

Public Speaking

These environments allow you to choose the amount of people, the different audience attitudes or even incorporate distractors during the exposure.

Audience

The patient must give a conference in front of an audience. He/she will have to confront answering questions, clapping and being distracted.

Auditory

The patient must give a conference in a big auditory. He/she will have to confront people asking, clapping or distracting him/her.

The office

We're in a meeting room with other people. It can simulate different things: An important meeting, a job interview, an exam, etc.

Broadcast conference

The patient will give a conference in a big auditory, the lights will be off and TV cameras will record him/her. The patient will have to confront people asking questions, clapping or other distractions.

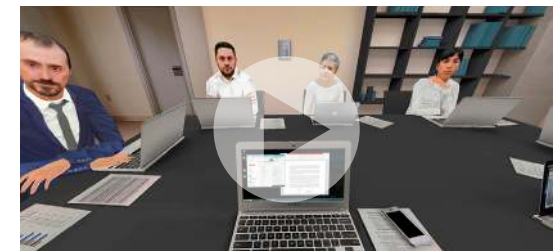
Virtual Reality Environments



Audience



Auditory



The office



Broadcast conference

