

# Effects of Immersive Visual Feedback Distortion on Step Length Symmetry Using Augmented Reality

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## INTRODUCTION

### Gait Asymmetry

- Caused by neurological disorders, injuries, and/or aging [1]
- Hinders mobility, balance, & energy efficiency [2], [3]

### Visual Feedback Distortion (VD)

- Distorts visual feedback by misrepresenting step lengths [4]
- Enhances motor adaptation

### Augmented Reality (AR)

- More interactive & engaging [5]
- Keeps feedback within view
- Reduces distractions

### Purpose

- Evaluate the potential of AR-based VD (AR-VD) to improve rehabilitation outcomes & functional independence for individuals with gait asymmetry

### Hypothesis

- AR-VD will lead to greater gait symmetry adaptation & longer-lasting aftereffects compared to monitor-based VD (M-VD)

## METHODS

### Protocol

#### 1 Healthy Subject

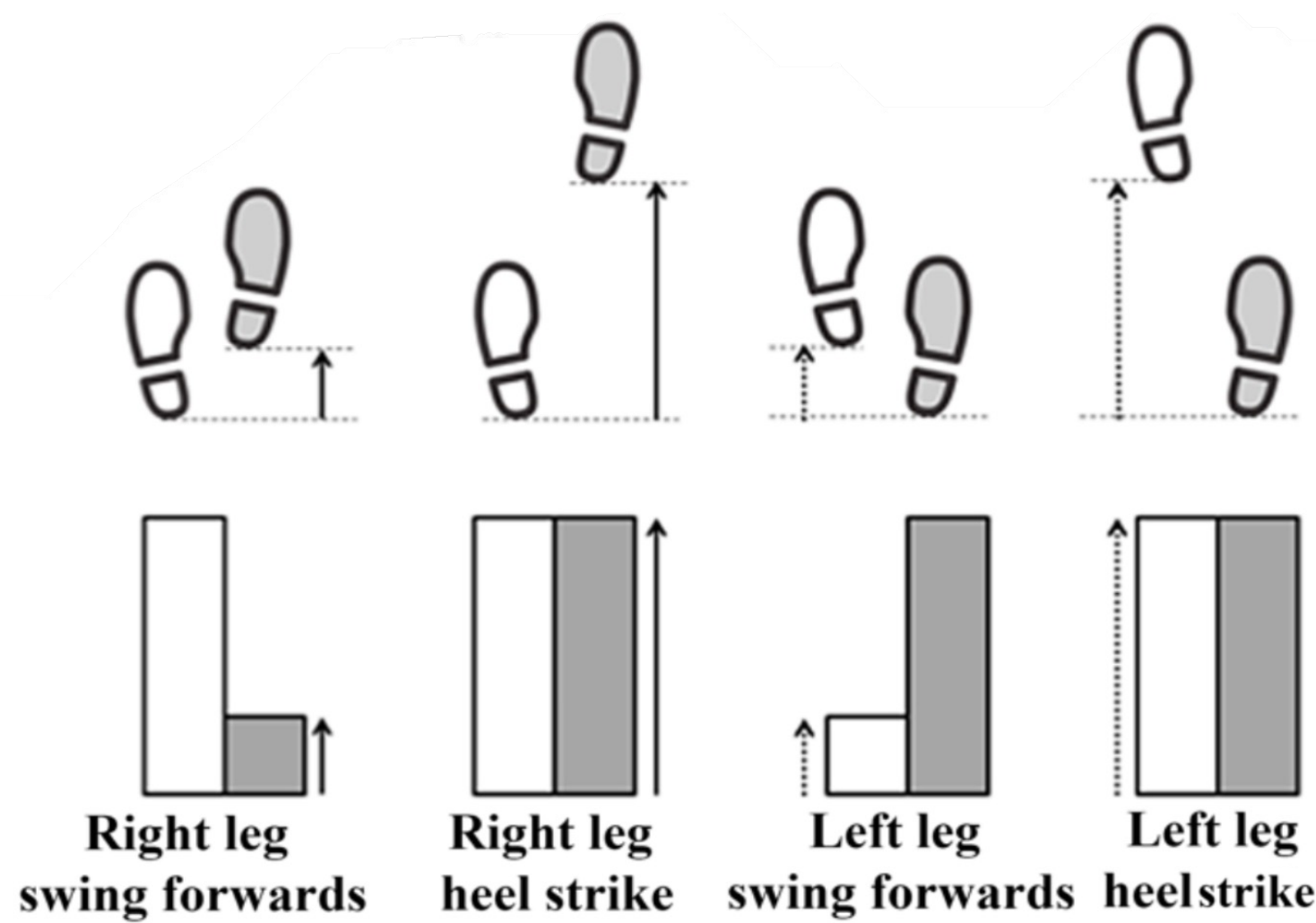
- 1 M-VD session
- 1 AR-VD session

#### 2 Visual Feedback (VF) Bars

- Right step length (RSL)
- Left step length (LSL)

