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The goal of Military Health Centers such as the National intrepid Center of Excellence (NICoE) and Walter Reed National Military Medical Center (WRNMMC) is to provide state of the art rehabilitation to Service members, veterans and their families with polytrauma and traumatic brain injury (TBI) (mild, moderate, severe and penetrating), provide follow-up to Service members and monitor the care continuum to include potential rehabilitation needs, education, advocacy and support to Service members with TBI and their families to return to duty and/or re-entry into the community.

Video game technologies may provide a means to create rehabilitation and exercise environments that will allow health care professionals to precisely deliver and control complex dynamic, interactive, three dimensional stimulus presentations. This project builds upon our previous work with the Microsoft Kinect and our own specifically tailored software for rehabilitation.

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