

Materials List for:

Development of a Virtual Reality Assessment of Everyday Living Skills

Stacy A. Ruse¹, Vicki G. Davis¹, Alexandra S. Atkins¹, K. Ranga R. Krishnan^{2,3}, Kolleen H. Fox⁴, Philip D. Harvey⁵, Richard S.E. Keefe^{1,3}

¹NeuroCog Trials, Inc.

²Duke-NUS Graduate Medical Center

³Duke University Medical Center

⁴Fox Evaluation and Consulting, PLLC

⁵University of Miami Miller School of Medicine

Correspondence to: Stacy A. Ruse at stacy.ruse@neurocogtrials.com

URL: <https://www.jove.com/video/51405>

DOI: [doi:10.3791/51405](https://doi.org/10.3791/51405)

Materials

Name	Company	Catalog Number	Comments
Computer	N/A	N/A	Computer requirements: · Windows 2000/XP or compatible system · 3-D graphics card with 128 MB memory · 1.6 GHz processor or equivalent · 512 MB RAM · 3.5 GB of uncompressed hard disk space · DirectX 9.0 or compatible soundcard · 56 kbps modem or better network connection · Motherboard/ soundcard containing Dolby Digital · Interactive Content Encoder
Hard Wired Mouse	N/A	N/A	Any functional hard wired mouse that fits comfortably into the subject's hand will suffice
External Speakers	N/A	N/A	Any functional external speakers that allow the volume to be adjusted will suffice
VRFCAT Software	NeuroCog Trials, Inc.	N/A	Visit www.neurocogtrials.com for further information