

Assignment group: _____

Design a VR or AR game that may be used for treatment of either upper or lower limb phantom pain based on the methods and theories you have learned today. You can use the systems we will demonstrate for you as an inspiration. Increasing difficulty levels may be considered to maintain patients' motivation during the period of treatment.

Your ideas have to be presented in any form you like for 5 minutes (PowerPoint, blackboard, drawings, tribunal dance, etc.). Also, you will have to fill in the details below:

Description of the idea:

How will this help treat phantom limb pain:

Drawing of idea (optional):

Schedule:

13:00 – 14:25	Demonstration in the two labs (we will guide you there) 15 min pr. group And work on assignment
14:25 – 14:50	Work on the assignment
14:50 – 15:00	Stretch-leg brake
15:00 – 15:30	Presentations
15:30	Feedback, questions and any other/unfinished business

Demonstration schedule:

Time	VR treatment platform (Fredrik bajers vej 3 B 1.114)	The Virtual Phantom (Frederik Bajers Vej 7 D2-109)
13:10 – 13:25	Group 1	Group 5
13:25 – 13:40	Group 2	Group 4
13:40 – 14:55	Group 3	Group 2
13:55 – 14:10	Group 4	Group 3
14:10 – 14:25	Group 5	Group 1

Presentation schedule:

Time	Presenting
15:00	Group 1
15:06	Group 2
15:12	Group 3
15:18	Group 4
15:24	Group 5

Please fill in your names to the table below:

Name:
Name:
Name:
Name:
Name: