# BALANCE CONTROL MECHANISMS IN INDIVIDUALS WITH MULTIPLE SCLEROSIS IN VIRTUAL REALITY ENVIRONMENT A METHODOLOGICAL RESEARCH.

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## INTRODUCTION

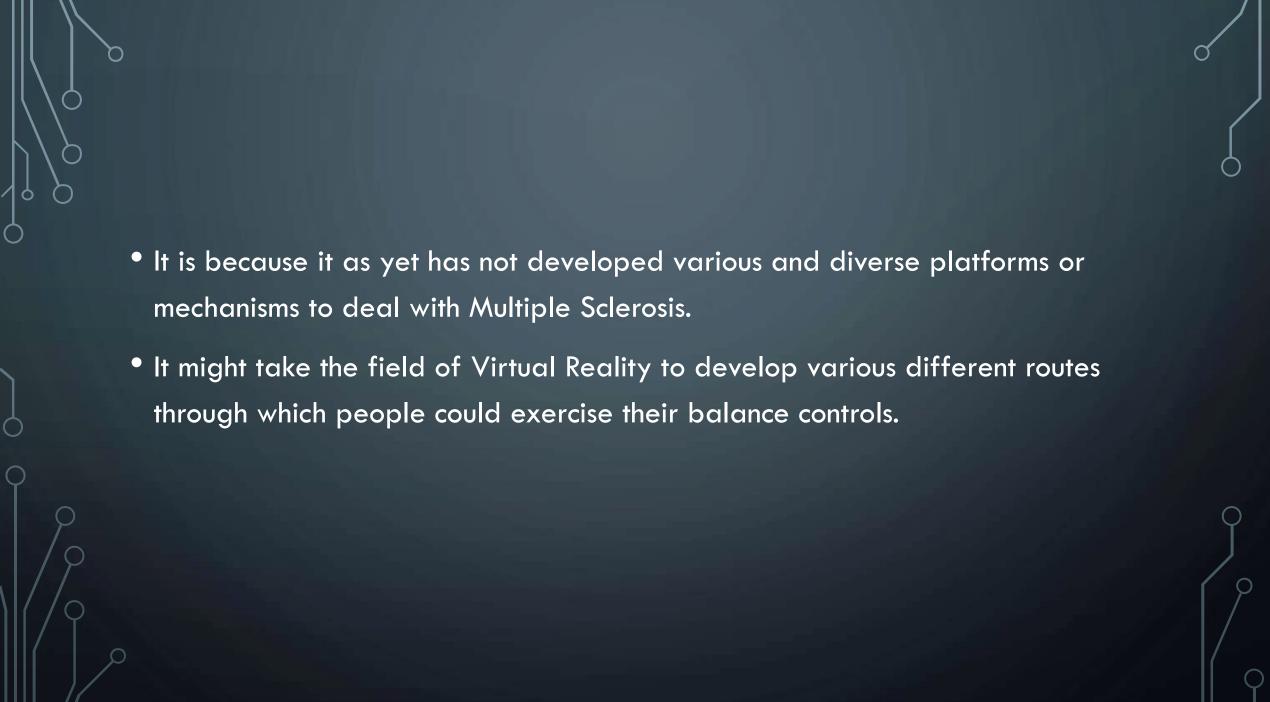
- Multiple sclerosis (MS) is a disease that is being spread in people rapidly
- Over 2.5 million people are affected by Multiple Sclerosis (MS)
- It is a disease on motor neurons in the human brain.
- People affected with Multiple Sclerosis (MS) go through a lot of debilitating symptoms.
- The major symptoms of Multiple Sclerosis are difficulty in walking and, maintaining balance

# **COMMON ISSUES**

- Maintaining balance and Gait are common issues caused in motors by the Multiple Sclerosis (MS)
- Poor balance control is also well known to be a significant risk factor for both falling and inhibiting a rational fear of falling

# MULTIPLE SCLEROSIS AND VIRTUAL REALITY (VR)

- Virtual reality in context is basically a full-fledged developed technique in order to deal with Multiple Sclerosis (MS)
- Various evidences have proven that Virtual Reality helps people to improve their balance while thinking as well as walking.
- Virtual reality (VR) has its potential benefits because it is absolutely user friendly because people enjoy using it and it also adds to compliance.
- However, Virtual Reality like any other technique to deal with a disorder or a disease too has its limitations.



# JUSTIFICATION OF THE STUDY

- The study and the research aims to understand how and in what ways does Virtual Reality help people deal with Multiple Sclerosis
- It would want to analyze and justify the biomechanical reasons and implications of movement analysis in Multiple Sclerosis
- The research abstract indicates that people who have used the VR have proved its implications rightfully than the conditional settings.
- The proposed study aims to fill this research gap by assessing the role of VR in balance control in persons with MS.

## **OBJECTIVES**

- The proposal of this dissertation aims to identify key factors related to Virtual Reality that would help people with Multiple Sclerosis
- It aims to determine the balance response of people with respect to Multiple Sclerosis
- It will consider comparisons and variations in the conditional settings of Virtual Reality.

# METHODOLOGY

- Research methodology that shall be used in this research will be an empirical approach
- Primary data collection method shall be utilized
- This shall be done in order to gather all the requires data from the patients.

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