

# VR2CARE

VR2Care 3D Community Aware Virtual Spaces as Smart Living Environments for Physical Activity and Rehabilitation



www.vr2care.eu

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## VR2Care objectives

- 1** Integrate technological, clinical, and social perspectives of using interactive technologies
- 2** Deliver the VR2Care digital ecosystem as an age friendly metaverse for physical training and rehabilitation
- 3** Explore and measure engagement, effectiveness, and impact of the VR2Care digital ecosystem.

## Vision - Age Friendly Metaverse for Healthy living

VR2Care aims to provide tools for active and healthy ageing by a simultaneous multi-user virtual reality system for physical exercise, rehabilitation and socialization.



**Multiuser environment and real time guidance.**



**Natural and multimodal interaction.**



**Users** are represented by **digital humans** that that behave as human **embodiments.**



**Gamification and socialization strategies.**

## Expected Impact



Facilitate the emergence of innovative businesses and create an ecosystem for home based physical activity and rehabilitation in Europe.



Reinforce European leadership in extended reality technologies for the active and healthy living