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Videos and Photography Applications Using Augmented and Virtual Reality Technologies in Acupuncture Training and Practice: A Review

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Abstract:

Study Background: Virtual Reality (VR) and Augmented Reality (AR) are transformative technologies that have revolutionized various fields, including education, medicine, and the arts.
Acupuncture is one of the ancient Traditional Chines Medicine modalities. Acupuncture is practiced by stimulation of special points called (Acupoint) on the skin. One of the main skills of acupuncturist is locating these points correctly.
Problem: There is no previous reviews about the advancement of this technology and the characteristics of the videos and photography used.
Objectives: This review aims to provide an illustration of uses, types, and impact of uses of virtual and augmented reality in the field of acupuncture education. Additionally, it will provide recommendations about the use of virtual and augmented reality in the field of acupuncture education. This review tries to answer these questions: 1) What are the uses of augmented and virtual reality in acupuncture education and training? 2) What are the types and methods of augmented and virtual reality used in the field of acupuncture education? 3) The use of cameras, photography and videos in acupuncture education, training and practice, 4) What are the recommendations for future studies?
Significance: This review is giving an illustration about uses, types, and impact of using augmented and virtual reality in the field of acupuncture training. In addition, it provided characteristics about the use of cameras, photography and videos in these technologies. This is the first review according to the best of our knowledge in this field which aimed to provide recommendations and future direction to this field.
Methodology: This is a narrative review. All research types will be selected to be included in this review. PubMed, TRIP, and Cochrane Library databases were searched.
Results: Search retrieved 289 articles. After excluding duplicates, and applying inclusion/exclusion criteria, we finally included ten studies. The included studies were 80% in the field of augmented reality and 20% in the field of virtual reality. The applications were categorized into three domains: education, self-treatment, and diagnosis/training. Furthermore, the included projects were classified according to the use of camera, photography and videos.

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Augmented reality, Virtual reality, Acupuncture, Education

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