Therapeutic effects of large-field visual virtual immersion on balance control in unilateral vestibular patients
Olivier A.J. Martin, Denis Faure-Vincent, Jean-Dominique Gascuel, Sébastien Schmerber, Alina Voda, Pascal Bellemain

To cite this version:
Olivier A.J. Martin, Denis Faure-Vincent, Jean-Dominique Gascuel, Sébastien Schmerber, Alina Voda, et al.. Therapeutic effects of large-field visual virtual immersion on balance control in unilateral vestibular patients. ISPGR 2022 - International Society of Posture and Gait Research, Jul 2022, Montréal, Canada. pp.1-1. hal-03737948

HAL Id: hal-03737948
https://hal.archives-ouvertes.fr/hal-03737948
Submitted on 25 Jul 2022
Therapeutic effects of large-field virtual visual immersion on balance control in unilateral vestibular patients

Martin O.1, Faure-Vincent D.1, Gascuel JD.2, Schmerber S.2, Voda A.1, Bellemain P.1
1GIPSA-lab, UMRS216 Grenoble-Alpes University & G-InP, Grenoble France
2INRIA Rhône-Alpes, Maverick Team & Jean Kunzman Lab, Grenoble, France
(*Contact: olivier.martin@gipsa-lab.grenoble-inp.fr)

INTRODUCTION | VR-based balance rehab. relevance?

METHODS | The PIVVIT project (Plateforme d’Imagerie Visuelle Virtuelle Thérapeutique)

CLINICAL TRIAL - PATIENTS
• Unilateral vestibular patients (42-80 y.o.; 3 m., 4 f.)
• Visually-induced dizziness (phaeomata, chronic recurrent dizziness, vestibular neuritis)
• 8 weeks rehab. period + 1 or 2 rehab. session per week included in the patients care process
• Ethics validation (CPP - voluntary informed patients)

VISUAL STIMULI
• Large-field (panoramic) visual virtual flows
• Standardized optokinetic stimulus
• 8 Optic flows STIM. : 3D scrolls (Up, Down) + 3D Rotations (Clockwise, Counterclockwise) + 3D Radial expansion.
• 6 flows SPEED (speed ratio from 0.3 to 2.8 A.U.)
• Scenario optimized for efficiency on patient : visual-flows constraints increase throughout the therapeutic session : flows pattern (scroll, radial and rotation), stimulation speed increased, gaze anchoring on the visual reference (with/without).

GAZE ANCHORAGE (GA)
• Visuo-spatial reference
• With GA : session 1-4 ; Without GA : session 5-8
• [With : session 9 ; Without : session 10]

PROTOCOL
• 1 Trial ; Visual stimulation
• Next = Flow - Fast : 23 sec
• 1 Series = 8 stim. (8 trials)
• 5 different 10/20-30 visual flows
• 1 Session = 6 Speed
• 4 Trials + 6 Speed = 44 trials
• 2 Gaze Anchorage cond.
• Secs. 1-4 : With GA
• Secs. 5-8 : Without GA
• 18 trials X 8 = 144 trials in 15min.
• Total trial duration : 20 min.

RESULTS | VR immersion → Visual perturbation → Balance restoration

DISCUSSION – CONCLUSION | Rapid VR-based rehab. benefits

At a Clinical/Rehab. level : Positive effects of the “large visual field” immersion on balance restoration
• METH. Patient-related sessions repetition + difficulty-dependent tunable scenarios + patient follow-up + methodical practice through short period (two months)
• BENEFITS. Rapid functional restoration of efficient synergistic control between balance and gaze process.
• PSYCHOL. Patients’ motivation and self-confidence !

At a Neuro-functional level : “visual-vestibular-motor” adaptation occurs despite the vestibular deficits
• PROCESS. Reweighting of the visual-vestibular sensory inputs → reciprocal inhibition restoration
• ADAPTATION. Reduction of the visual dependency by visual-vestibular reverse compensations
• Questions about the neural basis of the “visual-vestibular plasticity”
• Sensory adaptive threshold/gain of the VOR and/or OKN ?
• Dual sensorimotor plasticity in balance restoration : Interaction MT visual area - vestibular nuclei → visual-vestibular integration for motor command tuning/adjustment.

CONCLUSION
• Optimized rehabilitation strategies based on simple virtual visual immersions Vs. standardized rehabilitation protocols (uncontrolled OKS) for unilateral vestibular patient
• Limit: No long-term effects (reported by patients after a six months period) requiring periodic booster sessions
• Our study corroborate the proof of concept of interactive VR-rehabilitation based on a large visual field stimulation device (experimental and clinical validation).


ACKNOWLEDGMENTS. Thanks to all patients, and to the Grenoble University Hospital (CHUGA NET Clinic) – Grant DRCI (Dept. Clinical Research & Innovation) : PIVVIT Project #1045.