Neurological injuries can have an impact on the patients’ mobility. Motor function can be repaired by repetitive exercises.

**Problem**
- Therapy equipment restricts users and has less attractive environment.
- Current equipment does not exploit the potential of adaptive training stimuli based on movement mimicry.

**Introduction**

**Approach**
- Increased motivation from inspiring walking escapes (beach or mountain scenes) and gamified tasks.
- Exploiting motor mimicry caused by their controlled virtual avatars or counterparts walking together with them.

**System Overview**

**Methods and Materials**

**Design**
- **Hardware**: HTC Vive, HMD Headset
- **Software**: Unity 3D V5.6
- **Task**: Participants walk 2 minutes on the cross-trainer

**Independent Variables**

**Dependent Variables**
- Task Load, Simulator Sickness, Intrinsic Motivation, User Experience, Affectivity, Qualitative Questions

**Preliminary Result**

21 participants (11 female, 10 male)
Age: M= 24.19, SD= 4.38

<table>
<thead>
<tr>
<th>Measure</th>
<th>P</th>
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<tbody>
<tr>
<td>Attractiveness</td>
<td>&lt;.05</td>
</tr>
<tr>
<td>Stimulation</td>
<td>&lt;.05</td>
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<tr>
<td>Novelty</td>
<td>&lt;.05</td>
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<tr>
<td>Mental Demand</td>
<td>&lt;.05</td>
</tr>
<tr>
<td>Dependability</td>
<td>&lt;.05</td>
</tr>
<tr>
<td>Positive</td>
<td>&lt;.05</td>
</tr>
</tbody>
</table>

(Table 1: Significant difference in VR and Non VR)

**Conclusion**

VR Gait system has a positive effect on the users and increases the motivation of them.