RESEARCH PARTICIPANTS NEEDED

Motor learning and transfer of functional gait and balance skills developed in a 6-week immersive virtual reality training program

Principal Investigator: Chanel LoJacono (UNCG)
Faculty Advisor: Christopher K. Rhea, Ph.D. (UNCG)

WHO CAN BE IN THIS STUDY?
FEMALES and MALES:
- Adults aged 18-35 years
- Able-bodied adults with the ability to walk unaided for 10 minutes
- Normal or corrected to normal vision
- No cognitive impairment
- No current bone or soft tissue injuries, such as ligament or meniscal tears and stress fractures
- Not currently pregnant

WHAT DO I HAVE TO DO?
- You will be asked to complete 2 walking and balance testing sessions
- If in the training group, you will also be asked to train 2x/week for 6 weeks in an immersive virtual reality obstacle course environment
- You will be asked to complete a short questionnaire.
- Total time commitment is 2.75 hours over two occasions (1.5 hours one day and 1.25 hours 6 weeks later).
- The training group will also commit an additional 4 hours (20 minutes/day, 2 days/week for 6 weeks), thus the total time commitment being 6.75 hours.

WHERE?
Testing takes place in the Virtual Environment for Assessment and Rehabilitation Laboratory (VEAR Lab) in Coleman Building Room 247 at UNCG.

COMPENSATION
Upon completion of the study, training group participants will receive a $20 gift card. Non-training group participants will receive a $5 gift card.

For more information and to participate, contact Chanel LoJacono at c_lojaco@uncg.edu

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