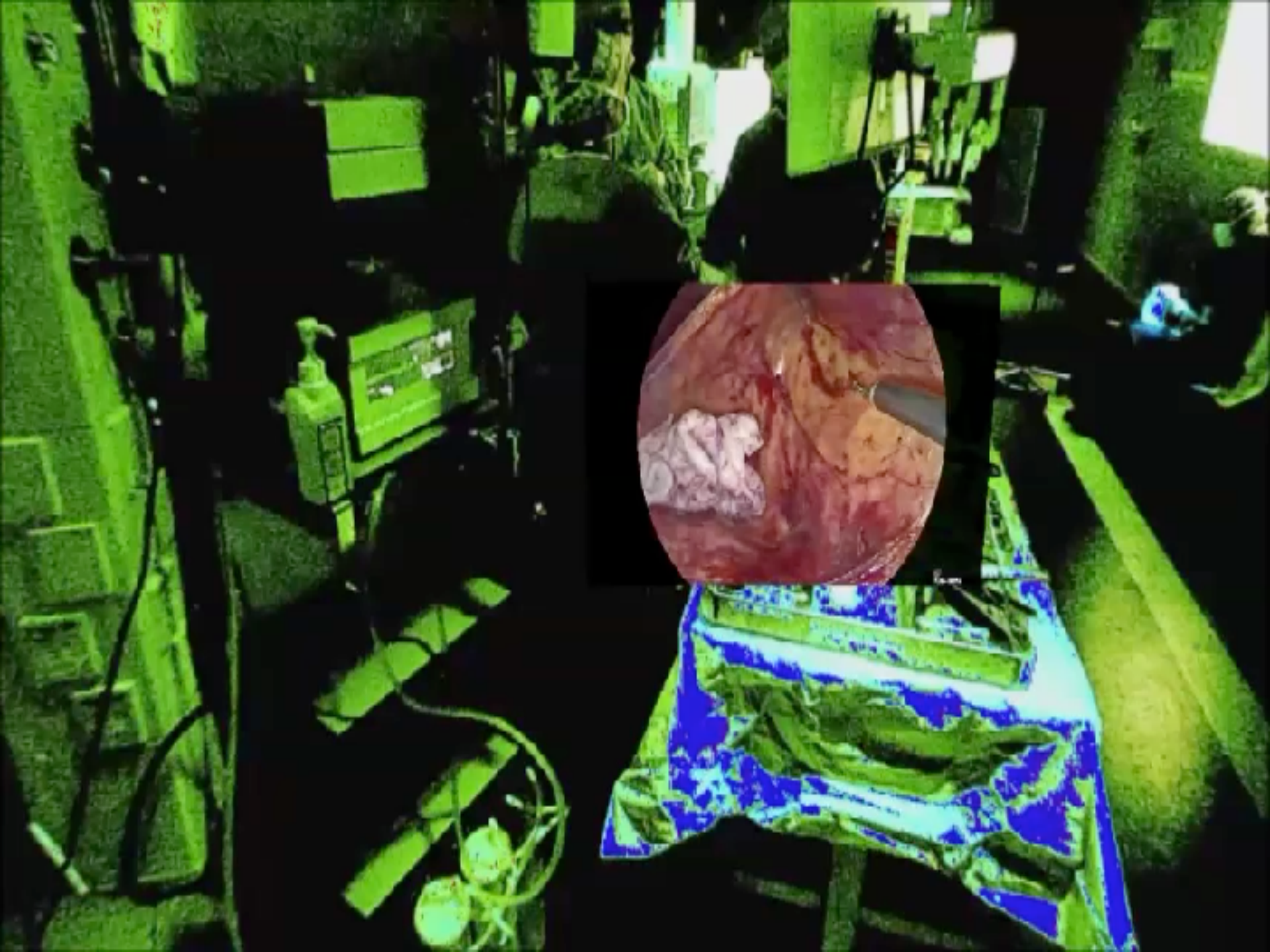


Motivation



Laparoscopic Head Mounted Display





Interactive Rehabilitation

Easing the patient's patience

Motivation



Motivation



REPETITION – FEEDBACK – MOTIVATION

Motivation



COST



WEARABLES

Motivation



COMPENSATORY
MOVEMENTS



COLLABORATION

Physio@Home

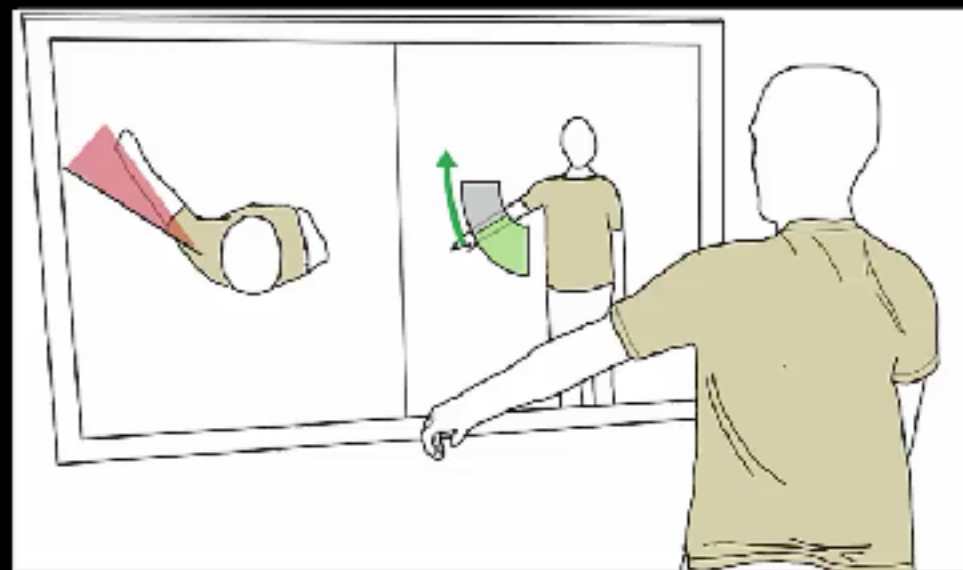
Exploring visual guidance and feedback techniques for
physiotherapy exercises

