Consumer virtual reality: from entertainment to motion analytics

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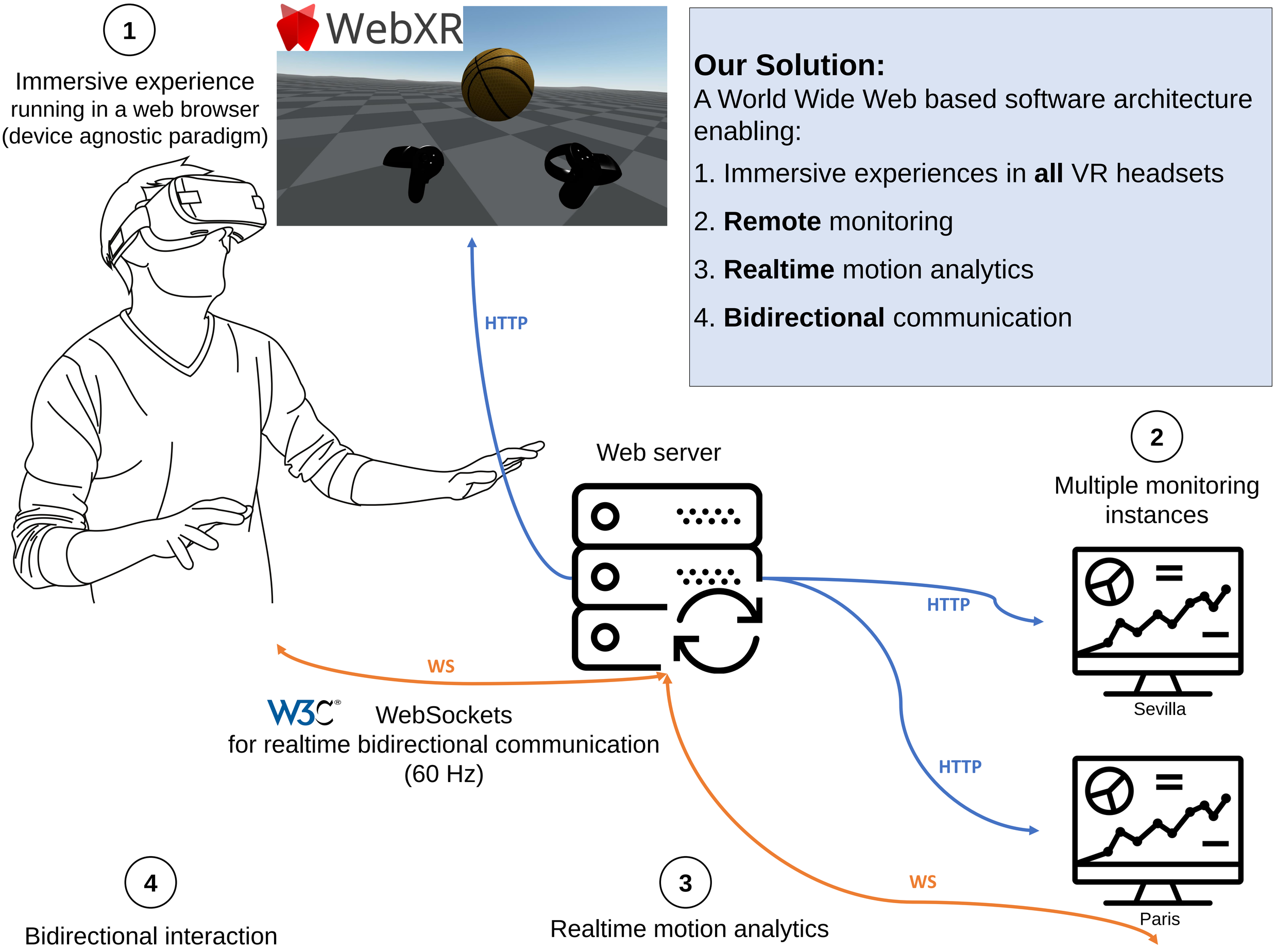
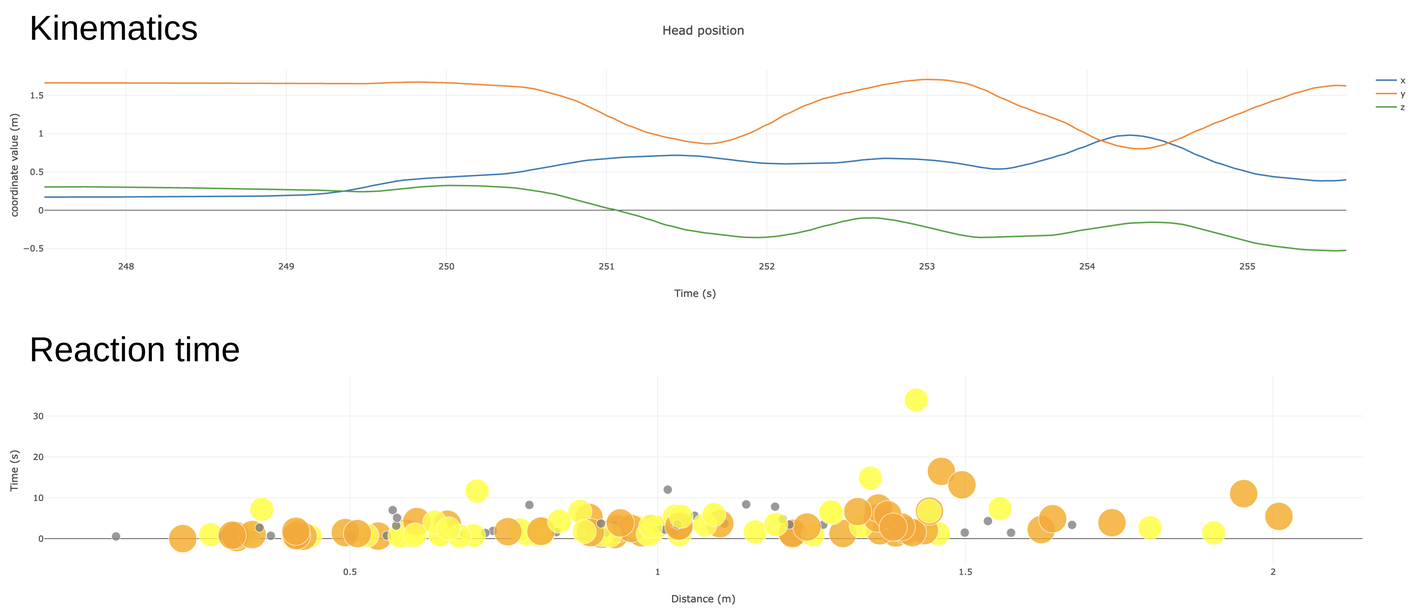
The facts:
- VR technology **more affordable** with the rise of the metaverse
- **Rich kinematic data** provided by VR headset IMU and 6-axis controllers at 60 Hz
- Segmented ecosystem with **non compatible VR apps** between different devices

Our Solution:
A World Wide Web based software architecture enabling:

1. Immersive experiences in **all** VR headsets
2. **Remote** monitoring
3. **Realtime** motion analytics
4. **Bidirectional** communication



allows the monitoring interface to change the parameters of the VR app:
- Lighting conditions
- Difficulty of the motor task
- Sound volume
- …



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