Special Issue

Virtual Reality Applications for Neurorehabilitation

Message from the Guest Editors

The remarkable advancements of immersive technologies over the last decades have made it increasingly affordable and popular in recent times. This has led to tremendous interest in the use of these tools in neuroscience and neurotechnology. Through immersive virtual reality, one can digitally reproduce a real-life environment and, hence, there is great potential to understand the complex dynamics of the human brain. VR can be used for cognitive training, and patients can work their cognitive abilities while also integrating rehabilitation aspects. Functional rehabilitative goals can be programmed into the virtual reality experience to improve patient engagement in the therapy while helping them rebuild their neurological pathways and inevitably giving them the exercise they need. For this Special Issue, we invite authors to submit their research related to the use of virtual reality for neurorehabilitation, including in brain-computer interfacing and other healthcare applications.

Guest Editors

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You are invited to contribute a research article or a comprehensive review for consideration and publication in *Brain Sciences* (ISSN 2076-3425). *Brain Sciences* is an open access, peer-reviewed scientific journal that publishes original articles, critical reviews, research notes, and short communications on neuroscience. The scientific community and the general public can access the content free of charge as soon as it is published.

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