



VIRTUÁLNÍ REALITA V PSYCHOLOGICKÉM VÝZKUMU

JAN ONDŘEJ

OSNOVA

HISTORIE VIRTUÁLNÍ REALITY

EKOLOGICKÁ & INTERNÍ VALIDITA

VÝZKUMY LÉČBY ÚZKOSTÍ
A FÓBIÍ, ZA POMOCI VR

VÝZKUMY NA NAŠEM
PSYCHOLOGICKÉM ÚSTAVU

PLUSY A MÍNUSY VR

HISTORIE VIRTUÁLNÍ REALITY



PRVNÍ PŘEDSTAVA VR

**STENGLY G.
WEINBAUM**

1935

**PYGMALION'S
SPECTACLES**

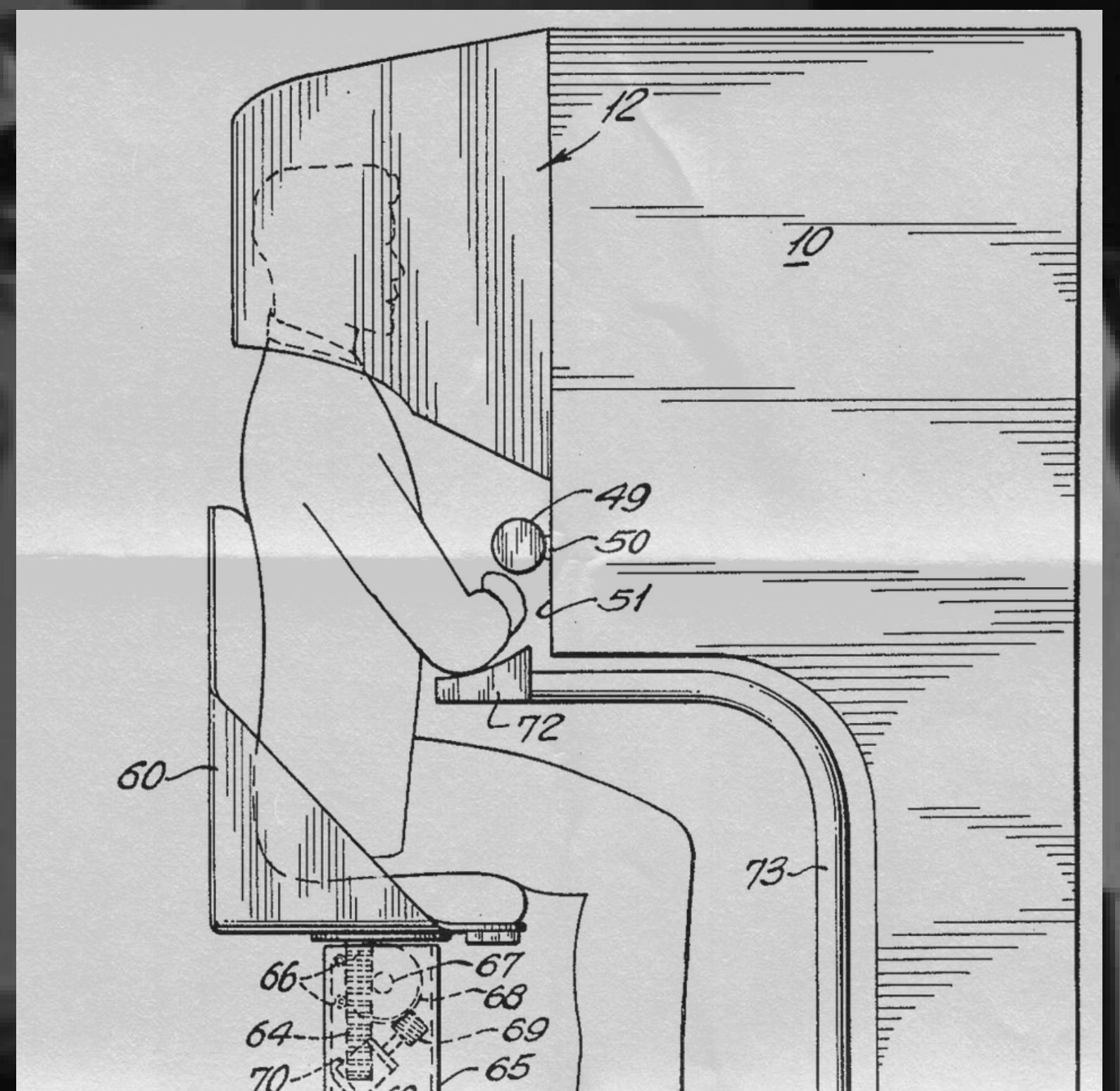


SENSORAMA

MORTON HEILIG

1950

PŘEDCHŮDCE
XD KIN?

