

New and experimental techniques I : optokinetic stimulation

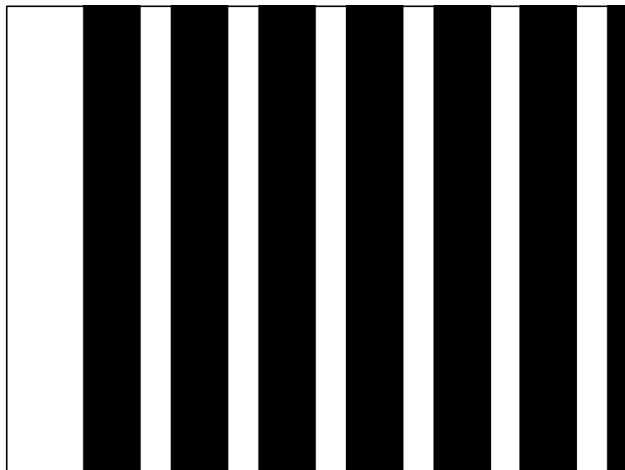


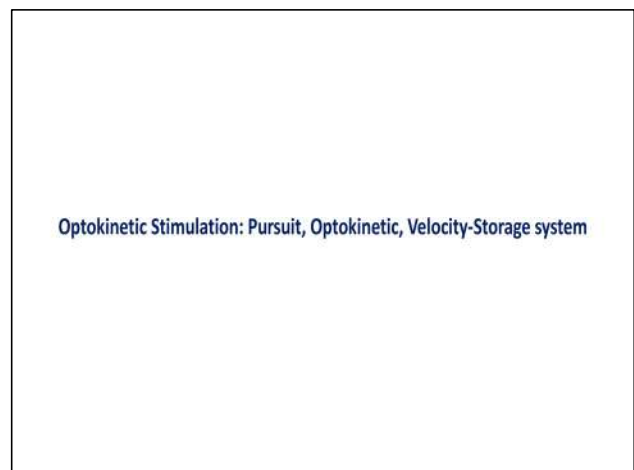
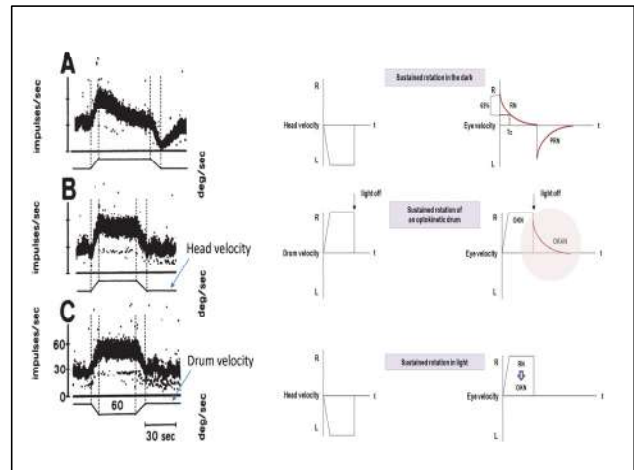
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New & Experimental Techniques I : Optokinetic Stimulation

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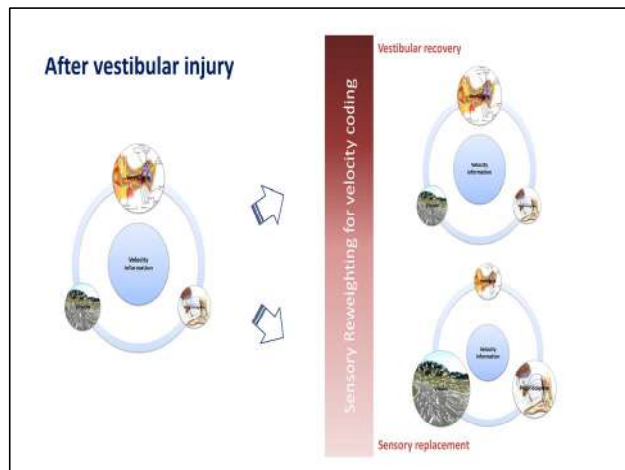
Optokinetic Stimulation and Pursuit-Optokinetic System





Three sensory inputs relaying velocity information

The diagram illustrates three primary sensory inputs that relay velocity information to the brain. A large central red circle is labeled "Labyrinthine". To its left is a teal circle labeled "Retina". To its right is a blue circle labeled "Prop-". Surrounding these three main circles are several smaller circles in teal, blue, and green, representing various other sensory inputs or processing stages.



