The ReGameVR lab
Danielle Levac, PT, MSc, PhD
Assistant Professor
Department of Physical Therapy, Movement and Rehabilitation Sciences
Northeastern University

The ReGameVR lab focuses on promoting the sustainable, evidence-based integration of virtual reality (VR) and active video gaming systems into rehabilitation. We explore how VR-based therapy can improve motor learning, balance, functional mobility and participation in children and adults with neuromotor impairments. We evaluate motor learning paradigms in virtual environments to understand how task practice conditions impact motor learning processes and outcomes. Our mission is to produce clinically-relevant, high-quality evidence in the field of virtual rehabilitation. A key goal is to partner with clinicians to create user-friendly knowledge translation resources that facilitate the integration of VR and active video gaming into clinical practice.

http://www.northeastern.edu/regamevrlab/