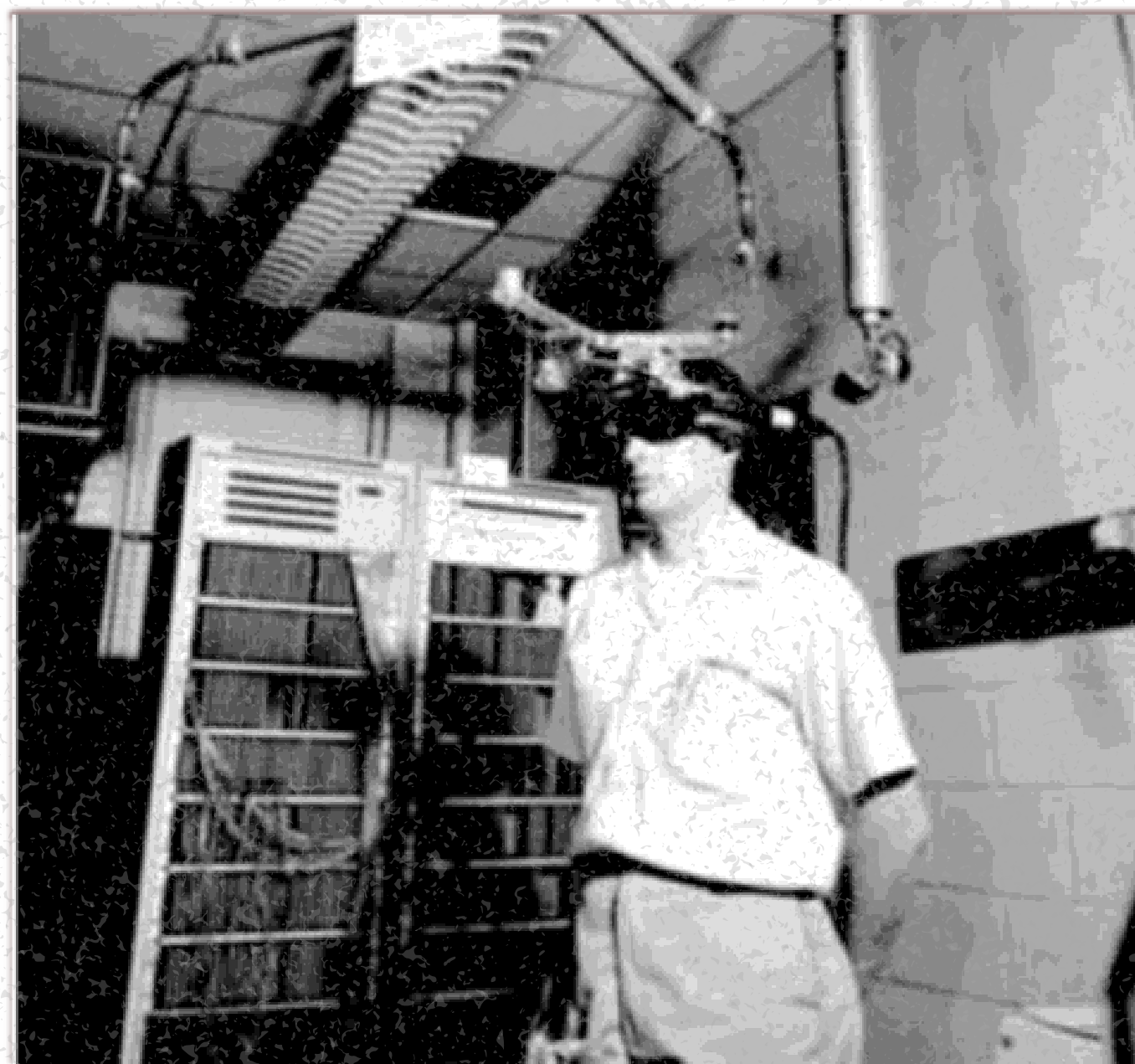
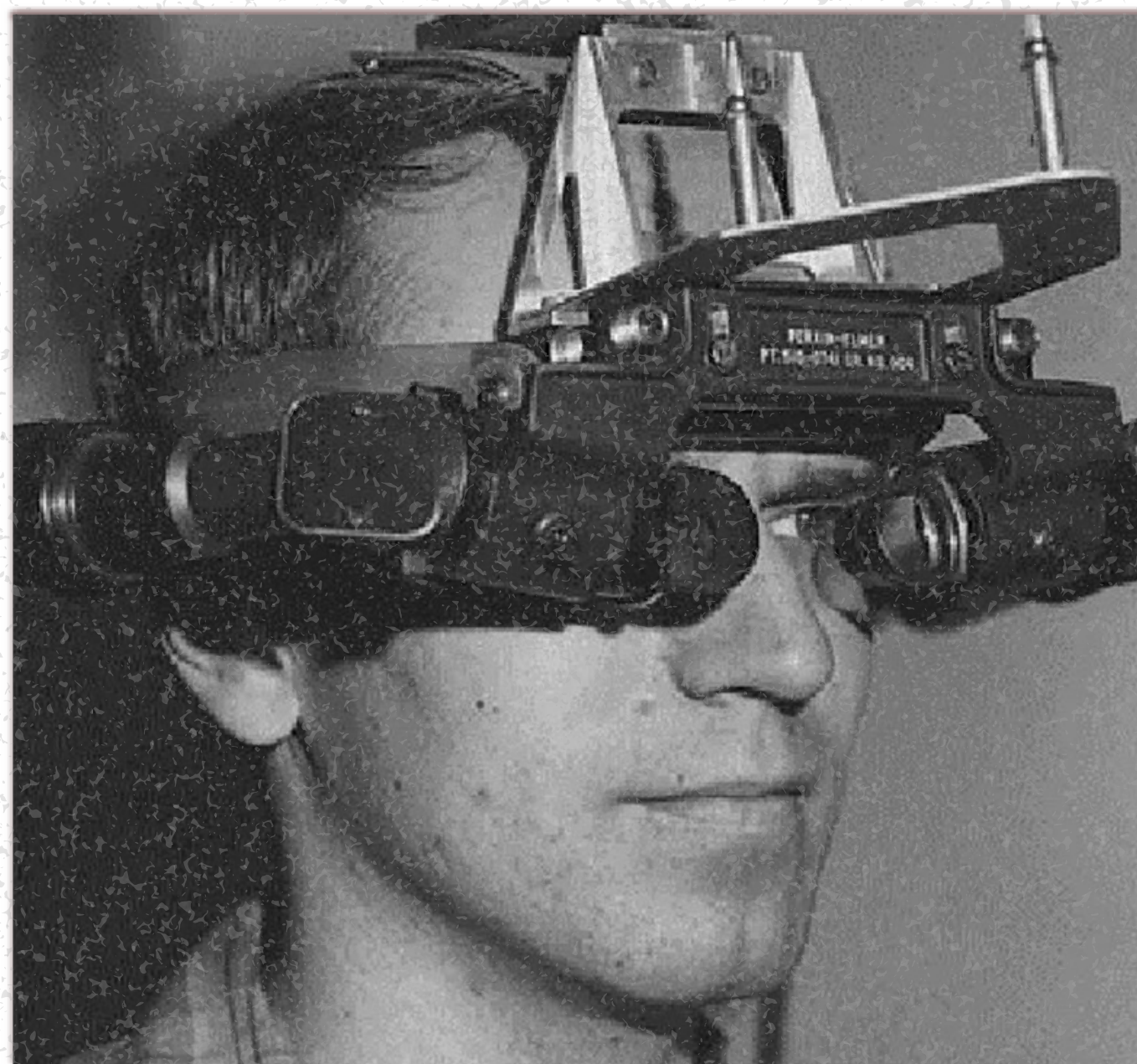


THE SWORD OF DAMOCLES

IVAN
SUTHERLAND

1965

PRVNÍ HEAD
MOUNTED
DISPLAY (HMD)

