# **Resource Summary Report**

Generated by FDI Lab - SciCrunch.org on May 10, 2025

## VR Worlds 2

RRID:SCR\_002608

Type: Tool

### **Proper Citation**

VR Worlds 2 (RRID:SCR\_002608)

#### **Resource Information**

URL: http://www.pstnet.com/software.cfm?ID=94

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**Description:** NOTE: VR Worlds 2 is no longer available as a standalone software. Software application designed for the creation and execution of neurobehavioral studies. The VR Worlds 2 platform allows accurate, real-time data collection of the navigation and interactions within a simulated environment. You are free to design and perform custom or predefined experiments tailored to your personal research or clinical needs. Create complex environments with meaningful content using VR Worlds 2?s user-friendly, drag-and-drop interface. Include triggers to launch simple or intricate events, such as a conversation between characters or a customizable rating scale. VR Worlds 2 provides several realistic simulations to immerse your subjects in context appropriate environments, including: \* Residential/Urban Area \* Hotel Lobby \* Medical Office \* Grocery Store \* Neighborhood for drug and alcohol cue extinction treatment (featured on GMA, motion capture process) \* Casino for gambling addiction research (featured on Canadian Discovery Channel) \* Driving simulation for mild cognitive impairment research \* Phobia scenarios \* Spatial navigation mazes

**Abbreviations:** VR Worlds 2

Resource Type: commercial organization, software application, software resource

**Keywords:** eeg, meg, electrocorticography, experimental control, microsoft, magnetic resonance, win32 (ms windows), windows, windows vista, windows xp, neurobehavior, virtual environment

#### **Funding:**

Resource Name: VR Worlds 2

Resource ID: SCR\_002608

Alternate IDs: nlx\_156011

Alternate URLs: http://www.nitrc.org/projects/vr2

**Record Creation Time:** 20220129T080214+0000

**Record Last Update:** 20250508T064801+0000

## **Ratings and Alerts**

No rating or validation information has been found for VR Worlds 2.

No alerts have been found for VR Worlds 2.

### **Data and Source Information**

Source: SciCrunch Registry

## **Usage and Citation Metrics**

We have not found any literature mentions for this resource.