

# How do the perspectives of clinicians with and without virtual reality/active video game experience differ about its use in practice?

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## ABSTRACT

Little is known about clinicians' perspectives on the use of virtual reality (VR) and active video games (AVGs) in rehabilitation. We undertook an online survey of VR/AVG experience and learning needs in a sample of 1068 physical therapists and occupational therapists practicing in Canada. Nearly half (47%) had clinical experience with at least one system. While both therapist groups identified challenges and barriers, experienced therapists highlighted VR/AVGs' potential to increase patient motivation and engagement. Respondents without experience identified new potential avenues for VR/AVG use. Findings from this study will inform the content of open-access knowledge translation resources hosted at [www.vr4rehab.com](http://www.vr4rehab.com).

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**Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.**