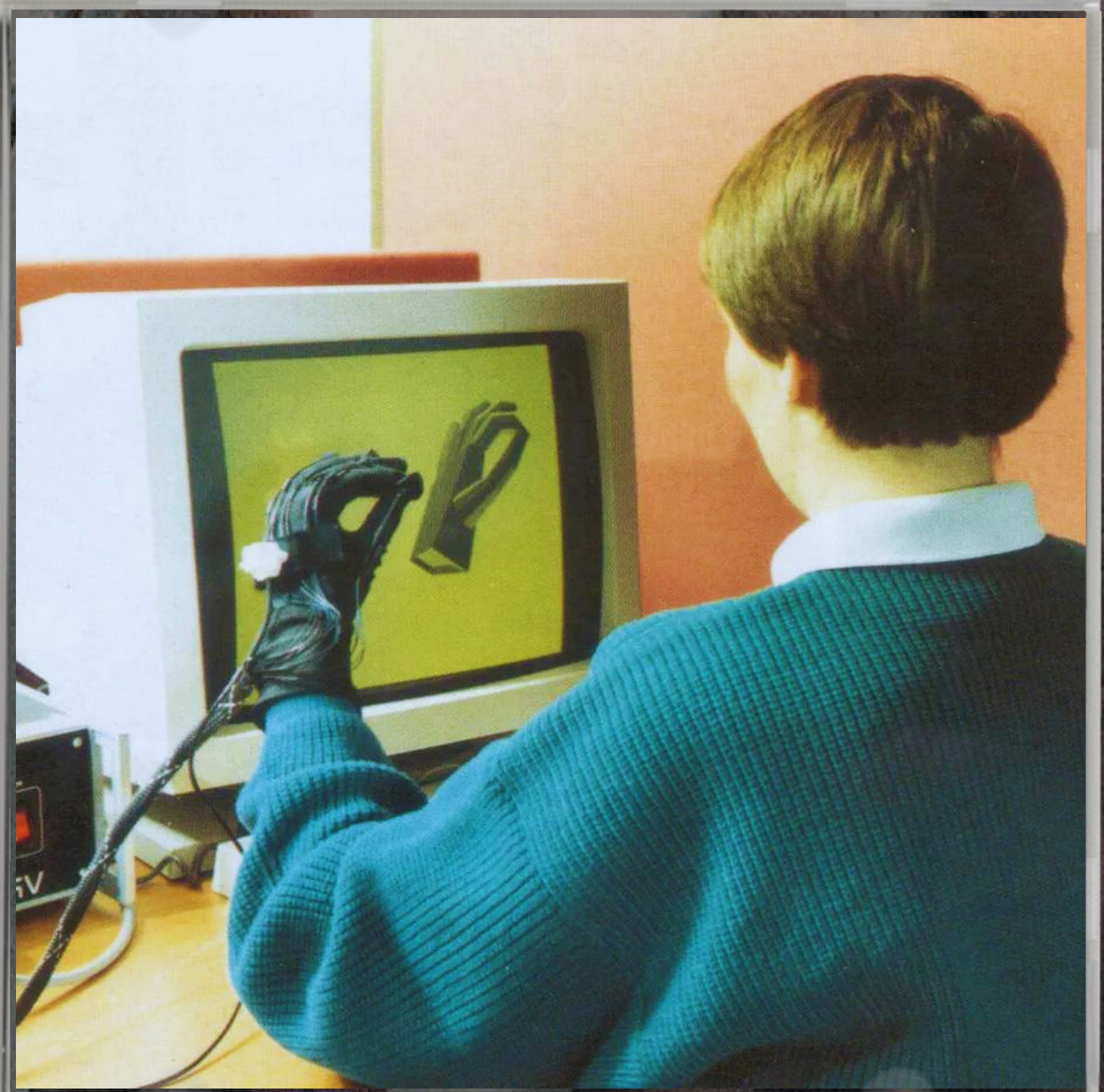


VPL RESEARCH

JAROM LAINIER &
VPL RESEARCH

1980

PRVNÍ KOMERČNÍ
SPOLEČNOST
VYVÝJEJÍCÍ VR





NASA



1989



**SCOTT FOSTER
VYVÝJÍ VIRTUAL
ENVIRONMENT
WORKSTATION
PROJECT (VIEW)**



**VÝCVIK
ASTRONAUTŮ
VE VR**



ROZMACH VIRTUÁLNÍ REALTY

21.
STOLETÍ



HTC VIVE



APPLE VISION PRO



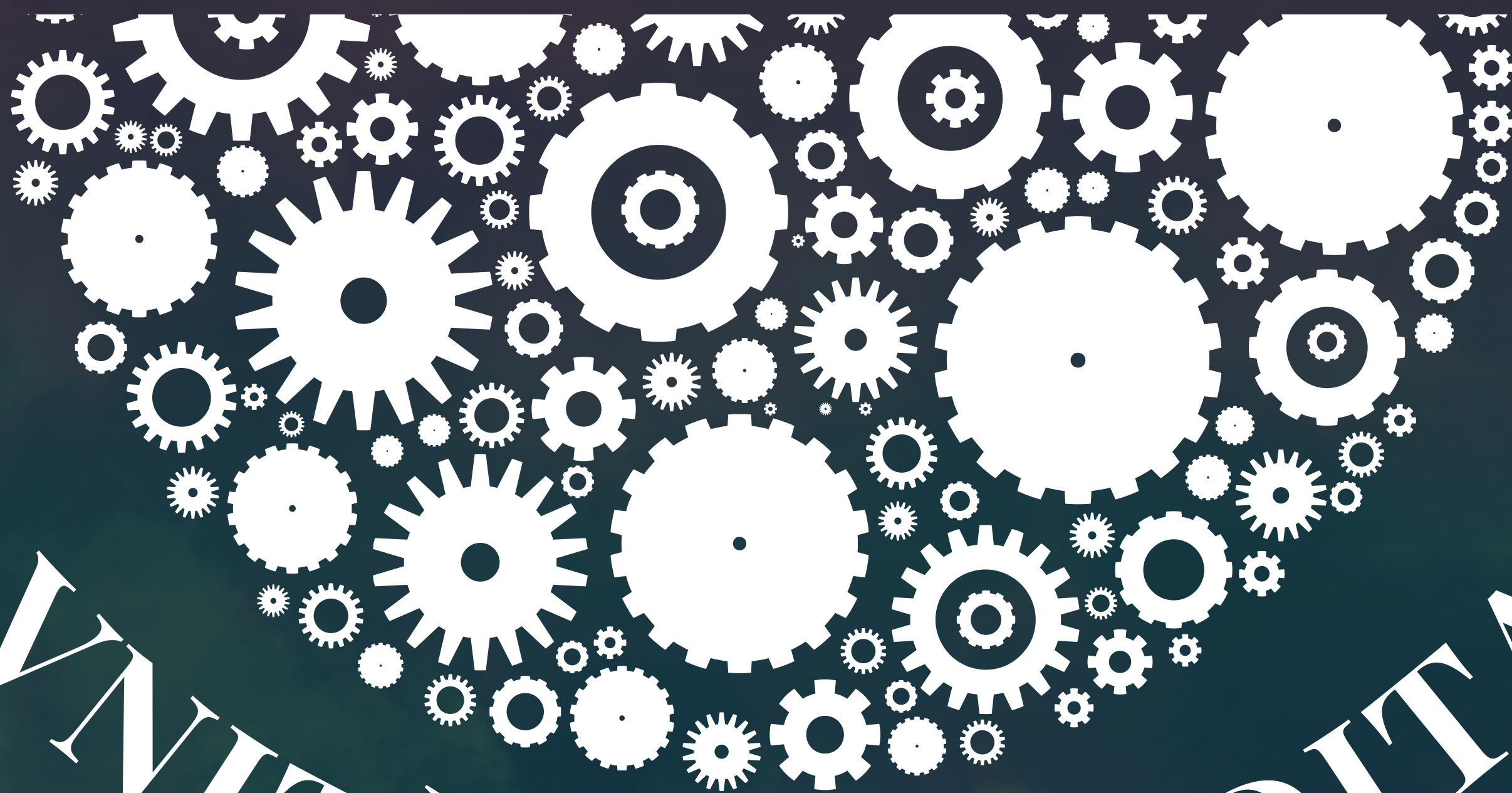
VALVE INDEX



OCULUS



EKOLOGICKÁ VALIDITA



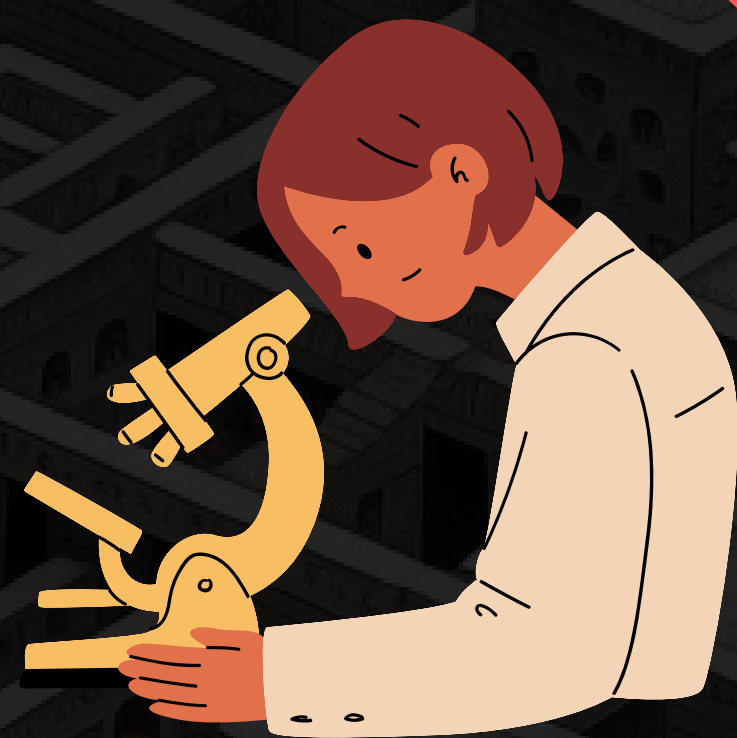
VNITŘNÍ VALIDITA

VYSOKÁ

EKOLOGICKÁ VALIDITA



DESIGNY VE VIRTUÁLNÍ REALITĚ