Visual vertigo in some patients with vestibular injury

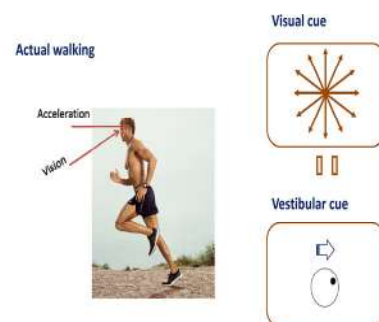
- Individuals with vestibular disorders experience **discomfort, postural instability, and symptoms of dizziness, light headedness, and/or disorientation** in situations involving **visual-vestibular conflict** or **intense visual motion stimulation**.
- Space and motion discomfort, Visual vestibular mismatch, Motorists' disorientation syndrome.



Excessive reliance on visual cue

- One of the **factors** underlying **poor vestibular compensation**, especially in **situations causing visual-vestibular conflict**.
- A **mismatch** between **visual** and **vestibular input** regarding movement and orientation.

What is the visual-vestibular mismatch?



What is the visual-vestibular mismatch?

Driving with constant velocity



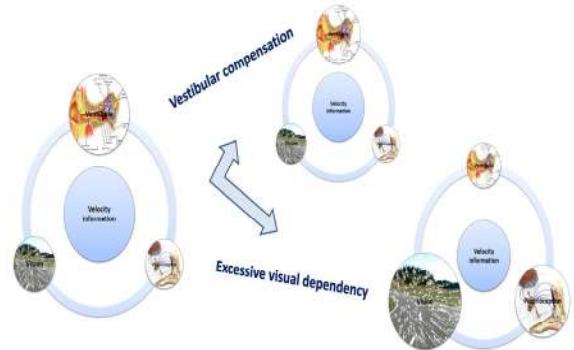
Visual cue



Vestibular cue

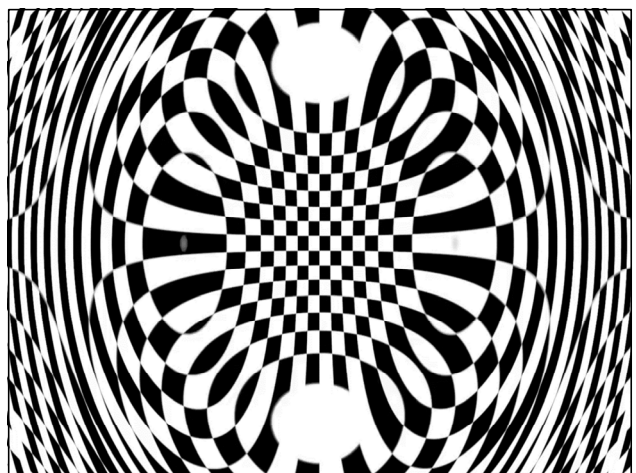
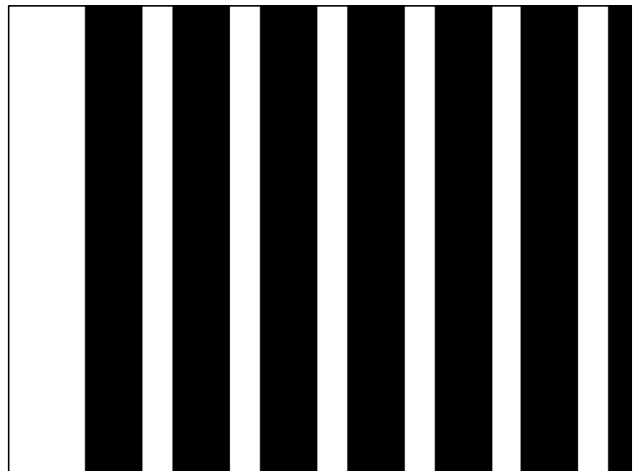


Excessive reliance on visual cue



Visual vertigo & Vestibular rehabilitation

- One of the **aims of vestibular rehabilitation** is to **desensitize** the patients through **progressive, structured exposure to symptom-provoking movements and situations**.
- For those individuals with visual dependency, the approach involves **exercises where visual input is incorrect, conflicting, or absent**, so that the individual learns to **rely more on proprioceptive and available vestibular cues**.



