

Visuomotor adaptation in head-mounted virtual reality

Projektleitung:

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Software Entwicklung:

ISDI - Individual Software Development & Integration

Forschungsziel

Head-mounted virtual reality (VR) applications are rapidly entering fields such as sports or medicine. Our aim is to use this novel technology to identify fundamental principles of motor adaptation known from basic science during learning of more real-world movements. Taking advantage of the versatility of VR, we will add conditions that cannot easily be achieved in the real world. Our experiments will increase our fundamental understanding of motor adaptation of more real-world movements, will allow insights into the plasticity of the sensorimotor system and will help develop new approaches to personalized rehabilitation of movement disorders and sports training.

Akronym: VisVir

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