STANDARDNÍ DESIGNY



NÍZKÁ



INTERNÍ VALIDITA

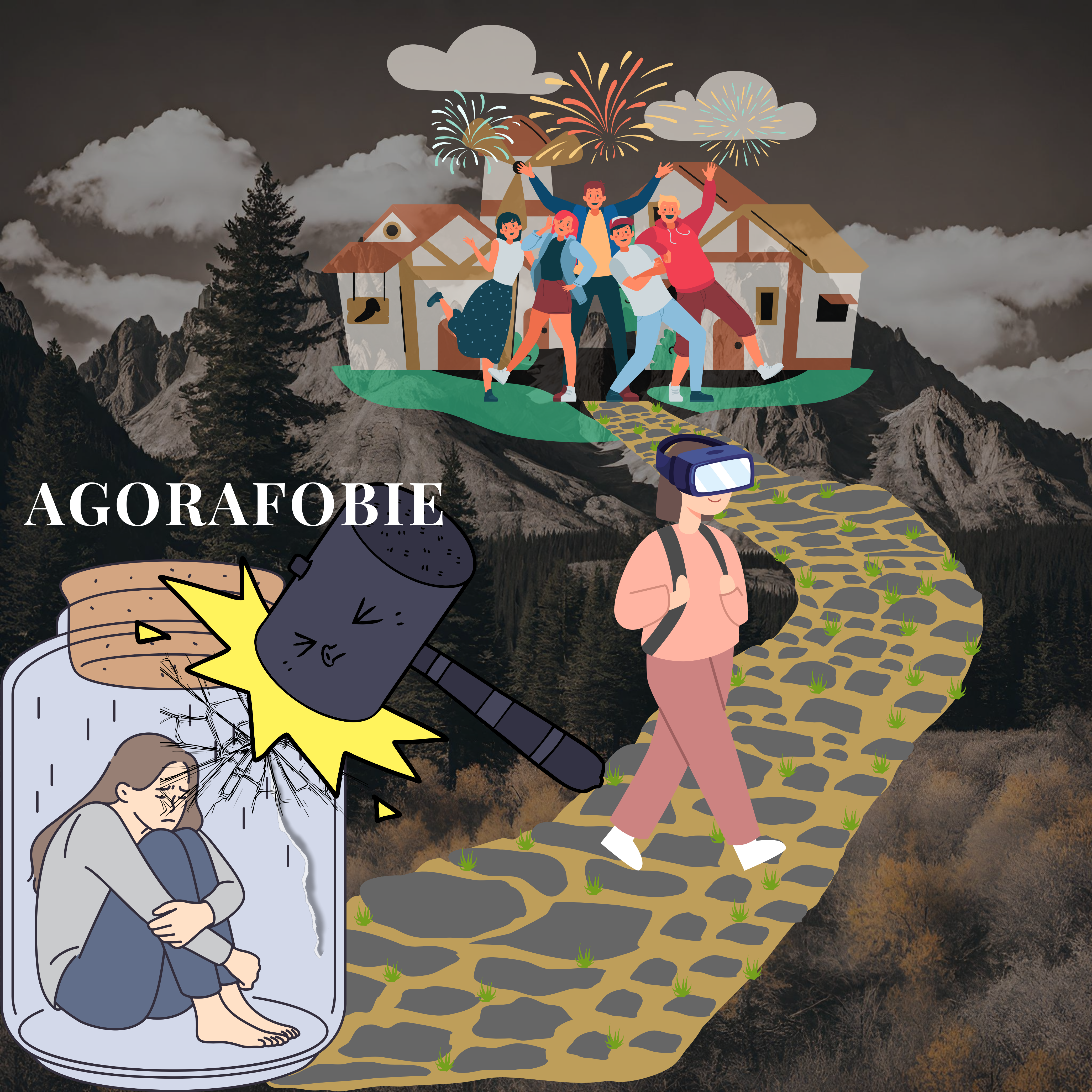
VYSOKÁ







AGORAFOBIE



INCLUSION

18 LET

DSM = PDA

NÁBOR PARTICIPANTŮ

N = 92 → N = 81

VRET

N = 29



N = 19

WAITING LIST

N = 28

CBT

N = 24



N = 20

VRET



N = 33

CBT



N = 34

ŠEST MĚSÍCŮ FOLLOW-UP

N = 27

ŠEST MĚSÍCŮ FOLLOW-UP

N = 30

DVANÁCT MĚSÍCŮ FOLLOW-UP

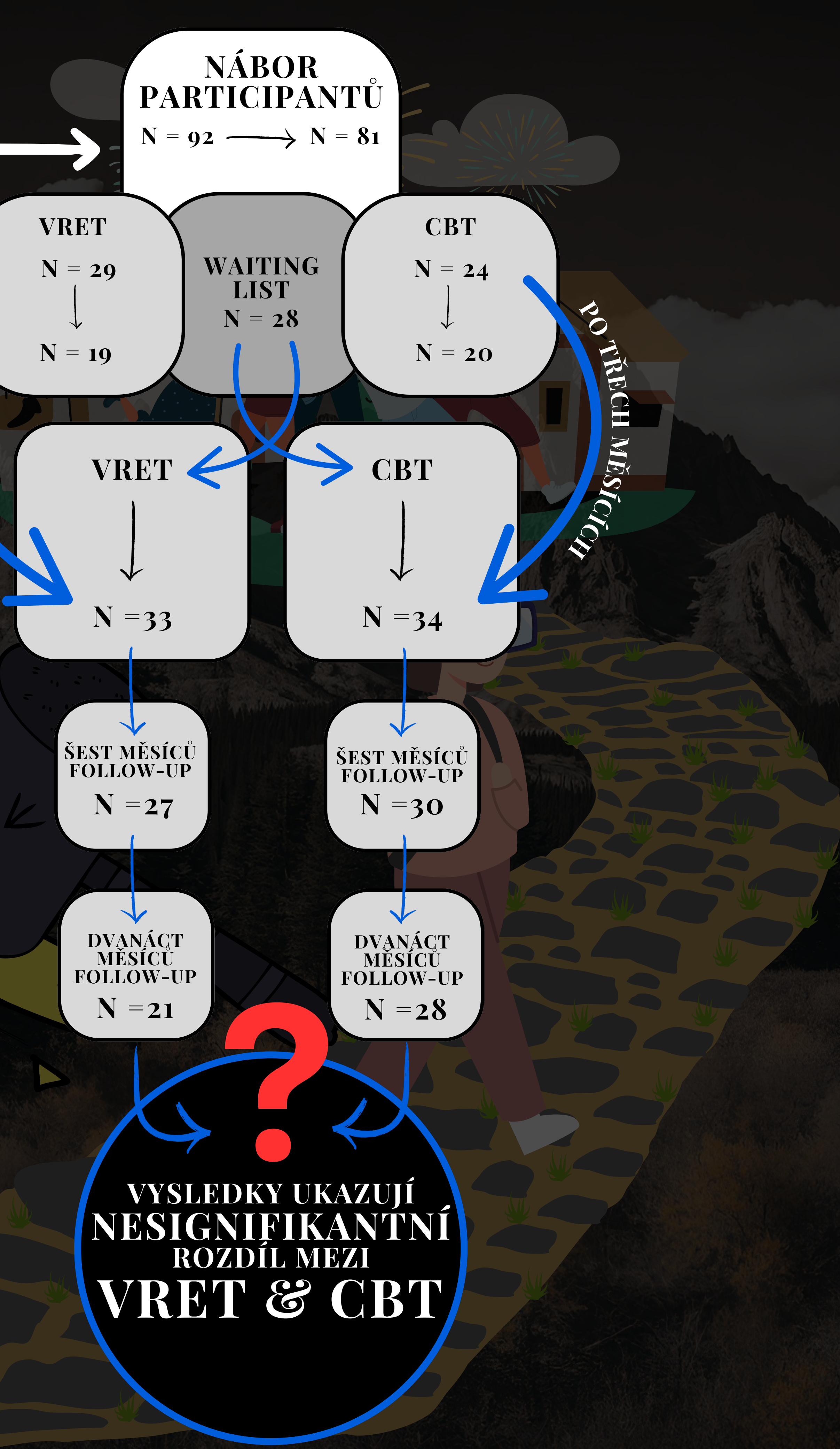
N = 21

DVANÁCT MĚSÍCŮ FOLLOW-UP

N = 28

VYSLEDKY UKAZUJÍ NESIGNIFIKANTNÍ ROZDÍL MEZI VRET & CBT

PO TŘECH MĚSÍCÍCH