Effect of OKN in Vestibular Rehabilitation

- Rehabilitation programs **promoting desensitization and increased tolerance** to visual stimuli through **exposure to visual motion (i.e., optokinetic stimulation)** would be specifically beneficial for individuals with VV.

The effect of repeated visual motion stimuli on visual dependence and postural control in normal subjects

Mariosa Pavlou*, Catherine Quinn*, Kate Murray*, Chrysa Spyridakou*, Mary Faldon*, Adolfo M. Bronstein^{1,2}

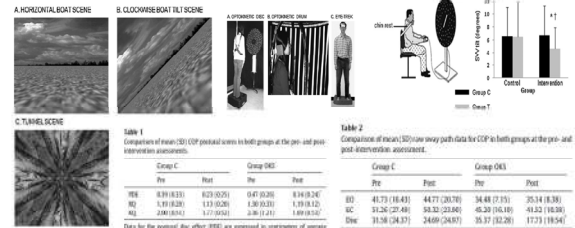


Table 1

Comparison of mean (SD) COP postural scores in both groups at the pre- and post-intervention assessments.

	Group C	Group T	Pre	Post
BE	1.91 (0.31)	0.23 (0.21)	0.47 (0.26)	0.14 (0.24)
BO	1.19 (0.20)	1.13 (0.26)	1.30 (0.30)	1.29 (0.12)
AO	2.00 (0.41)	1.17 (0.34)	2.30 (1.41)	1.89 (0.10)

Data for the postural sway effect (PSE) are expressed in centimeters of average displacement from the baseline position. Baseline Quantile (BQ) is the rate sway path length with eyes open/eyes closed and the Quantile (Q2) is the rate sway path length during the random eyes open.

* p < 0.05 indicates a significant difference compared to baseline assessment.

Table 2

Comparison of mean (SD) sway path data for COP in both groups at the pre- and post-intervention assessments.

	Group C	Group T	Pre	Post
BE	41.73 (18.43)	44.77 (20.78)	34.48 (17.15)	35.14 (18.38)
BO	34.26 (27.48)	36.32 (23.84)	48.20 (14.10)	41.23 (16.04)
AO	31.38 (24.37)	24.09 (24.87)	35.57 (32.28)	17.73 (19.54)

BE=eyes open; BO=eyes closed. Data are presented in centimeters. * p < 0.05 indicates a significant change compared to baseline assessment.

Simulator based rehabilitation in refractory dizziness

Mariosa Pavlou, Ari Linggren, Rosalyn A. Davies, Michael A. Gervy, Adolfo M. Bronstein

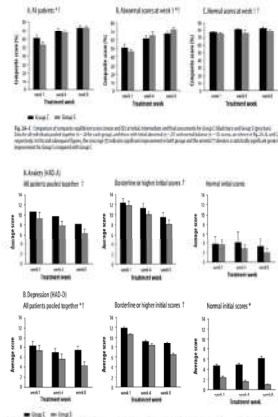
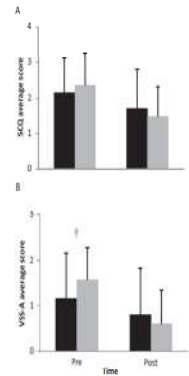


Fig. 1. A. Real and 3D virtual motion of the person. B. A 3D scene (boat) in the virtual environment. C. A 3D scene (tunnel) in the virtual environment. D. A 3D scene (person) in the virtual environment. E. A 3D scene (boat) in the virtual environment. F. A 3D scene (tunnel) in the virtual environment.

Randomized Trial of Supervised Versus Unsupervised Optokinetic Exercise in Persons With Peripheral Vestibular Disorders

Mariosa Pavlou, PhD¹, Adolfo M. Bronstein, MD, PhD, FRCP², and Rosalyn A. Davies, MD, PhD, FRCP³



Thanks for your attention

