
VR SUPPORTED SELF-HELP TREATMENT FOR ADOLESCENTS WITH PSYCHOSIS

Following shows who had the main focus on different sections of the thesis, however both of us contributed to all sections:

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- Abstract - (B)
- Acknowledgments - (B)
- Introduction - (B)
 - Motivation and problem description - (B)
 - Research question - (B)
 - Expected Results - (B)
 - Methodology - (B)
 - Research - (B)
 - Development - (B)
 - Related Work - (B)
 - Related work differences and discussion - (B)
 - Report outline - (B)
- Background - (B)
 - Gamification - (B)
 - Virtual Reality - (B)
 - Unity - (B)
 - Unity VR - (B)
 - Cognitive Behavioral Therapy - (B)
 - Cognitive Behavioral Therapy for Psychosis - (W)
 - Virtual Reality Cognitive Behavioral Therapy - (W)
 - Virtual Reality Exposure Therapy - (B)
 - Serious Games - (B)
 - Serious Games in Healthcare - (B)

- Speech Recognition - (B)
- Previous Work - (B)
 - Meeting a stranger of equal age at a coffee shop - (B)
 - Going to and speaking with a group of known adolescents - (B)
 - Approach a stranger - (B)
- Design and Implementation - (B)
 - Application demonstration videos - (B)
 - Software - (B)
 - Methodology - (B)
 - Break Room - (J)
 - Tablet - (W)
 - Guidance - (B)
 - Speech Recognition - (B)
 - Architecture - (B)
 - Converting scenarios into self-help - (B)
 - Subjective Units of Distress scale - (B)
- Results and Discussion - (B)
 - Results - (B)
 - Discussion - (B)
 - First iteration of tests - (B)
 - Second iteration of tests - (J)
 - Reflection on System Usability Scale - (B)
 - Modified SUS questions for this application - (W)
 - Testing without patients - (W)
- Conclusion - (B)
 - Further Work - (B)
 - Further testing - (B)
 - Game interaction without VR hand controllers - (J)
 - VR tutorial room - (J)
 - Therapist inclusion in the application - (W)
 - More scenarios/environments - (J)
 - Data collection - (W)