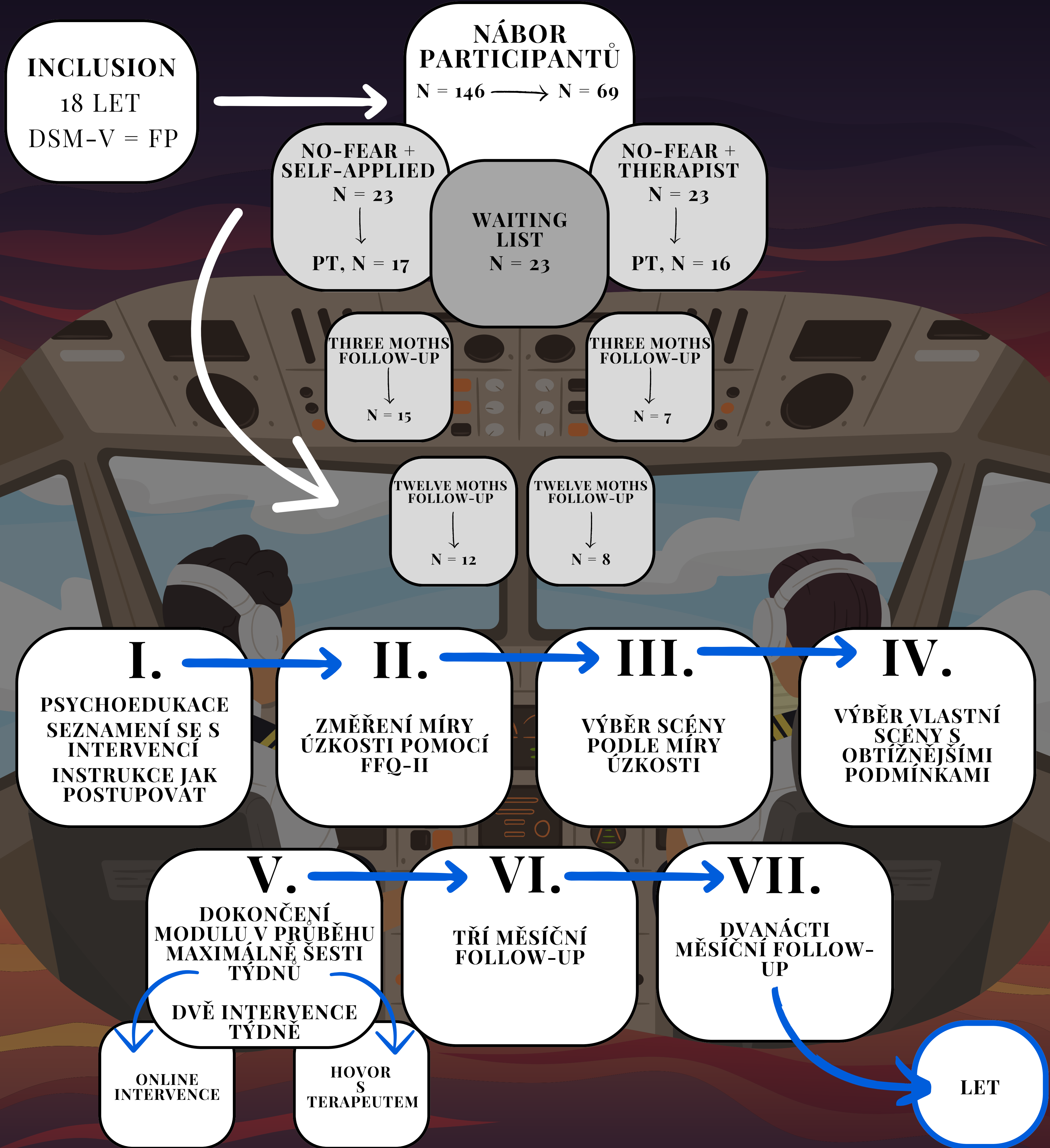


ARACHNOFOBIE



AVIOFOBIE





INCLUSION
18 LET
DSM-V = FP

NÁBOR PARTICIPANTŮ
N = 146 → N = 69

NO-FEAR + SELF-APPLIED
N = 23
↓
PT, N = 17

NO-FEAR + THERAPIST
N = 23
↓
PT, N = 16

WAITING LIST
N = 23

THREE MONTHS FOLLOW-UP
↓
N = 15

THREE MONTHS FOLLOW-UP
↓
N = 7

TWELVE MONTHS FOLLOW-UP
↓
N = 12

TWELVE MONTHS FOLLOW-UP
↓
N = 8

I.
PSYCHOEDUKACE
SEZNAMENÍ SE S
INTERVENČÍ
INSTRUKCE JAK
POSTUPOVAT

II.
ZMĚŘENÍ MÍRY
ÚZKOSTI POMOCÍ
FFQ-II

III.
VÝBĚR SCÉNY
PODLE MÍRY
ÚZKOSTI

IV.
VÝBĚR VLASTNÍ
SCÉNY S
OBTÍŽNĚJŠÍMI
