IMPACT OF VIRTUAL REALITY AND COMPUTER GAME ON IMAGERY THERAPY FOR CANCER PATIENTS
Sahar Ali Aseeri, Wadee S. Al-halabi
1: Umm Al-Qura University, Department of Computer science, Makkah, Saudi Arabia, P.O.BOX 6425, saharaseeri@yahoo.com
2: Department of Computer Science, King Abdulaziz University
wsalhalabi@kau.edu.sa

ABSTRACT
Treatment of cancer disease depends heavily on patient’s psychology as well as clinical therapy. Cancer’s patients usually experience some common symptoms when they are exposed to chemotherapy treatments as a part of its side effects. These symptoms could be depression, suspense, vomiting, nausea and many others. Earlier literature reported that patients can control these symptoms if he or she believes so. Imagery therapy is a well-known technique used to enhance patients’ believe and boost his or her self-esteem and confidence. This result in tremendous improvement in patient’s mind and inner feeling. Which clinically improves the immune system. Imagery therapy is considered as a complementary psychological intervention used in conjunction with conventional therapy. This kind of therapy creates a virtual world for cancer patients to cope with their diseases and experience better life. Virtual Reality is a professional laboratory proven method used as a tool to enable physicians and psychiatrists to lead their patients through huge obstacles of depression during the treatment. Many VR environments and computer games were developed and tested to enable health specialist help cancer patients in the treatment.

KEYWORDS
Psychological Therapy, Guided Imagery, Virtual Reality, Computer Games.