

VIRTUAL REALITY AS AN EVALUATION TOOL FOR ATTENTIONAL DEFICITS IN PATIENTS WITH ACQUIRED BRAIN INJURY

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Stroke has been the second leading cause of mortality worldwide since the early 2000s. Most stroke survivors present cognitive deficits, including attentional and executive dysfunctions. They represent strong predictors of poor functional recovery. Current cognitive rehabilitation approaches consist of 1-1 therapeutic sessions by a trained therapist for a limited number of sessions, leading to patients still requiring cognitive training after discharge. At the same time, diagnosing these deficits accurately is crucial to provide the best possible treatment. However, current neuropsychological assessments lack sensitivity for many patients. I will present the results of recent clinical studies that use immersive virtual reality and eye tracking to assess neuropsychological deficits, in particular those related to alertness and visuospatial attention.