PODMÍNKAMI

V.
DOKONČENÍ
MODULU V PRŮBĚHU
MAXIMÁLNĚ ŠESTI
TÝDNŮ
DVĚ INTERVENČE
TÝDNĚ

ONLINE
INTERVENČE

HOVOR
S
TERAPEUTEM

VI.
TŘÍ MĚSÍČNÍ
FOLLOW-UP

VII.
DVANÁCTI
MĚSÍČNÍ
FOLLOW-UP

LET

AKROFOBIE





**NÁBOR
PARTICIPANTŮ**

**SINGLE CASE
EXPERIMENTAL
DESIGNE**

↪ **N = 6**

BESELINE

1-3/5 TÝDEN

2 = 3

2 = 4

2 = 5

INTERVENENCE

4/6-6/10 TÝDEN

**POROVNÁNÍ STAVU
PARTICIPANTA**

**PO BASELINE
&
PO INTERVENCI**



GoNoGo

PETR KVĚTON & MARTIN JELÍNEK

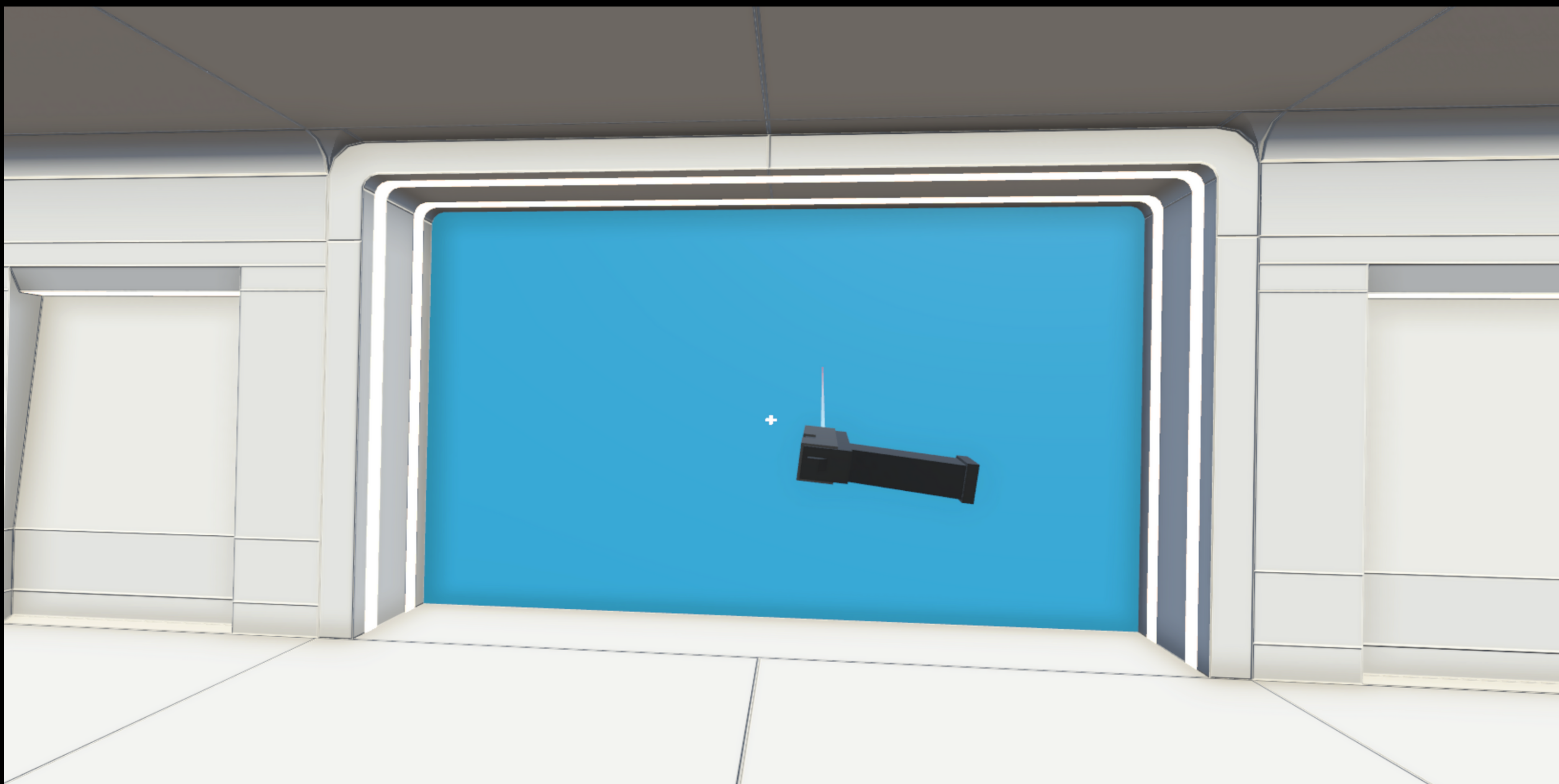
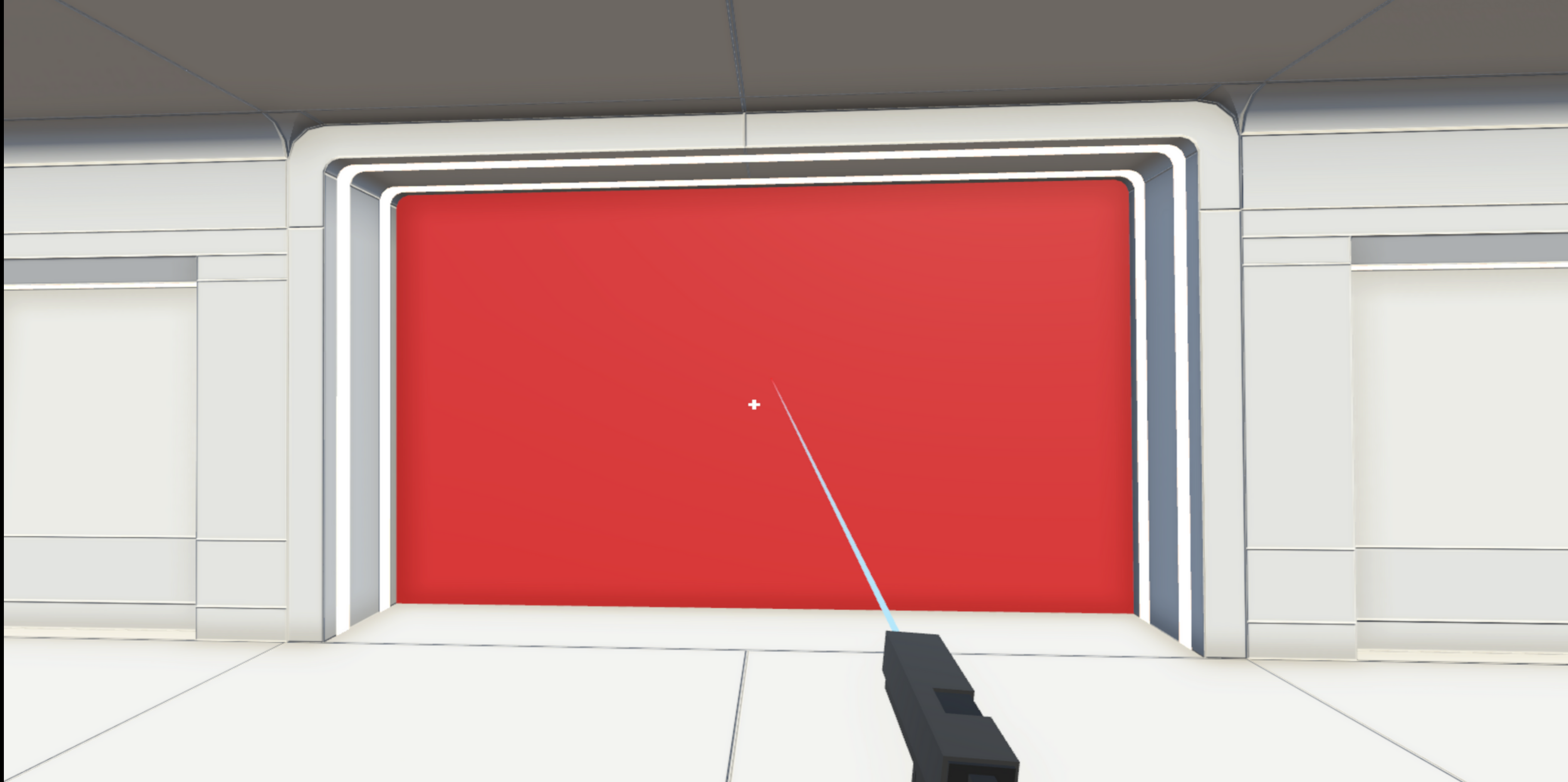