#### Step Length Symmetry

- LSL = RSL
- Equal bar heights at heel strike



### MAIN TRIAL (21 min)

#### PHASE 1: Baseline

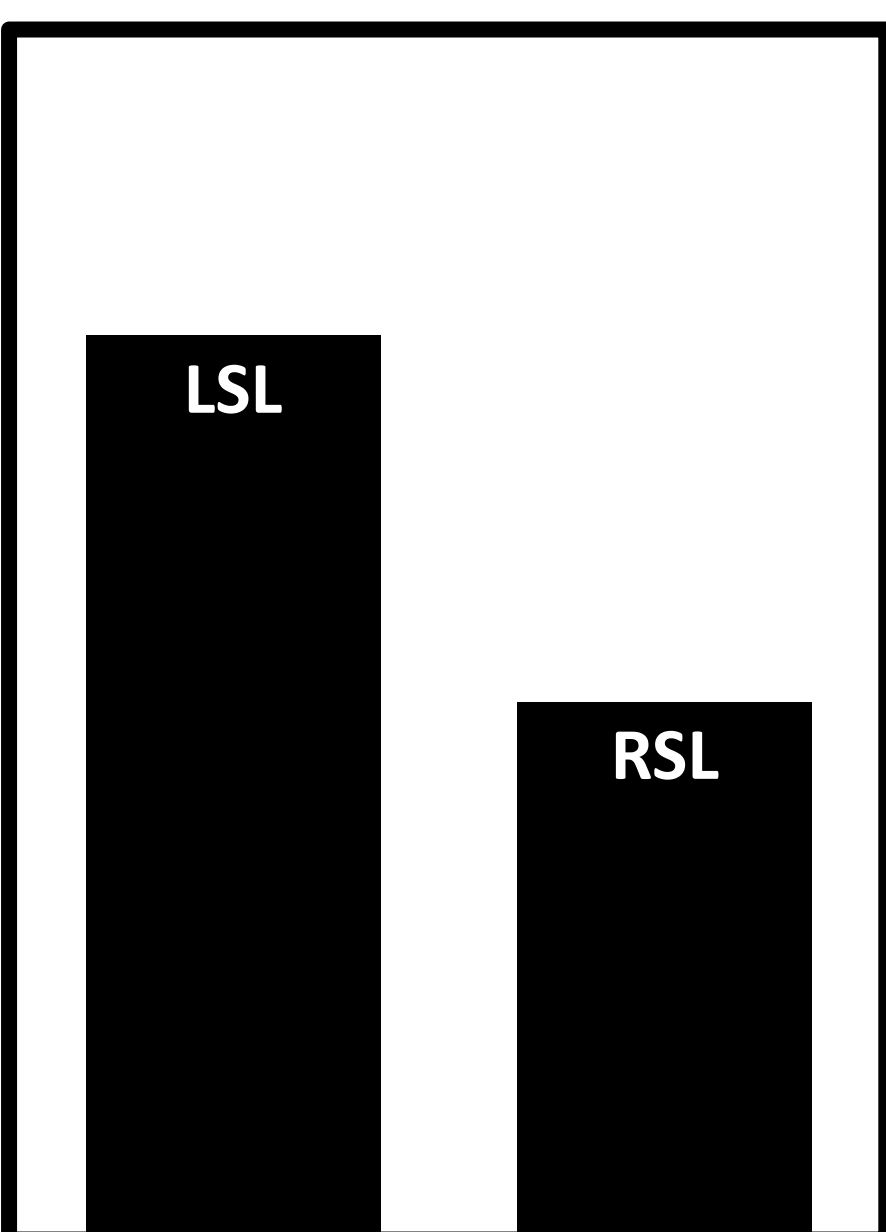
Duration: 2 min  
VF: undistorted  
Task: match bar heights

#### PHASE 2: Adaptation

Duration: 10 min  
VF: distorted  
Task: match bar heights

#### PHASE 3: Post-Adaptation

Duration: 9 min  
VF: none  
Task: keep gaze ahead



## METHODS

### Visual Feedback Distortion (VD)

- Subjects uninformed of distortions
- Each minute for first 5 minutes of adaptation phase:
  - Increase VD by 3%
  - Decrease RSL bar height by 3% of actual RSL

