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BRAIN4TRAIN PROJECT AS AN EDUCATIONAL RESPONSE TO THE CHALLENGES OF POST-STROKE REHABILITATION

Abstract:

Considering the negative consequences of stroke disease that dramatically reduce the quality of life of post-stroke patients and their families, it is urgent to offer more effective methods and tools for recovering the survivors in a possible short time. They must be accomplished in a way that preserves dignity and motivates the patient to relearn basic skills that the stroke disease may have impaired like bathing, eating, dressing and walking, shopping, speaking, reading and eventually return to working life.

Taking this as a background for consideration, the aim of this paper is to present the research outcomes on the usefulness of the new and innovative rehabilitation pathways basing on Virtual Reality (VR) technologies. Basically, the case studies performed in the rehabilitation centre Technomex from Poland, encompassing the whole stroke patients' rehabilitation procedures with the use of VR were described. Simultaneously, these examples were the base for creating a comprehensive and professional training tool intended mostly for rehabilitators and physiotherapists about using VR technologies in supporting stroke survivors' recovery that is the main objective of the international project titled "Development of Innovative Training Contents Based on the Applicability of Virtual Reality in the Field of Stroke Rehabilitation", Brain4Train (contract number 2017-1-PL01-KA202-038370).

Keywords:

virtual reality, post-stroke rehabilitation, Erasmus plus project

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