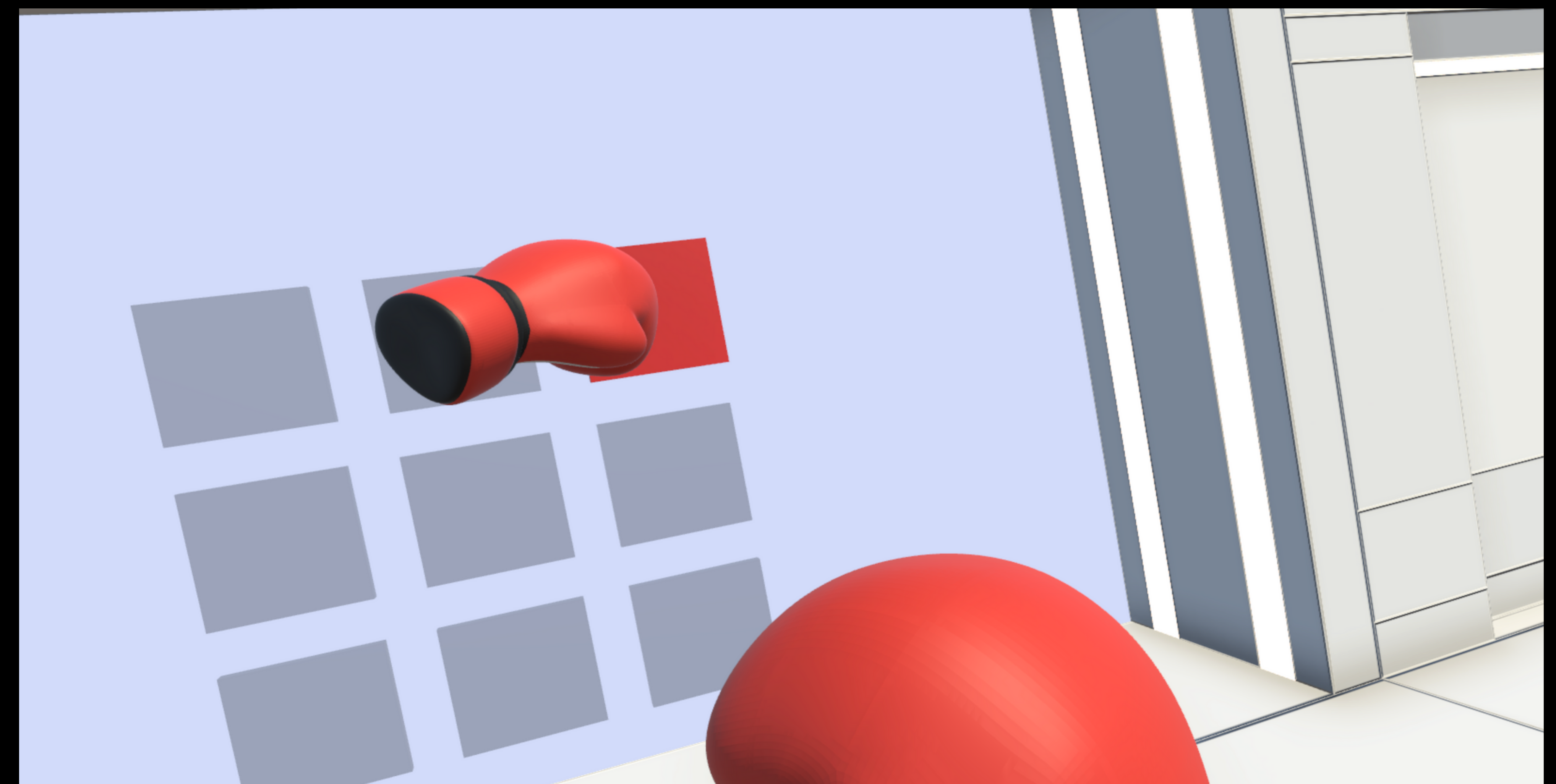
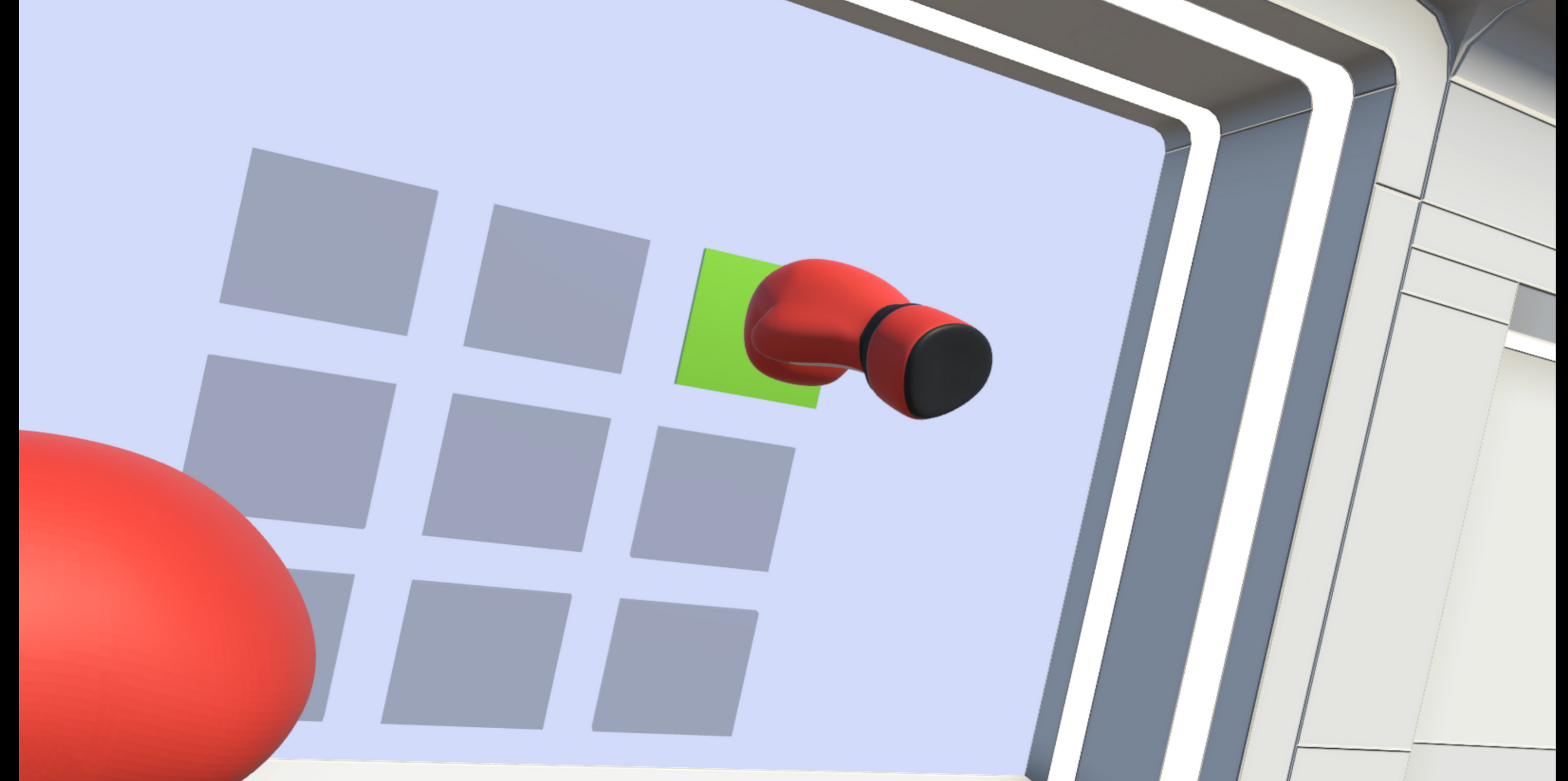
DOBY ODEZVY ODRÁŽEJÍ DOBU
POTŘEBNOU K INTERPRETACI
PODNĚTU, ZÍSKÁNÍ INFORMACÍ Z
PAMĚTI ATD.