Richard Tang¹, Xing-Dong Yang¹, Scott Bateman², Joaquim Jorge³, Anthony Tang¹

¹University of Calgary

²University of Prince Edward Island

³IST/INESC-ID/U Lisboa



SleeveAR: Augmented Reality for Rehabilitation using Realtime Feedback

João Vieira, Maurício Sousa, Artur Arsénio and Joaquim Jorge

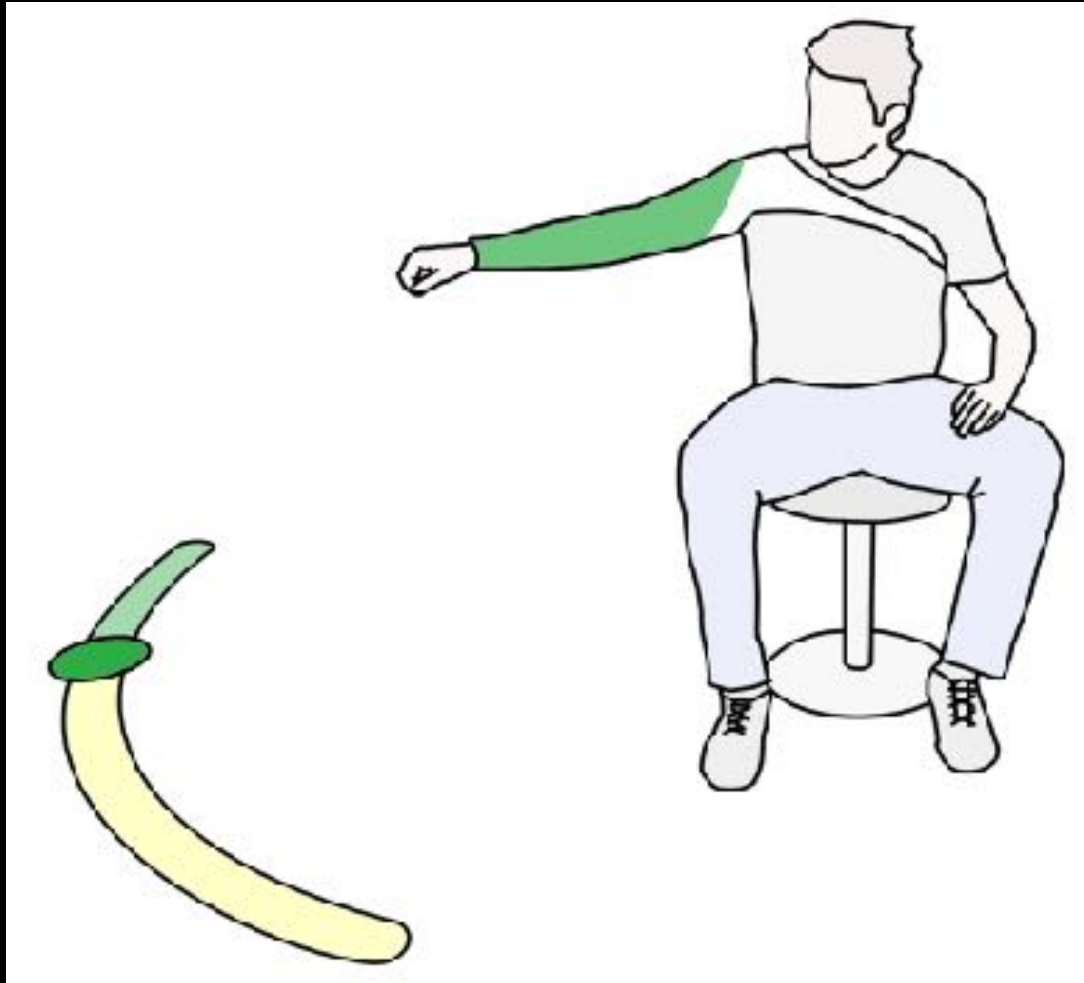
Motivation



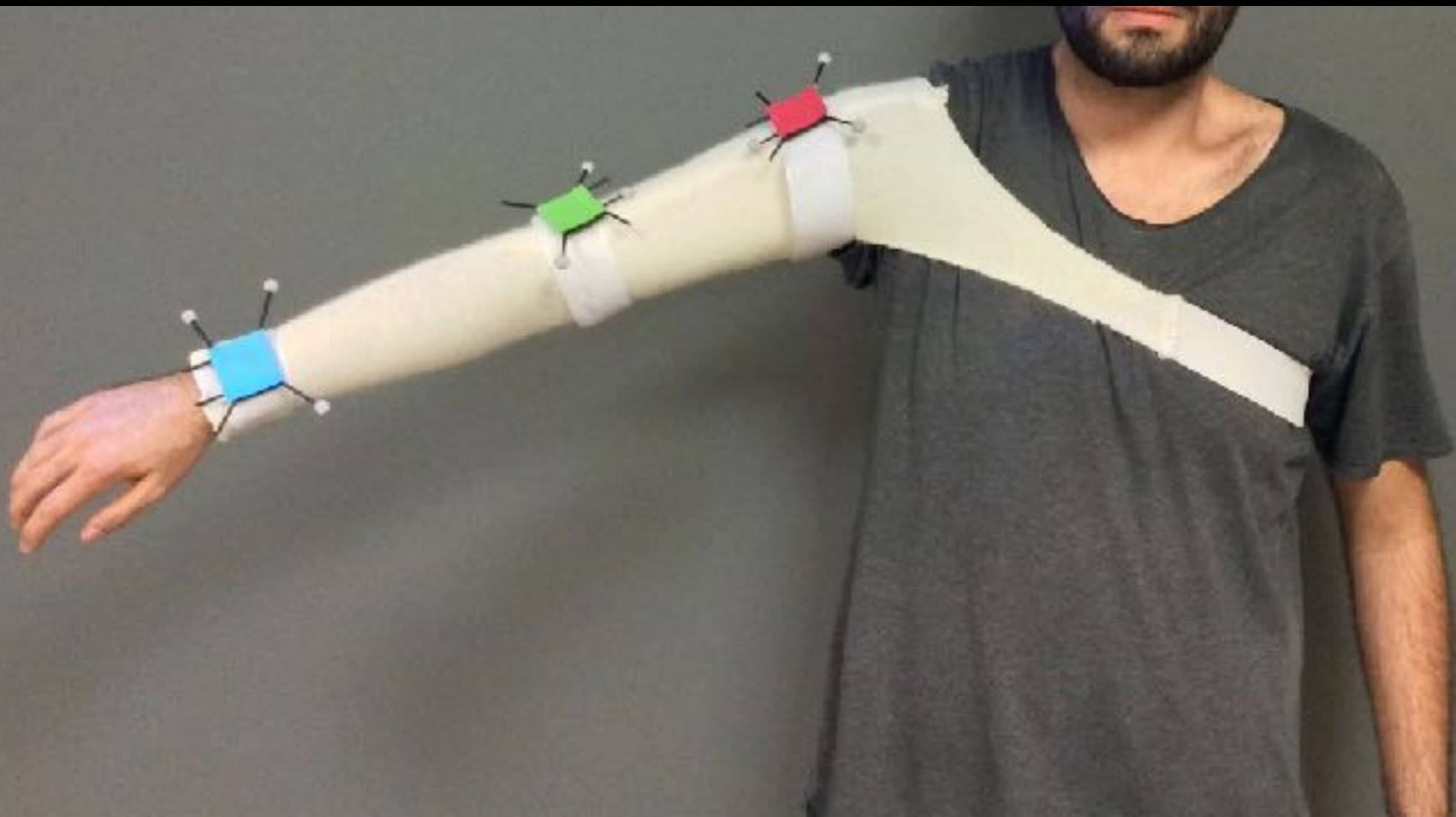
Augmented Reality



SleeveAR



Sleeve



Process

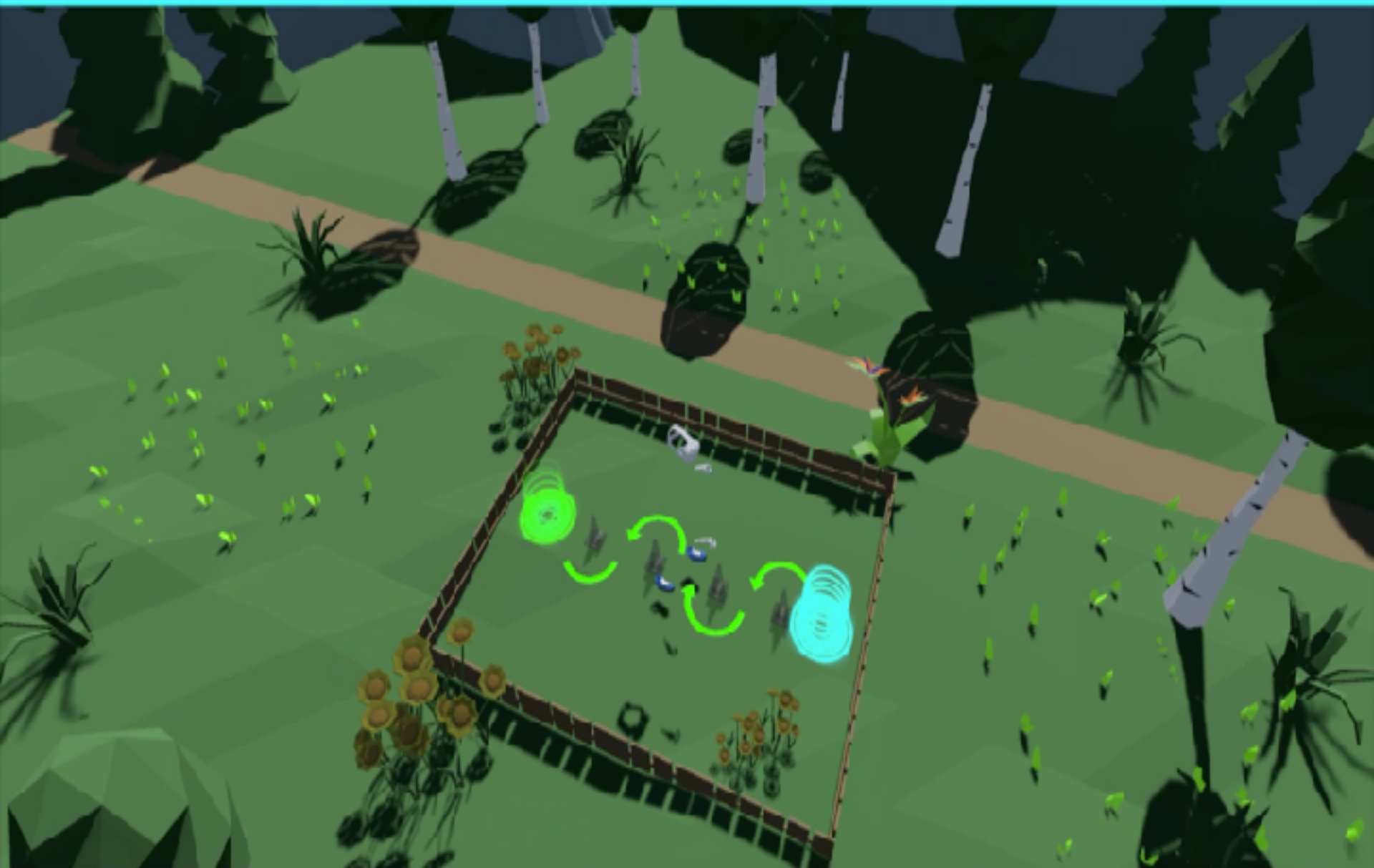


Locomotiver

Exergames for
Locomotion Rehabilitation
in VR

VR for Locomotion



[Metrics](#)

[Ctrl] - Lock/Unlock
[Mouse] - Move around
[Mouse Scroll] - Zoom In/Out