↑ % VD  
↓ RSL bar  
↑ Actual RSL  
↑ SSR  
↓ Symmetry

### Data Analysis

#### Step Length Symmetry Ratio (SSR)

- Calculated for each gait cycle

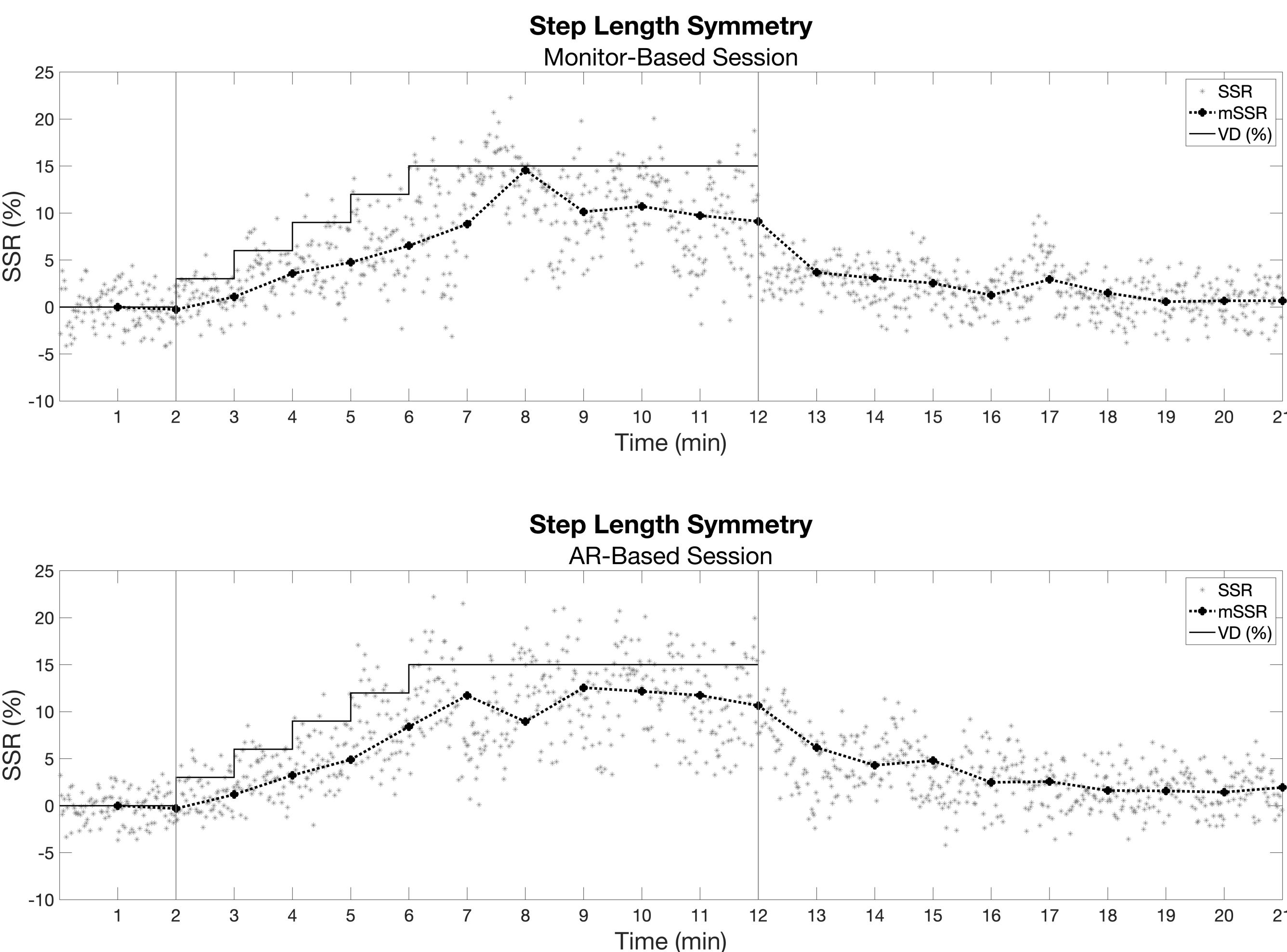
#### Mean SSR (mSSR)

