

Technology and Disability, Volume 24, Number 2 ,pp. 129-137, DOI : 10.3233/TAD-2012-0341, 2012.

Virtual reality for accessibility assessment of a built environment for a wheelchair user

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Abstract :

The aging world population requires more attention to the autonomy of individuals. The impaired physical abilities need changes in the built environment for an optimal use. Due to physical limitations, aged persons frequently become users of a wheelchair which also leads to limitations in accessing their homes. This paper describes a tool for evaluating mobility and grasping, thus allowing housing professionals to assess the needed changes in terms of accessibility. This tool, which uses the virtual reality technology, also allows users to preview the modifications before implementation and thus validate the proposals.

Keywords : Virtual reality, accessibility, assessment.

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