[New Exercise](#)

Augmented Crutches

Augmented Crutches

Mobile-projection
system, aimed at
helping people to learn
how to walk with
crutches



1 Personal Experience



2 Research

1

Personal Experience



2

Physical
Therapist



How it works

1

Answer
questionnaire



2

Connect to
projector



3

Walk with
projected visual
cues





A photograph showing a person's legs in blue jeans and white sneakers, using two silver forearm crutches. On the dark grey carpeted floor, there are digital visual cues: a vertical green line with the number '1' at the top, a dashed blue circle with the number '2' inside, and a solid blue circle with the number '3' inside. The person's right foot is positioned near the dashed circle.

If you want to know more

1. Beatriz Peres, [Pedro F. Campos](#), [Aida Azadegan](#), *A Persuasive Approach in Using Visual Cues to Facilitate Mobility Using Forearm Crutches*. [BCSS@PERSUASIVE 2019](#)

2. Beatriz Peres, [Pedro F. Campos](#), [Aida Azadegan](#), *Digitally Augmenting the Physical Ground Space with Timed Visual Cues for Crutch-Assisted Walking*. [CHI Extended Abstracts 2019](#)

3. Beatriz Peres, [Pedro F. Campos](#), [Aida Azadegan](#), *A Digitally-Augmented Ground Space with Timed Visual Cues for Facilitating Forearm Crutches' Mobility*, Full paper, Interact 2019