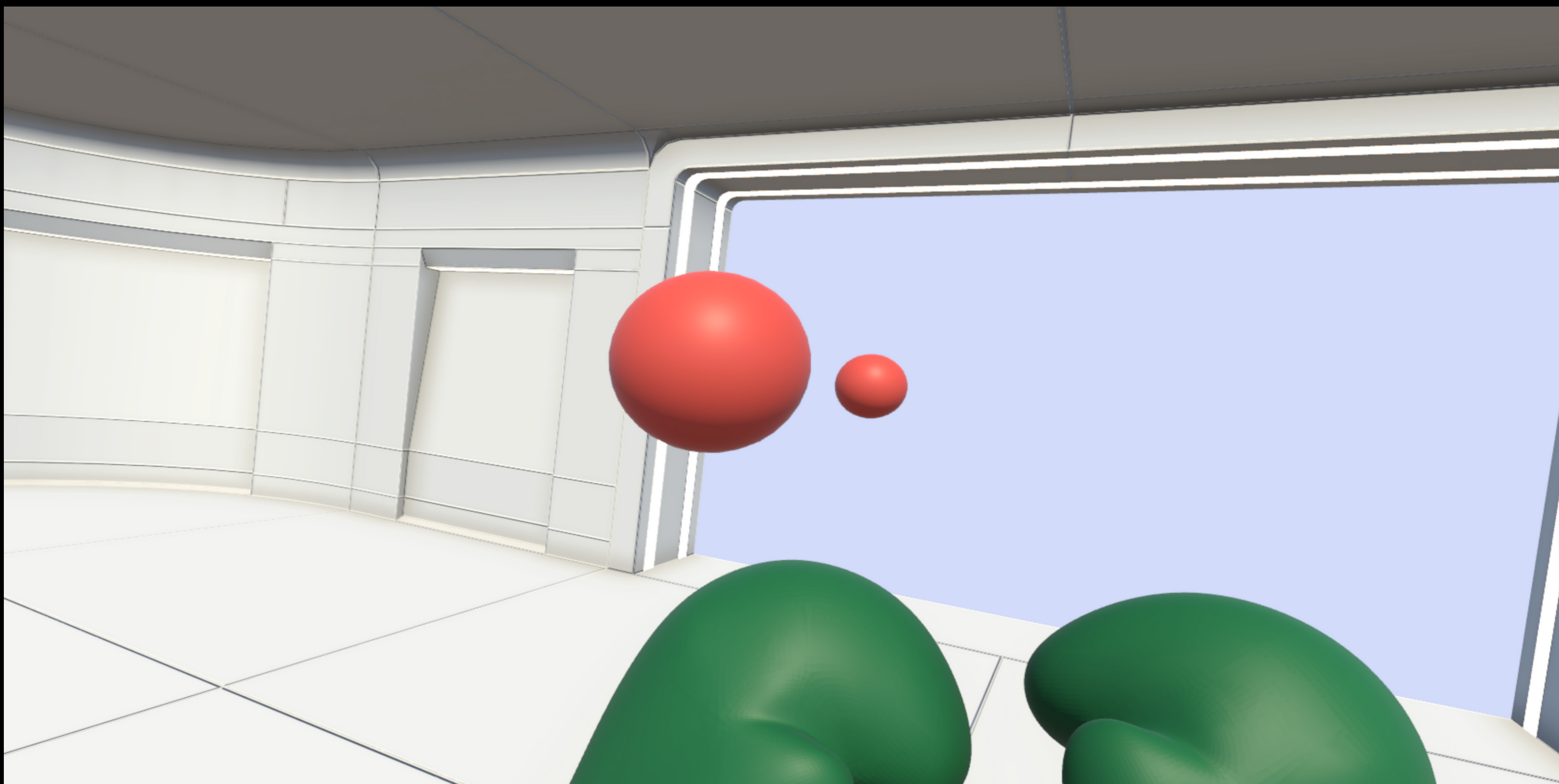
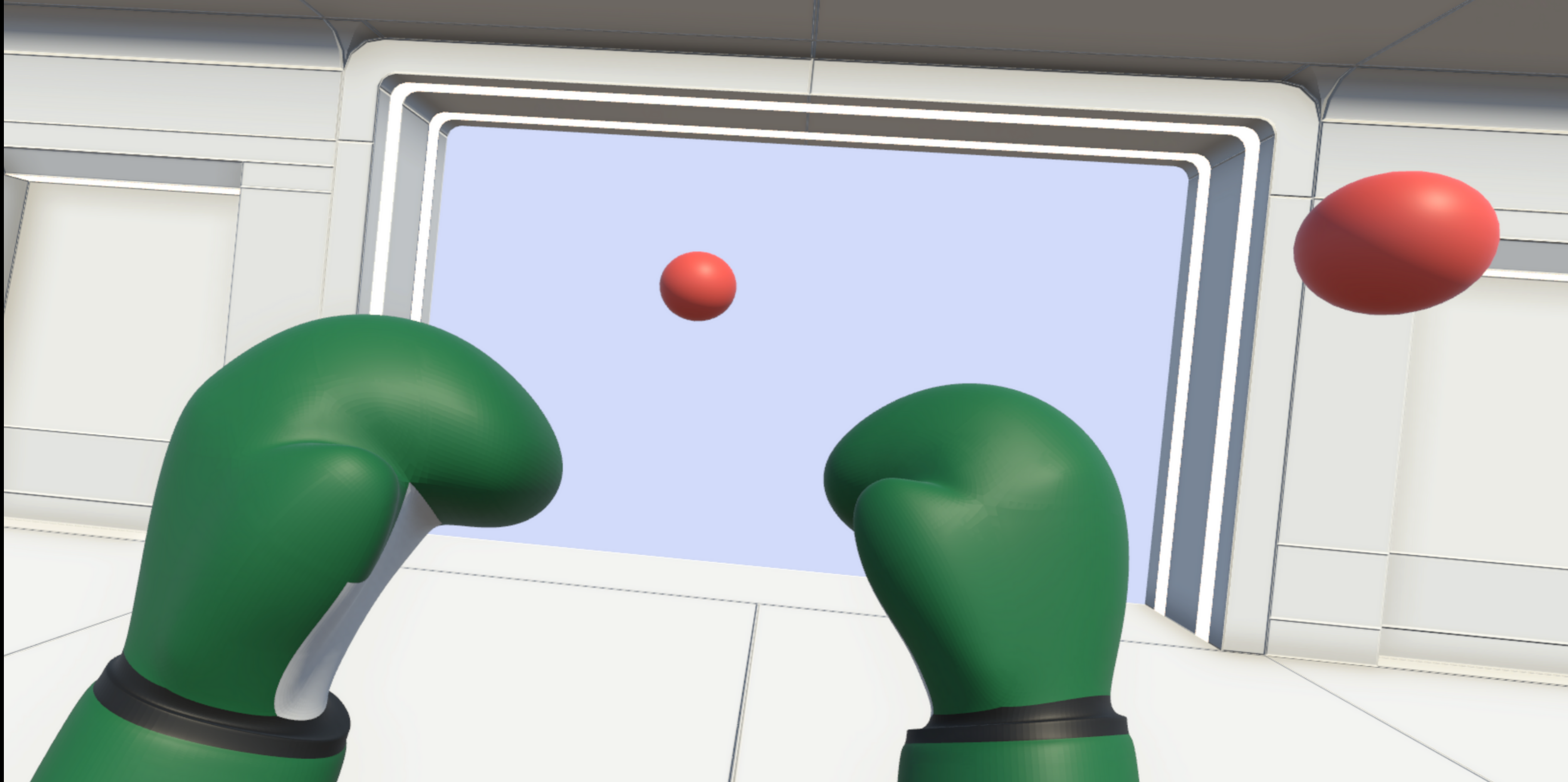
DOBU ODEZVY LZE TEDY
VYUŽÍT KE ZJIŠTĚNÍ, JAK
DLOUHO TRVAJÍ ZÁKLADNÍ
MYŠLENKOVÉ PROCESY



- GONOGO dynamic
- GONOGO simple
- BOXING simple
- DUCK & SLIP
- BOXING choice





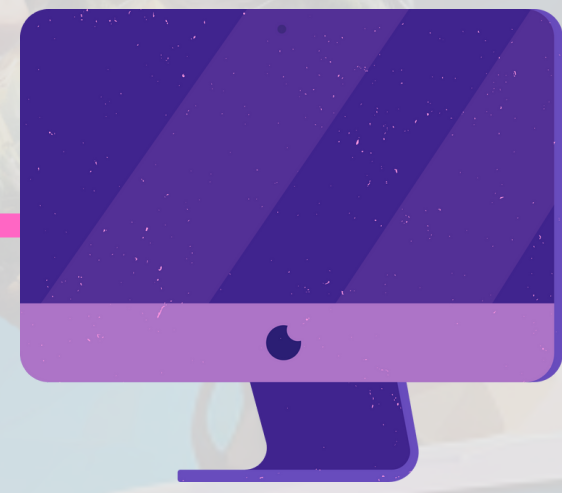
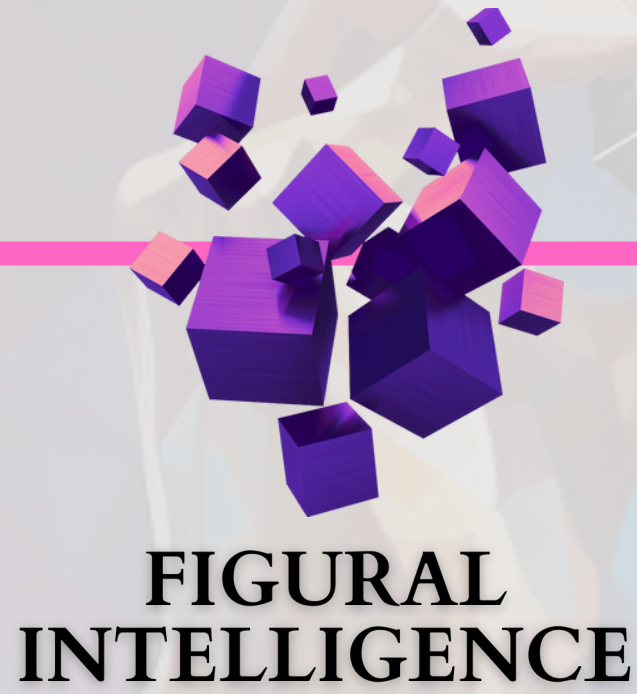




METODA LOCI A VYUŽITÍ VIRTUÁLNÍ REALTY

PROCEDURE

I



THE SECOND STEP WAS REPEATED TWICE



II

III



ALL THREE LISTS OF WORDS WERE LEARNED IN THE SAME LOCATIONS



IV





DĚKUJI ZA
POZORNOST

ZDROJE

YouTube videa přes ikonky na slidech

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