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## VR company helps veterans

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**MyndVR**, a Dallas-based virtual reality company, recently started its first partnership with a veterans home.

Veterans at the Long Island State Veterans home often have post-traumatic stress disorder, depression or dementia. The VR technology can allow them to sit in the front row for "The Lion King," swim with dolphins or participate in other activities, the company said.

The veterans home has 10 sets of goggles for its 350-bed facility and offers 1-on-1 sessions with veterans. It's allowed one veteran who has dementia and is usually non-verbal to walk on a tour through Paris, and another to visit a place he hadn't seen in 60 years.

"Since we rolled out this technology, we have seen positive changes with the veterans," said Jonathan Spier, deputy executive director at Long Island State Veterans Home. "Most of our residents are World War II veterans, so they didn't know what virtual reality was, but now they do, and it is really picking up steam. This is a multifunctional device that can impact so many different people."

The future of virtual reality is bright, and the technology improves the quality of life for "our nation's heroes," said Chris Brickler, the co-founder and CEO of MyndVR.

"We witness firsthand how virtual reality lifts their spirits, reduces agitation, brings back memories and infuses a sense of joy here and in senior living communities from coast to coast," he said.



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