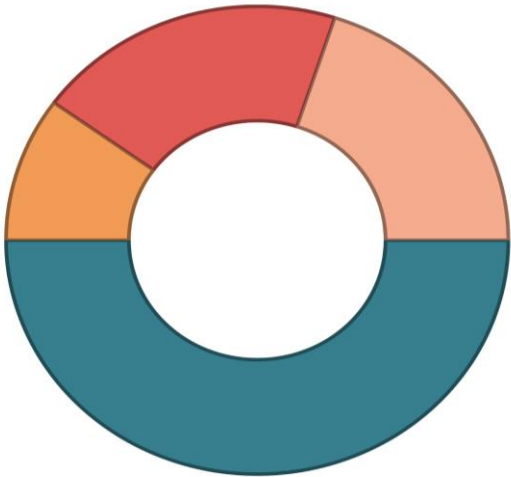
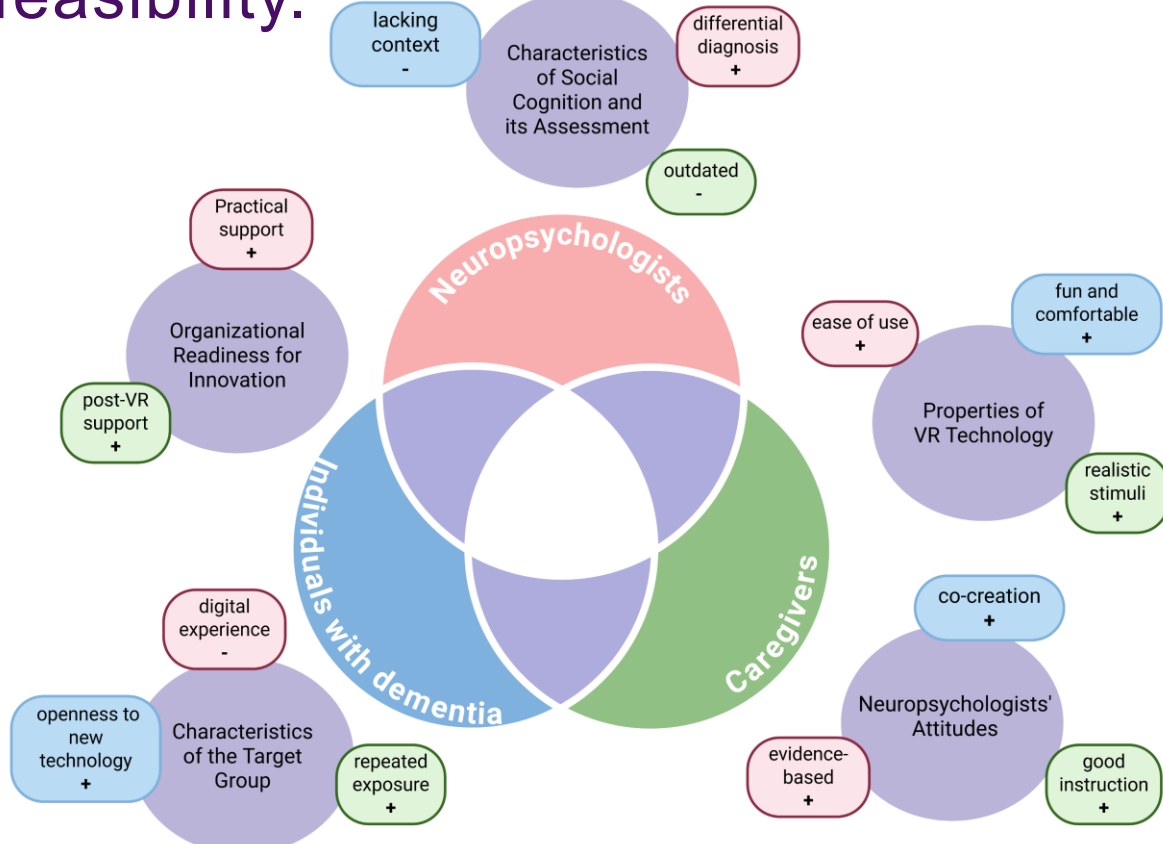


Perspectives of individuals with dementia, caregivers, and neuropsychologists on implementing VR technology to assess social cognition: a qualitative study.

Linde Assendelft, Esther van den Berg, Karla Marticic Giljevic, Yvonne van Everdingen, Jackie Poos

KEY TAKEAWAY Successful implementation will depend on rigorous validation, co-design with its end-users, and fostering openness towards technology.

INTRODUCTION	METHODS	RESULTS	DISCUSSION & CONCLUSION	FUNDING																									
- Traditional neuropsychological tests for social cognition rely on static, paper-and-pencil tasks that may not fully capture the complexity of real-world social interactions. - Virtual reality (VR) offers an opportunity to create more immersive and dynamic assessment environments. - This qualitative study examined how neuropsychologists, caregivers, and individuals with dementia perceive the potential implementation of VR-based assessment of social cognition.	- A semi-structured interview guide was developed using a topic list based on the theoretical innovation adaption framework. - Interviews were transcribed verbatim and analyzed using thematic analysis. - Participants were offered a VR walking tour and Memory game to standardize the VR experience. <table><tr><th></th><th>Total</th><th>Professionals</th><th>Caregivers</th><th>Individuals with dementia</th></tr><tr><td>n</td><td>20</td><td>10</td><td>5</td><td>5</td></tr><tr><td>Sex (f/m)</td><td>11/9</td><td>6/4</td><td>2/3</td><td>3/2</td></tr><tr><td>Age (range; SD)</td><td>54.4 (31-82; 14.8)</td><td>44.4 (31-63; 11.8)</td><td>60.4 (47-82; 12.2)</td><td>68.2 (59-74; 5.2)</td></tr><tr><td>Education in years (SD)</td><td>16.3 (2.6)</td><td>18</td><td>15 (3.3)</td><td>14.1 (1.8)</td></tr></table>  - General Hospital (10%, N=1) - Mental Health Institution (GGZ) (20%, N=2) - Elderly Care (20%, N=2) - Academic Medical Centers (50%, N=5)		Total	Professionals	Caregivers	Individuals with dementia	n	20	10	5	5	Sex (f/m)	11/9	6/4	2/3	3/2	Age (range; SD)	54.4 (31-82; 14.8)	44.4 (31-63; 11.8)	60.4 (47-82; 12.2)	68.2 (59-74; 5.2)	Education in years (SD)	16.3 (2.6)	18	15 (3.3)	14.1 (1.8)	- Participants described current social cognition measures as outdated and lacking real-life relevance. VR was seen as promising for its realism and interactivity, yet concerns included cognitive burden and ease of use. - Neuropsychologists stressed the need for validated tools, caregivers and individuals with dementia emphasized clear instructions and intuitive design Budget constraints and data security were viewed as organizational determinants of feasibility. 	- This study highlights general optimism but differing perspectives on among neuropsychologists, caregivers, and individuals with dementia regarding VR in social cognition assessment. - While the benefit of VR's realism is recognized, concerns about cognitive burden, usability, and implementation remain. - Successful implementation will depend on rigorous validation, co-design with its end-users, and fostering openness towards technology.	 Alzheimercentrum Erasmus MC  alzheimer nederland CONTACT  Linde Assendelft PhD student Alzheimer Center Erasmus MC l.assendelft@erasmusmc.nl  ALZHEIMER'S ASSOCIATION 
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