

VR Experts around the World

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Albert 'Skip' Rizzo conducts research on the design, development and evaluation of Virtual Reality systems targeting the assessment and training/rehabilitation of spatial abilities, attention, memory, executive function and motor abilities. He also conducts research on VR applications that use 360 Degree Panoramic video for exposure therapy (social phobia), role-playing applications (anger management, etc.), journalism studies and digital media art creation. In collaboration with Jeff Gold at LA Children Hospital, he is investigating the use of VR for acute pain distraction during at painful medical procedures and for discomfort reduction during chemotherapy.

His latest project has focused on the translation of the graphic assets from the Xbox game, Full Spectrum Warrior, into an exposure therapy application for combat-related PTSD with Iraq War veterans. In spite of the diversity of these areas of research, the common thread that drives all of these applications involves the study of how VR simulation technology can be usefully applied to serve the needs of the user/client/patient in a manner that goes beyond what is available with traditional 20th Century tools and methods!



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RECENT SELECTED PUBLICATIONS

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- [6] A. A. Rizzo and J. G. Buckwalter (Guest Editors). Introduction to the Theme Issue on Virtual Environments for Clinical Neuropsychology, *Presence: Teleoperators and Virtual Environments*, vol. 10, no. 4, pp. 3-5, 2001.
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