VR based community reintegration contents design

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Objective

- Various community reintegration programs are being implemented in hospitals, and virtual reality(VR)-based community reintegration programs can be considered as a means to assist them.

- The purpose of this study is to plan virtual reality-based community reintegration content to provide guidelines for the development of virtual reality community reintegration programs.

Methods

- A literature review for analyzing existing community reintegration programs and three sessions of Focus Group Interviews (FGI) were conducted to plan community reintegration content.

- Each meeting was attended by people with disabilities, researchers, community reintegration field experts, and virtual reality development experts.

- Through step-by–step meetings, the content was planned to target activities centered around gtocery convenience store visits, and design elements such as detailed activity steps and difficulty levels were estabilished.

Results

- As a representative opinion of experts, an expert(from N hospital) advised that considering the living conditions of people with disabilities who have returned home, many people wish they could manage to go only to the supermarket near their homes.

- Considering these opinions from disabled individuals and community reintegration experts, the content was decided to focus on grocery shopping at marts and convenience stores.

- The content design was structured using a mind map format, categorizing it by physical function types, specific activity units(tasks), and level of difficulty.
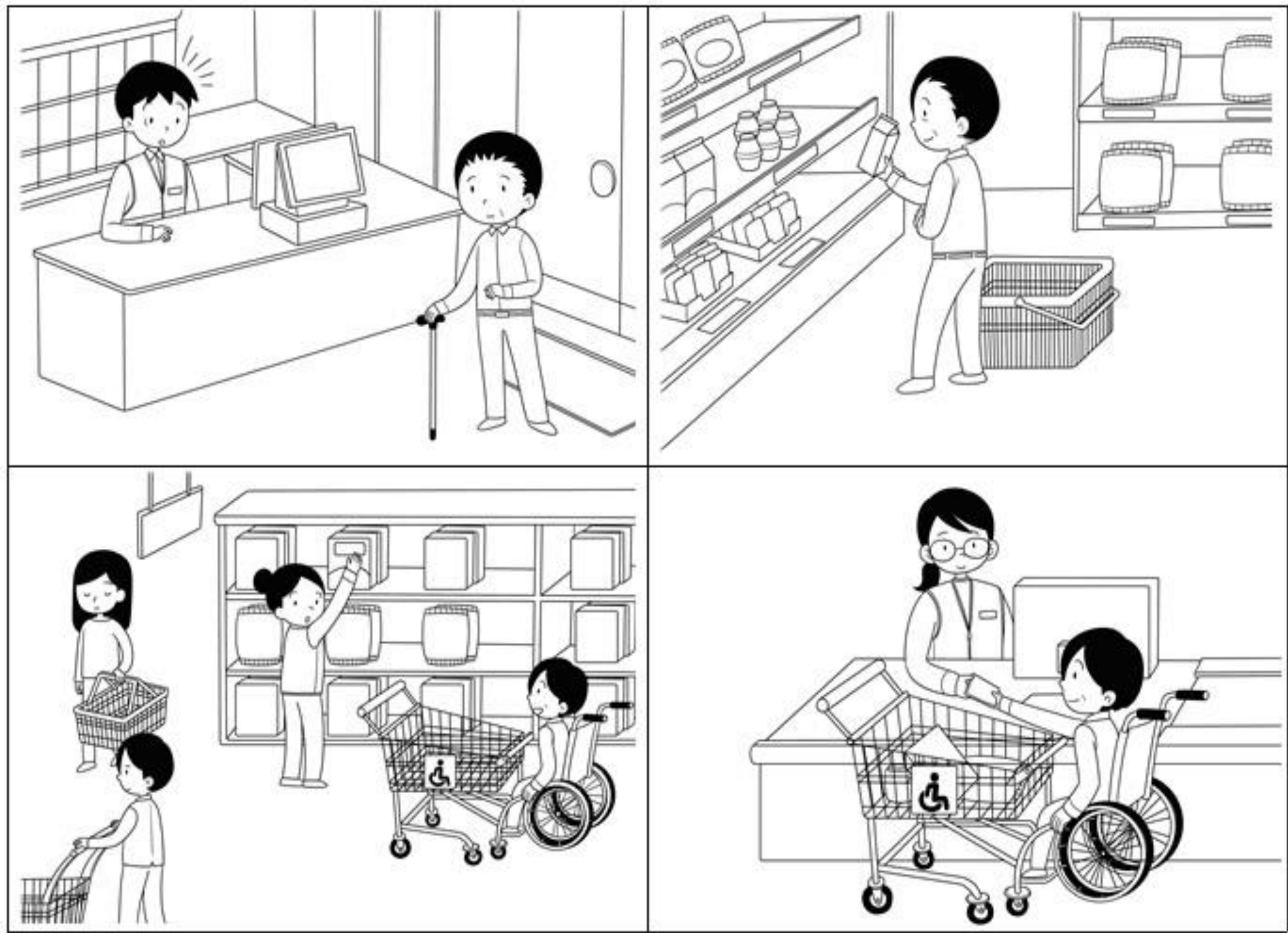
Conclusions

- It can be used as a guideline for virtual reality technology developers to develop community reintegration programs for the people with disabilities.