**CHALLENGES
AHEAD**

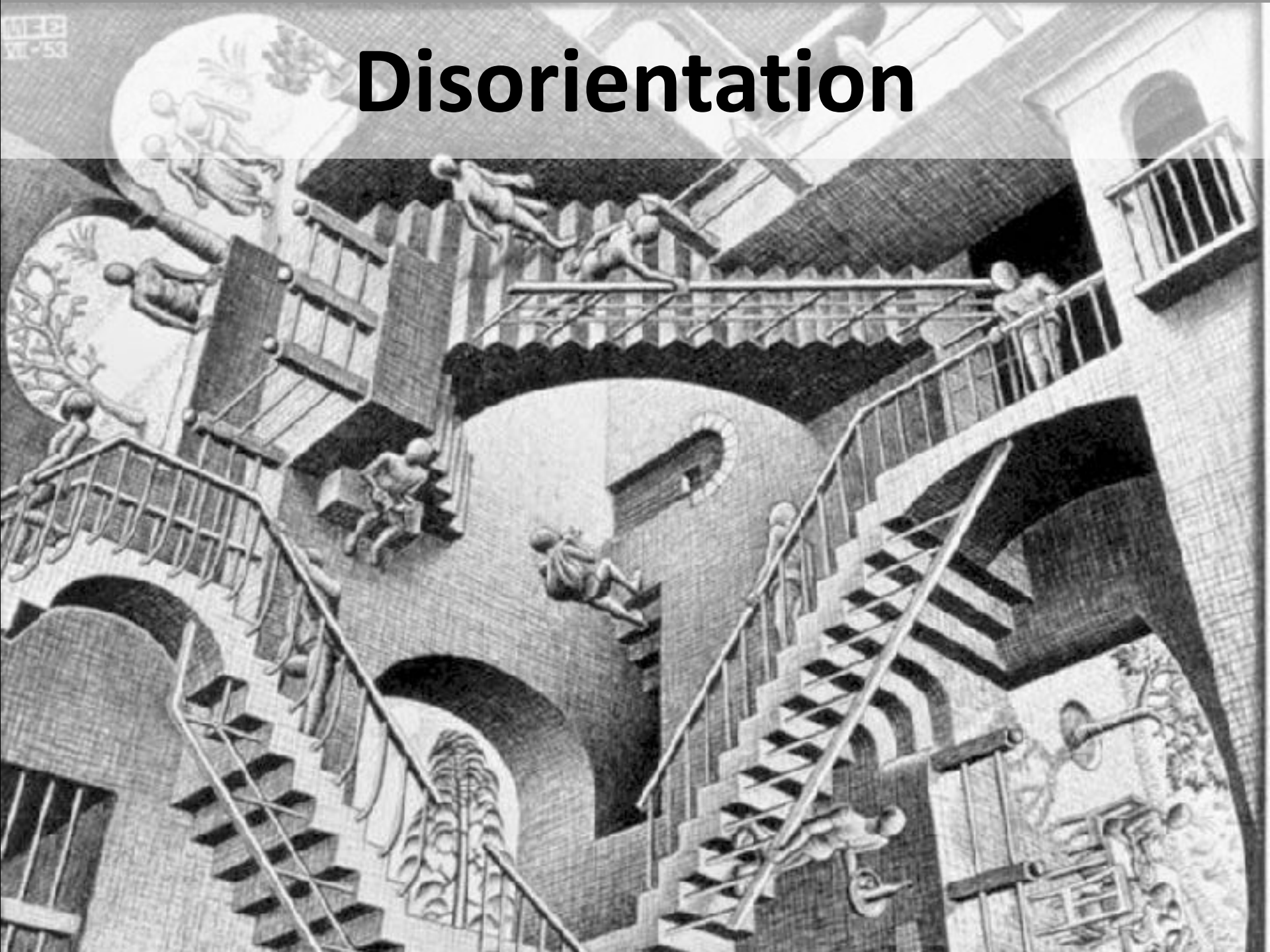
Nonstandard Equipment



Funny User Interfaces



Disorientation



Fatigue

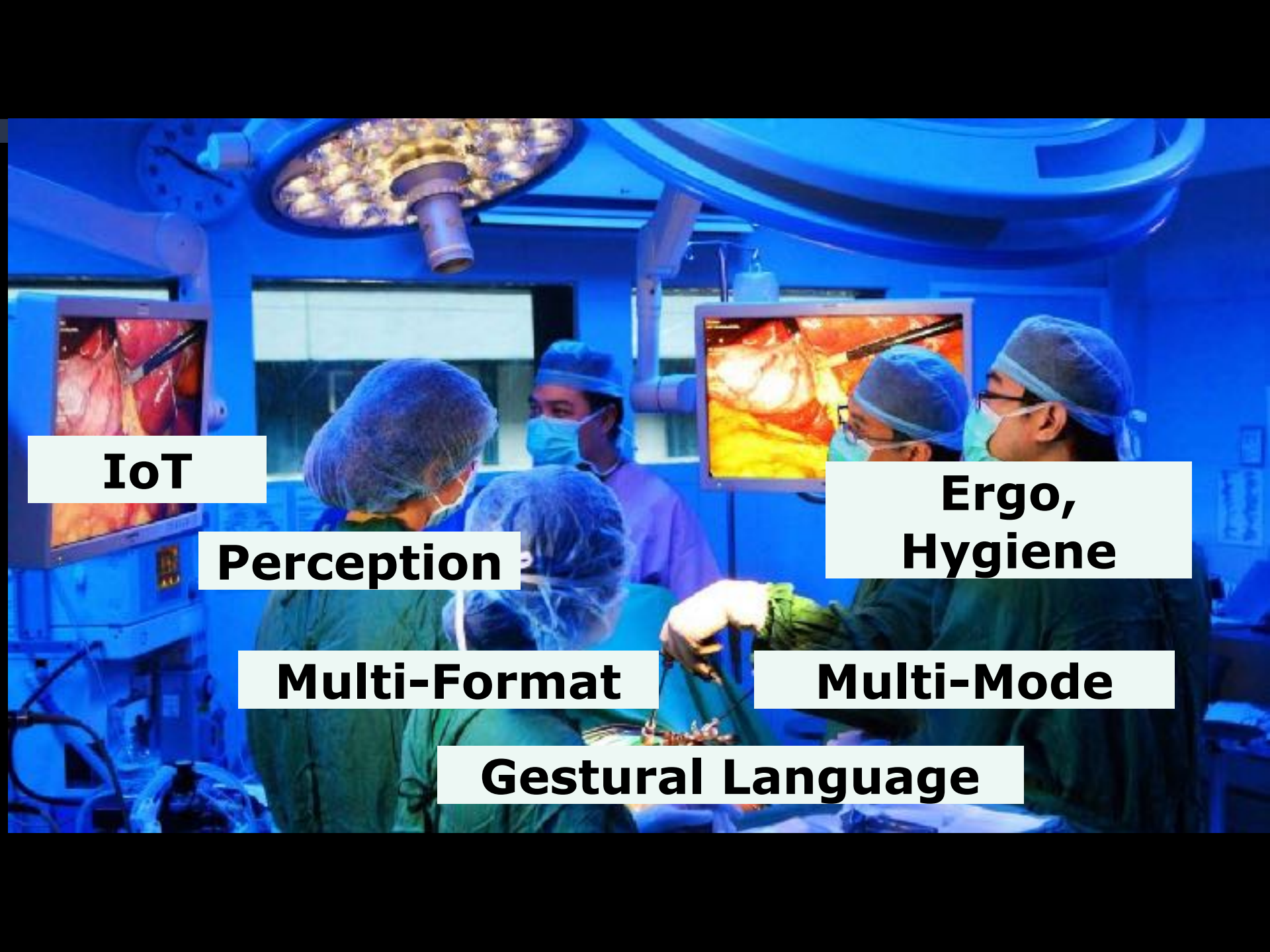


Nausea



Bright Future Ahead



A photograph of a surgical team in an operating room, illuminated by blue light. Two large monitors on the left and right display close-up views of the surgical site. Five surgeons in green scrubs and blue hairnets are visible, focused on the procedure. Overlaid on the image are several white text boxes with black text, highlighting various human-computer interaction concepts.

