

情報電子工学科 招待講演

<p>学会名/ 会議名/ 企業名など</p>	<p>2017 International Symposium for Advanced Computing and Information Technology (ISACIT 2017)</p>
<p>演題名</p>	<p>【学術会議招待講演】 A novel concept of combining VR gaming with physiological measurement aiming to long-term health monitoring; another potential of VR headset as physiological measurement basis</p>
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<p>内容</p>	<p>Physiological measurements can give useful information about diseases and health. Especially, long-term physiological measurement giving chronological information of health have been considered as a promising method for maintain subject's health. However, sometimes, long-term continuous measurement by oneself has still been difficult. Achieving of habitualizing measurement is wholly dependent on subject's motivation. Besides this, recently, commercialized 3D VR headset such as Oculus Rift, VIVE, Google Cardboard and PlayStation VR has been rapidly arisen. We are now considering that a 3D VR headset must be attached on human body during 3D VR video watching and 3D VR gaming, then, if a physiological parameter sensor could be embedded in the headset, physiological measurement would be automatically (or arbitrarily) accomplished. We call this concept as "incorporating physiological measurement with gaming" and believe that this can be a possible health management methodology in the near future. In this talking, potential of VR headset not only 3D image/video presenting method but also physiological measurement basis is discussed.</p> <p>This work was partially supported by the Japan Society for the Promotion of Science (JSPS) KAKENHI Grant Number 15H02798.</p>