

Virtual Reality Research

COGNITION

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BALANCE

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SPEECH

- Daşdöğen, Ü., Awan, S. N., Bottalico, P., Iglesias, A., Getchell, N., & Abbott, K. V. (2023). The Influence of Multisensory Input On Voice Perception and Production Using Immersive Virtual Reality. *Journal of Voice*.

FALLS

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UPPER LIMB

- Mekbib, D. B., Han, J., Zhang, L., Fang, S., Jiang, H., Zhu, J., ... & Xu, D. (2020). Virtual reality therapy for upper limb rehabilitation in patients with stroke: a meta-analysis of randomized clinical trials. *Brain injury*, 34(4), 456-465.

STROKE

- Karasu, A. U., Batur, E. B., & Karataş, G. K. (2018). Effectiveness of Wii-based rehabilitation in stroke: a randomized controlled study. *Journal of rehabilitation medicine*, 50(5), 406-412.

LANGUAGE

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PSYCHOLOGICAL

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EDUCATION

- Villmore, D. L., Dyer, E. J., Gugliucci, M. R. (2024) Teaching empathy: Comparison of a virtual Reality Experience using head mounted display versus group streaming. *Gerontology and geriatrics education* Mar 14:1-12

PAIN MANAGEMENT

- Pandrangi, V.C, Shah, S.N., Bruening, J.D., Wax M.K., Clayburgh D, Andersen P.E., Li, R.J. (2022) Effect of Virtual Reality on Pain Management and Opioid Use Among Hospitalized Patients After Head and Neck Surgery. A Randomized Clinical Trial. *JAMA Otolaryngology – Head and Neck Surgery*. Aug; 148(8): 724–730.
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NEURAL PLASTICITY

- Hao, J; Xie, H; Harp, K; Chen, Z; and Siu, K (2022) Effects of Virtual Reality Intervention on Neural Plasticity in Stroke Rehabilitation: A Systematic Review. *Archives of Physical Medicine and Rehabilitation*. March; 103 (3):523-541.