Enhancing Physical Rehabilitation through Gaming and Gaming NPCs: A novel approach

PSPC Silva[1#] and BVKI Vidanage[1]

[1]Department of Computer Science, Faculty of Computing, General Sir John Kotelawala Defence University, Sri Lanka

[#]38-bcs-0005@kdu.ac.lk

Rehabilitation is a well-established process that takes place under the supervision of doctors and involves substantial amounts of time, effort, and money. This review focuses on the incorporation of video games and gaming NPCs as an additional therapy approach alongside conventional approaches to rehabilitation. Algorithms based on physical exercises included in the game will allow patients to perform rehabilitation independently at home. The strategy is to conceive and incorporate such games into a live environment for a meaningful rehabilitation process. The idea underpinning this system is to help patients to recover faster and gamify the rehabilitation process, thus making the experience enjoyable and more productive.

Keywords: *rehabilitation, gaming, healthcare gaming, gaming NPC, gesture recognition*