IoT

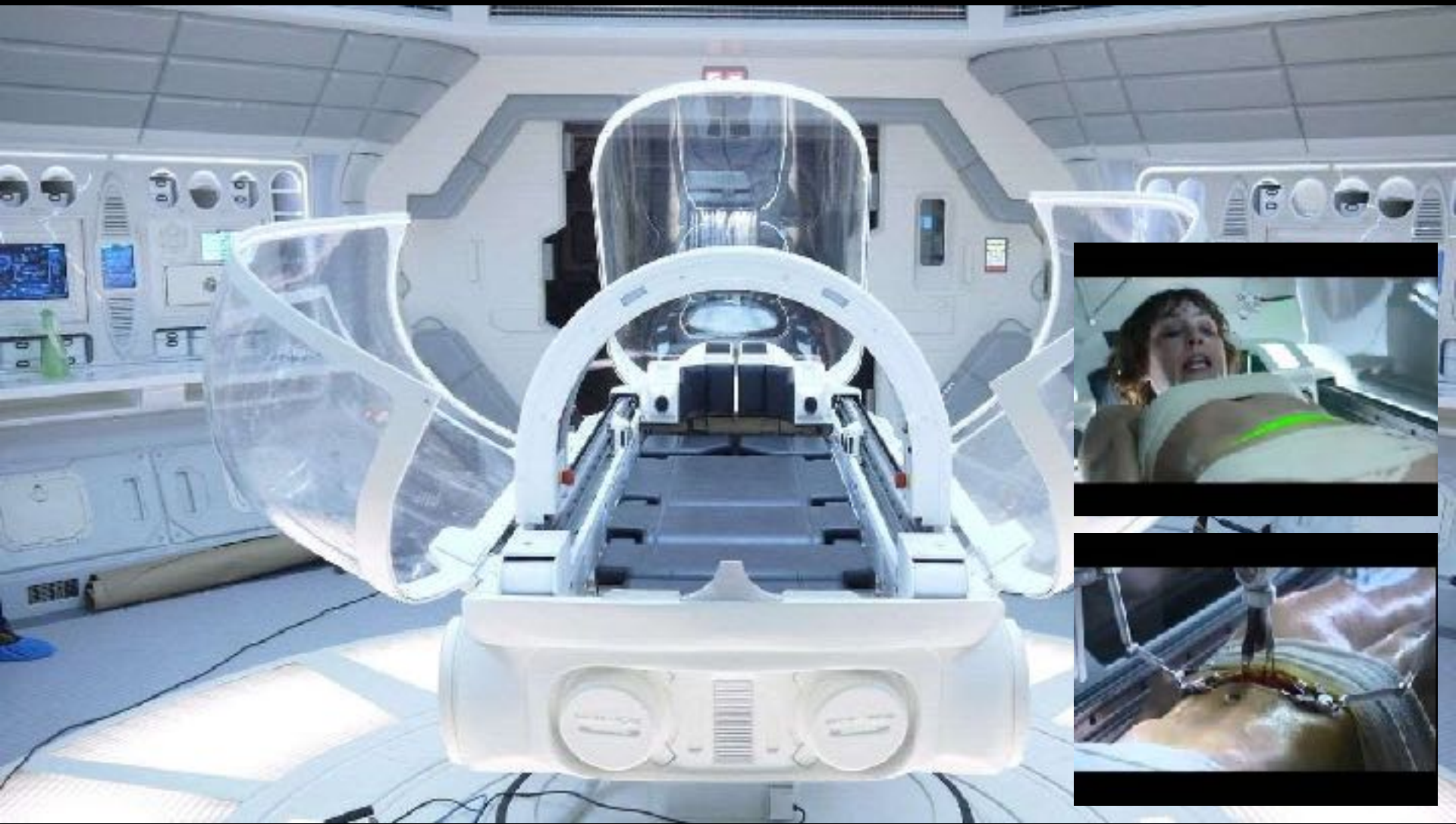
Perception

Multi-Format

Gestural Language

**Ergo,
Hygiene**

Multi-Mode



FCT

Fundação para a Ciência e a Tecnologia
MINISTÉRIO DA CIÊNCIA, TECNOLOGIA E ENSINO SUPERIOR



it-medex

Interactive Tablets for
Collaborative Scenarios
Related to 3D Medical Image
Exploration



Scan me

jorgej@acm.org

<http://it-medex.inesc-id.pt/home>

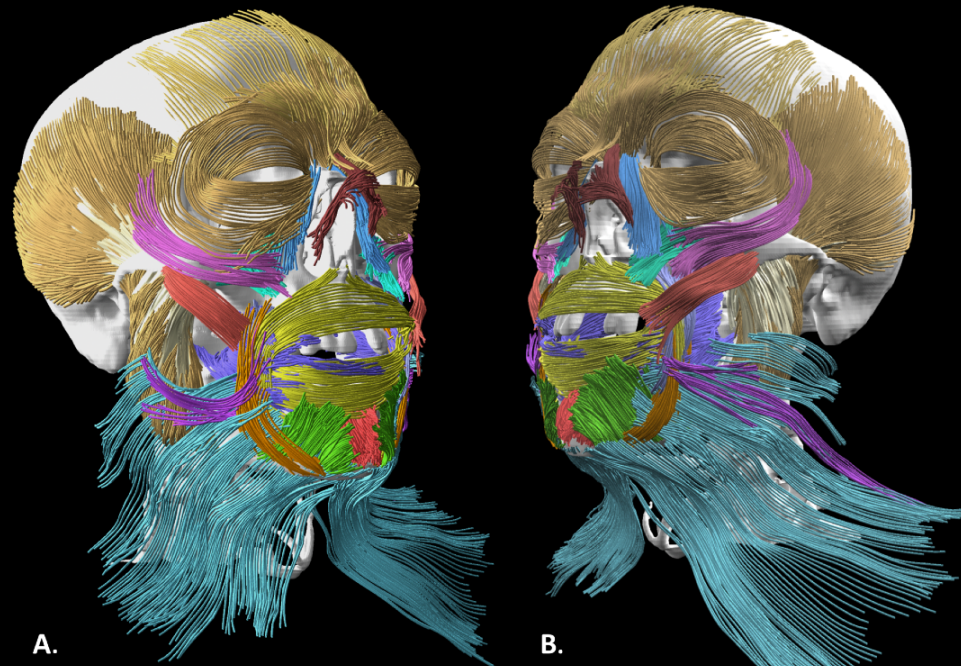
Don't miss out our upcoming

Digital Anatomy book



Applications of Virtual, Mixed and Augmented Reality

Changing Classrooms require novel technology-based approaches. It has been shown that Virtual Reality can improve both retention and learning outcomes. Published by Springer-Verlag, this textbook provides a valuable tool to foster dialogue between anatomists, surgeons, radiologists, clinicians as well as computer scientists, course designers and industry practitioners.



