

Lukas Jokiel/Petra Johns/Jan Spielmann/Jan Mayer

# VERLETZUNGSPRÄVENTION IM RUGBY DURCH DEN EINSATZ VON VIRTUAL REALITY

## Literatur

- Cheung, B. & Hofer, K. (2005). Desensitization to strong vestibular stimuli improves tolerance to simulated aircraft motion. *Aviat. Space Environ. Med.*, 76, 1099-1104.
- Clark, J. F., Graman, P., Ellis, J. K., Mangine, R. E., Rauch, J., Bixenmann, B., Hasselfeld, K. A., Divine, J. G., Colosimo, A. J. & Myer, G. D. (2015). An exploratory study of the potential effects of vision training on concussion incidence in football. *Optometry & Visual Performance*, 3 (2), 116-125.
- Domeyer, J. E., Cassavaugh, N. D. & Backs, R. W. (2013). The use of adaptation to reduce simulator sickness in driving assessment and research. *Accid. Anal. Prev.*, 53, 127-132.
- DOSB (2019). *Mitgliederzahlen des Deutschen Rugby-Verbandes von 2002 bis 2019*. Download unter <https://de.statista.com/statistik/daten/studie/2219/06/umfrage/mitgliederzahl-des-deutschen-rugby-verbandes/>.
- Fuller, C. W., Laborde, F., Leather, R. J. & Molloy, M. G. (2008). International Rugby Board Rugby World Cup 2007 injury surveillance study. *Brit. J. Sports Med.*, 42, 452-459.
- Fuller, C. W., Sheerin, K. & Targett, S. (2013). Rugby World Cup 2011: International Rugby Board injury surveillance study. *Brit. J. Sports Med.*, 47, 1184-1191.
- Fuller, C. W., Taylor, A., Kemp, S. P. T. & Raftery, M. (2016). Rugby World Cup 2015: World Rugby injury surveillance study. *Brit. J. Sports Med.*, 51, 51-57.
- Garraway, W. M., Lee A. J., Hutton S. J., Russell, E. B. & MacLeod D. A. (2000). Impact of professionalism on injuries in rugby union. *Brit. J. Sports Med.*, 34 (5), 348-351.
- Garraway, W. M., Lee A. J., Macleod D. A., Telfer, J. W., Dearly, I. J. & Murray, G. D. (1999). Factors influencing tackle injuries in rugby union football. *Brit. J. Sports Med.*, 33, 37-41.
- Gil-Gómez, J. A., Gil-Gómez, H., Lozano-Quilis, J., Manzano-Hernández, P., Albiol-Pérez, S. & Aula-Valero, C. (2013). SEQ: Suitability Evaluation Questionnaire for Virtual Rehabilitation Systems. Application in a Virtual Rehabilitation System for Balance Rehabilitation. 7th International Conference on Pervasive Computing Technologies for Healthcare and Workshops, (pp. 335-338). Venice.
- Hill, K. & Howarth, P. (2000). Habituation to the side effects of immersion in a virtual environment. *Displays*, 21, 25-30.
- Jordet, G. (2005). Perceptual training in soccer: an imagery intervention study with elite players. *J. Appl. Sport Psychol.*, 17 (2), 140-156.
- Jordet, G., Bloomfield, J. & Heijmerikx, J. (2013). *The Hidden Foundation of Field Vision in English Premier League (EPL) Soccer Players*. Paper presented at the MIT Sloan Sports Analytics Conference. Boston.
- Kaplan, K. M., Goodwillie, A., Strauss, E. J. & Rosen, J. E. (2008). Rugby injuries: a review of concepts and current literature. *Bulletin of the NYU Hospital for Joint Diseases*, 66 (2), 86-93.
- Keshavarz B. (2016). Exploring Behavioral Methods to Reduce Visually Induced Motion Sickness in Virtual Environments. In S. Lackey & R. Shumaker (Eds.) *Virtual, Augmented and Mixed Reality. VAMR 2016. Lecture Notes in Computer Science*, vol. 9740. Cham: Springer.
- McGuckian, T. B., Cole, M. H., Jordet, G., Chalkley, D. & Pepping, G. J. (2018). Don't turn blind! The relationship between exploration before ball possession and on-ball performance in association football. *Frontiers in Psychology*, 9, 2520. <https://doi.org/10.3389/fpsyg.2018.02520>.
- Quarrie, K. L. & Hopkins, W. G. (2008). Tackle injuries in professional rugby union. *Am. J. Sports Med.*, 36 (9), 1705-1716. <https://doi.org/10.1177/0363546508316768>.
- Stewart, W., McNamara, P. H., Lawlor, B., Hutchinson, S. & Farrell, M. (2016). Chronic traumatic encephalopathy: a potential late and under recognized consequence of rugby union?. *QJM: An International Journal of Medicine*, 109 (1), 11-15.
- Williams, S., Trewartha, G., Kemp, S. & Stokes, K. (2013). A meta-analysis of injuries in senior men's professional rugby union. *Sports Med.*, 43, 1043-1055. <https://doi.org/10.1007/s40279-013-0078-1>.
- Witmer, B. G. & Singer, M. J. (1998). Measuring presence in virtual environments: a presence questionnaire. *Presence: Teleoperators and Virtual Environments*, 7 (3), 225-240.
- World Rugby (2019). *World Rugby Concussion Management*. Download unter <https://playerwelfare.worldrugby.org/concussion>.

## Korrespondenzadresse

Lukas Jokiel, TSG ResearchLab gGmbH, Dietmar-Hopp-Sportpark, Horrenberger Str. 58, 74939 Zuhingenhausen  
E-Mail: info@tsg-researchlab.de