- Average SSR each minute of trial

$$SSR(\%) = \frac{RSL - LSL}{\frac{1}{2}(RSL + LSL)} \times 100$$

## RESULTS

### Between Phases



#### 1. Baseline Phase

- mSSR ≈ 0% → RSL ≈ LSL
- Roughly symmetric gait

#### 2. Adaptation Phase

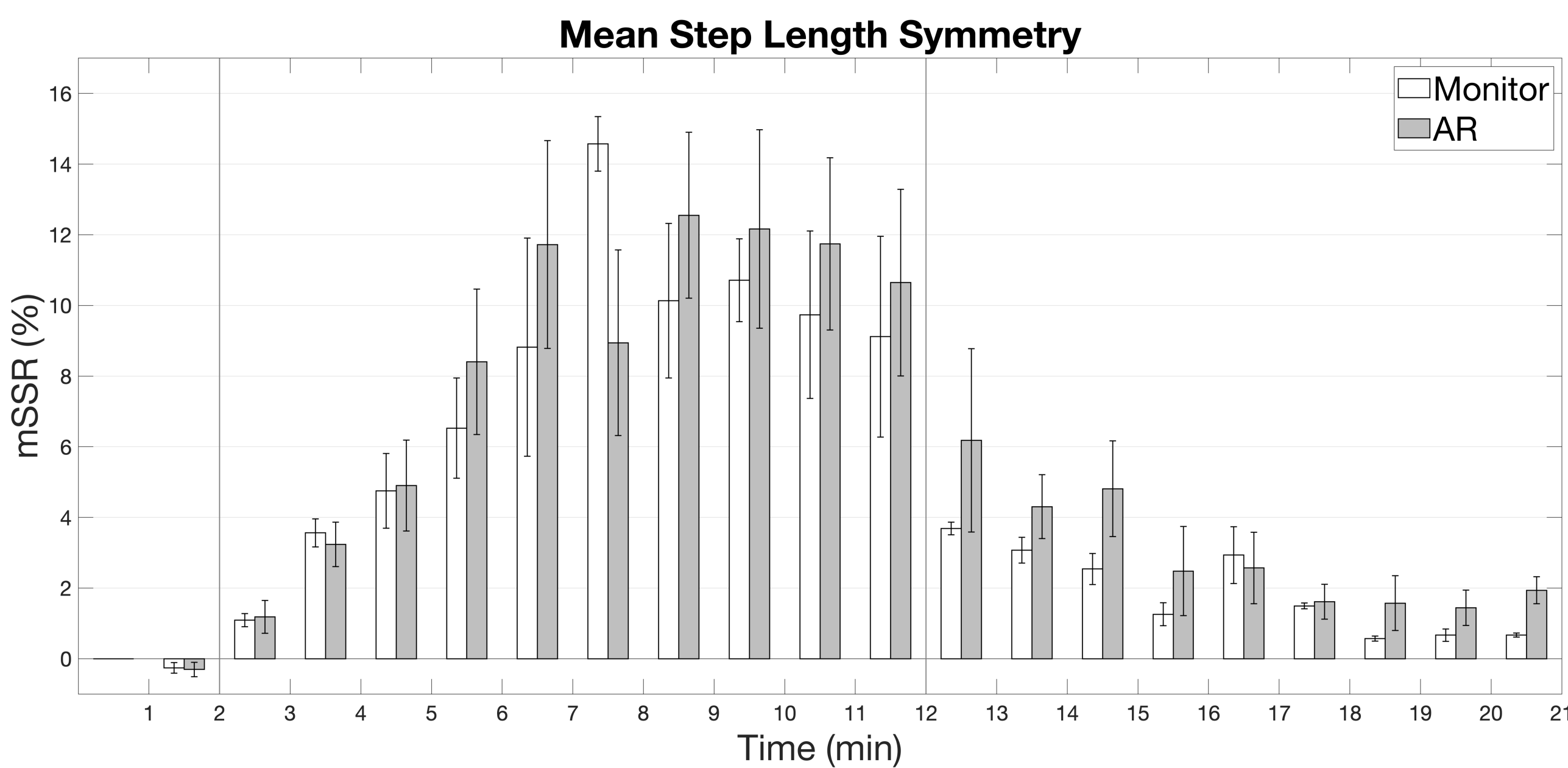
- SSR > 0% → RSL > LSL
- Develops asymmetric gait
- ↑ % VD, ↑ mSSR

#### 3. Post-Adaptation Phase

- mSSR > 0% → RSL > LSL
- Maintains asymmetric gait
- Smaller mSSR than in adaptation phase
- Larger mSSR than in baseline phase

## RESULTS

### Between Sessions



#### 1. Baseline Phase

- Natural gait for healthy subject

#### 2. Adaptation Phase

- Generally larger mSSRs with AR-VD
- Stronger motor adaptation
- Suggestive of increased engagement

#### 3. Post-Adaptation Phase

- Generally larger mSSRs with AR-VD
- Stronger aftereffects
- Slower mSSR decay with AR-VD
- Longer aftereffect retention
- Suggestive of increased immersion

## CONCLUSIONS AND FUTURE DIRECTIONS

**Initial results suggest AR-VD leads to greater gait symmetry adaptation & longer-lasting aftereffects compared to M-VD**

- AR-VD holds potential to improve rehabilitation outcomes & functional independence for individuals with gait asymmetry

### Future Directions:

- ↑ sample size
- Incorporate metric to quantify subject engagement
- ↑ session duration
- Implement for individuals with gait asymmetry

## REFERENCES

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