Assessment of Visual Hallucinatory Phenomena with Virtual Reality

What are visual hallucinatory phenomena?

Visual perceptions without external stimuli. Commonly these phenomena are described as seeing things that are not there or not seen by others.

Examples: Simple (patterns, shadows) or Complex (people, animals, objects)

Investigators

Siegfried Hirczy, MD

Anny Lin, MD

Michael Schrift, DO

Questions?

Contact Email:
VirtualReality4VH@uw.edu

Website:
sites.uw.edu/VirtualReality4VH

DO YOU OR SOMEONE YOU KNOW HAVE PARKINSON'S DISEASE OR DEMENTIA WITH LEWY BODIES?

The University of Washington is conducting a study to better understand visual hallucinatory phenomena (VHP) in people with Lewy Body Disorders (Parkinson's disease (PD) and Dementia with Lewy Bodies (DLB)).

What is the purpose of the study?

We want to investigate whether virtual reality (VR) devices can be used to assess the tendency of people with these disorders to have VHPs. We hope to develop a way to quantify these experiences more objectively to better guide treatment and to develop a means of treating VHP without medications.

Who can participate?

We are currently focused on individuals with PD or DLB who have had VHP in the last year. However, we also plan to recruit individuals with these disorders who have not had VHP and a group of healthy controls. Individuals with certain conditions may not be able to participate (a list of these can be found on our website).

What is involved?

After initial screening, candidates will come to the research site for a single visit where they will go through clinical assessments (interviews, surveys, exams) and a series of VR experiences. The study should take less than 3 hours. If interested in participating, please read more on our website and send an email to the address listed above.

What are virtual reality devices?

Devices that produce an immersive simulated environment. Usually consisting of a headset and controllers.

Examples: Apple Vision Pro, Meta Quest, HTC vive, etc.