Project: Masters of Science by Research - VR and the Elderly.

This research proposal pertains to the development of an immersive virtual reality platform that will enable the elderly, infirm or terminally ill to experience the countryside (going for a walk around Inch Island) from their hospital or residential care beds. The developed environment should also promote curiosity in that zoom functionality will permit the user to magnify plants and fauna, this could be more fully realised through an Augmented Reality future research project to provide ecological, botanical and binomial nomenclature information on plant species. The theory is that immersive environments, by their nature, affect cognitive reasoning to the extent that there can be significant physiological and psychological benefits to the target group, ranging from mood enhancement, to muscle mass development (placebo effect). The research project has three elements (a) the development of a technical VR solution, (b) test case development and trials with elderly people and (c) identification and measurement of the physiological and psychological benefits of bringing the outdoors indoors. This application relates to element (a). The research question is, therefore, "Can an immersive Virtual Reality environment be constructed to provide elderly or terminally ill people with the experience of going for a walk in the countryside?"

Candidate:

Ideally the candidate would have a 2:1 or Higher in Computing with some experience or VR.

Stipend:

10,000 Euro + Fees. (an element of this is a contracted 3 hours/week demonstrating).

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