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## Virtual reality immersion therapy system for attention deficit hyperactivity disorder

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Video games and education have been working together for a long time, and virtual reality has been in constant development these last years. Nowadays, we have a chance of create a revolution for education, a new style in which a user can interact with a new artificial three-dimensional world. The main features of the video game will be social interaction, negative and positive feedback, and achievement of goals. The combination of these three could bring us sublime and favorable results in order to deal with psychological problems in children with Attention Deficit Hyperactivity Disorder (ADHD). In this video game, we will catch the attention of people with the use of 3D models, animation and simulation, a VR tool well-known as 'Oculus VR' and Unreal Engine to give a complete digital experience in a 3D world. Different skills such as 3D digital art and multiple computer algorithms will be the way to develop a Virtual Reality Immersion Therapy System (VRITS). In which way, the use of technology will improve psychological states? How could Virtual Reality (VR) help people and how could they react to this? These and many other questions will be answered because of the importance of the health and well-being of new generations. This VRITS will inspire confidence to everyone and open a gap to new research and improvement in terms of quality of life for patients.

## Biography

Juan Carlos Torres is a recent Graduate from Instituto Tecnológico y de Estudios Superiores de Monterrey at Campus Estado de México with a degree in Computer Systems Engineering. He has participated in several video games competitions. In 2014, he received an acknowledgement for the Best Visual Art Video Game in the "AnimaGames 2014" organized jointly by HP & TEC. His research interests include education video games, 3D models, animation, algorithms for a better performance of video games, and the use of different technologies such as Oculus Rift and Unreal Engine.

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