



# Activities for Daily Living Virtual Reality Game For People Living with Mild Cognitive Impairment(MCI)

**Student:** Aldo Chu Yu Zheng

**Supervisor:** Dr Shen Zhi Qi

## Virtual Reality Game



### Stages in Game:

- Stage 1: Choosing Stall
- Stage 2: Select Food
- Stage 3: Food Payment
- Stage 4: Prepare Tray and Utensils
- Stage 5: Find Empty seat

## Project Objective:

This project aims to develop a VR game that can be used for cognitive rehabilitation training. The training content is designed to meet the requirements suggested by occupational therapists from the IMH. At the end of the game, the user's performance will be uploaded into the database, and assessed by an occupational therapist.

## Web Application:

The occupational therapist can use the web application to view the performance of the patients and use the analytic feature to have a better understanding of their status, thus tailoring more effective training.

