

Crowd simulation for vestibular therapists

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Abstract:

Crowd simulation can be used by vestibular therapists to help unstable patients to cope better in real crowd situations. Exceptional conditions are required for the simulation. A corner free projection room and high performance “crowd engine” software are necessary. The difficulty to cope in crowds is analysed for three groups of patients, before and after a series (± 15) of rehabilitation sessions using crowd simulation. An evaluation ruler is created in order to do so. The patients in all three categories experienced significant improvement.

Keywords: Vestibular rehabilitation, crowd simulation, engine crowd, projection room, imbalance.

The totality of the text is in this book.

