Studies: Virtual reality and interactive biofeedback

Medical progress allows the use of new technologies like biofeedback and virtual reality (VR). Studies prove that e.g. patients after stroke profit from these approaches.


Patients profit from visual feedback on weight distribution- and weight shifting activities.


Training with virtual reality and biofeedback improves function of the lower extremities, walking as well as cognition, perception and functional tasks (ADL).


- Sackley, Lincoln; (1997); Single blind randomized controlled trial of visual feedback after stroke: effects on stance symmetry and function.

Using modern computer technology can help to measure the efficiency by evaluation of the motion data more exact than conventional methods.


Higher training success to be achieved by evaluation, visualisation and documentation of the training data.

- M. Guadagnoli, T. Lee; (2004); Challenge Point: A Framework for Conceptualizing the Effects of Various Practice Conditions in Motor Learning.