

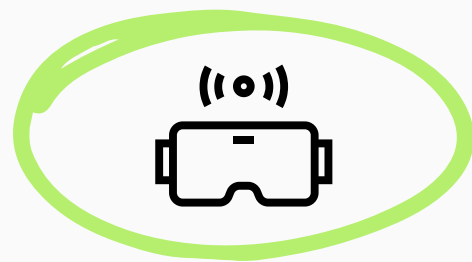
TWO IS PAIR, THREE IS A CROWD

Why Does XR Not Scale In Rehab Care?

CONFLICTS BETWEEN PATIENTS, CLINICIANS
AND DEVELOPERS

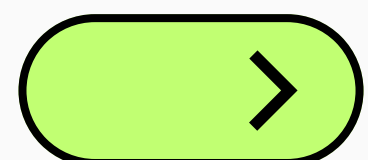


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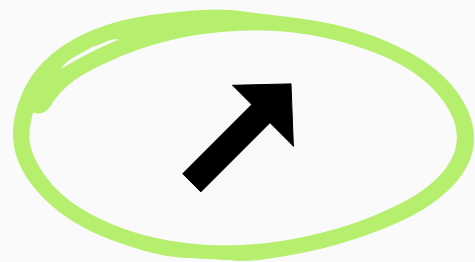


XR Has Potential

Using Extended Reality in rehabilitation can increase the patient's therapy enjoyment and adherence, while reducing treatment duration.



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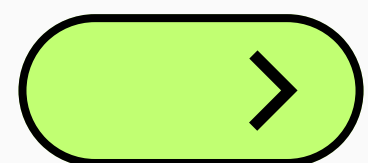


Scaling Needs Three Parties

Developers must *develop* the tool

Clinicians must *prescribe* the tool

Patients must *use* the tool

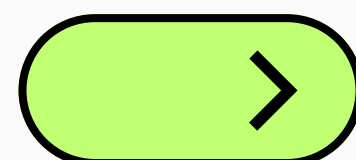


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But these parties do not have
the same needs.

This results in three conflicts
that prevent adoption for all.



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01

Medical Efficacy

Some patients value fun more than medical benefits. For example, a 15-year old boy will be happy to play 'Beat Saber' for hours. But medical benefits are a must for clinicians.

Hence, clinicians will *not* prescribe XR tools if there is no medical advantage.



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02

Work Experience

Using XR tools allows patients to exercise at a place and time that suits them best. But clinicians will miss the patient contact if they only offer remote care.

Hence, clinicians will *not* prescribe XR-tools if they hardly see their patients again.



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03

Retrieving Costs

Both patients and clinicians are often not willing or able to pay for XR-tools. But developers face high development costs.

Hence, developers will *not* offer XR-tools if they get insufficient revenue from their customers.



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*Are you curious to know
more about the paper?*

Feel free to reach out us!

