



EFFECTS OF VIRTUAL REALITY AUDIO VISUAL SYSTEM AS A DISTRACTION AID TO REDUCE ANXIETY AMONG 6–10-YEAR-OLD CHILDREN UNDERGOING RESTORATIONS : A PILOT STUDY

Aim: To evaluate the effectiveness of VR eyeglasses as a distraction aid to reduce anxiety of children undergoing the dental restoration procedures.



Bilateral restorable carious teeth

6-10 year old

No associated pain or other symptoms

Frankel scale 2-3



Medically compromised

Special child

Who had bad experience with dentist

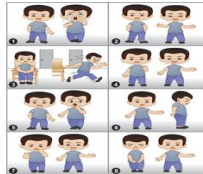
Frankel 1&4

VR create virtual environments (VE) that allow patients to be immersed in an interactive, simulated world.
VR enhance distraction from pain and anxiety.



MATERIALS & METHODS

6 - 10
YEAR OLD
KIDS



Results :

Statistical difference in pulse rate
No significant difference in Venham's Anxiety scale and oxygen saturation

Conclusion:

The use of VR as a distraction technique improves the physiologic parameter of children but does not reduce the patient's self-reported anxiety.

Split mouth study design, 13 children, sample size : 26

Group I: with Virtual reality Glasses, 13 teeth

Group II: without VR, 13 teeth

Institutional Ethical committee clearance, Informed consent

6-10 year old children, 2 groups Class I cavity preparation and GIC restoration

Venham's picture anxiety scale: For Anxiety
Pulse Oximeter : O2 saturation and Pulse rate