Acknowledgments

ARCADE

Afonso Faria, André Domingues

LOCOMOTIVER

Alexandre Gordo

VRRRRRoom

Maurício Sousa, Daniel Mendes, Soraia Paulo

CAVE COLON

Pedro Borges, Daniel Medeiros, Soraia Paulo

Voxel TIPS

Rita Mendes, Pedro Parreira, Soraia Paulo

Anatomy Studio

Maurício Sousa, Daniel Mendes, Rafael dos Anjos, Soraia Paulo

Voxel Explorer

Pedro Parreira, Soraia Paulo

TOOTHFAIRY

Filipe Relvas, Soraia Paulo

Laparoscopic HUD

Miguel Belo, Soraia Paulo

ImplantAR

Tiago Jerónimo

Plausible Box Figures

Nuno Matias

Imperceptible Breathing

Filipe Marques

Special Thanks to

Mauricio de Sousa

Daniel Pires de Sá Medeiros

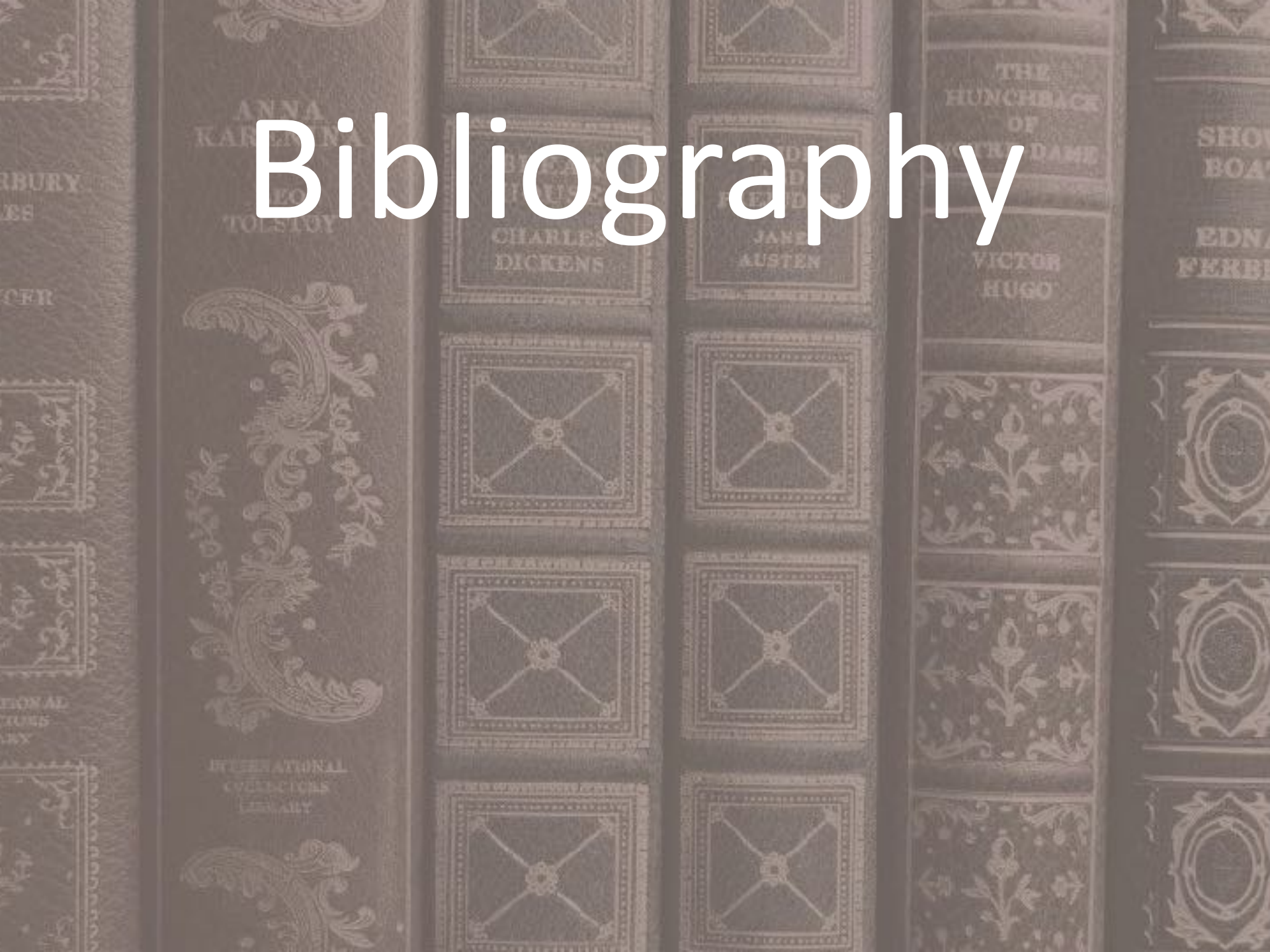
Daniel Tavares Mendes

Rafael Kuffner dos Anjos

Soraia Figueiredo Paulo

Beatriz Peres

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Touchless interaction with medical images based on 3D hand cursors supported by single-foot input: A case study in dentistry

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Daniel Simões Lopes, Filipe Relvas, Soraia Paulo, Yosra Rekik, Laurent Grisoni, Joaquim Jorge. 2019. In The 17th International Conference on Virtual Reality Continuum and its Applications in Industry (VRCAI '19), November 14–16, 2019, Brisbane, QLD, Australia. ACM, New York, NY, USA, 10 pages. DOI: 10.1145/3359997.3365704

Anatomy Studio: a Tool for Virtual Dissection Through Augmented 3D Reconstruction

Ezequiel R. Zorzal, Maurício Sousa, Daniel Mendes, Rafael Kuffner dos Anjos, Daniel Medeiros, Soraia Figueiredo Paulo, Pedro Rodrigues, José João Mendes, Vincent Delmas, Jean-Francois Uhl, José Mogorrón, Joaquim Armando Jorge, Daniel Simões Lopes, Computers & Graphics, DOI: 10.1016/j.cag.2019.09.006, 2019

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DS Lopes, JA Jorge, **Annals of Medicine 51 (sup1), 29-29 2019**