

Grant Title: VIRTUAL REALITY TECHNOLOGIES FOR RESEARCH AND EDUCATION IN OBESITY AND DIABETES (R01)

Funding Opportunity Number: PA-11-211. CFDA Number(s): 93.837, 93.838, 93.839, 93.233, 93.865.

Agency/Department: National Institutes of Health (NIH), U.S. Army Medical Research and Materiel Command (USAMRMC), National Heart, Lung, and Blood Institute (NHLBI), Office of Behavioral and Social Sciences Research (OBSSR), Telemedicine and Advanced Technology Research Center (TATRC), Eunice Kennedy Shriver National Institute of Child Health and Human Development (NICHD).

Area of Research: Virtual Reality (VR) technologies to teach and motivate in order to foster health-related behaviors necessary for prevention and management of obesity and diabetes.

Release and Expiration: Release Date: May 10, 2011. Expiration Date: May 8, 2014.

Application Deadline: New: February 5, June 5, October 5. Renewal, resubmission, revision: March 5, July 5, November 5.

Amount: Typically up to \$500,000. Applicants requesting \$500,000 or more in direct costs in any year (excluding consortium F&A) must contact NIH program staff at least 6 weeks before submitting the application and follow the Policy on the Acceptance for Review of Unsolicited Applications that Request \$500,000 or More in Direct Costs as described in the SF 424 (R&R) Application Guide.

Length of Support: Up to five years.

Eligible Applicants: Public/State Controlled Institutions of Higher Education. See the full announcement for a complete list of eligible applicants.

Summary: The purpose of this Funding Opportunity Announcement (FOA) is to encourage submission of hypothesis-testing research applications that capitalize on the unique capabilities of Virtual Reality (VR) technologies to visualize outcomes, teach, motivate, and to extend the health care and learning environments, in order to foster to foster desirable eating, physical activity, self-care, and other health-related behaviors necessary for prevention and management of obesity and diabetes. Of highest interest are well-designed multidisciplinary projects drawing on expertise in VR technologies and biomedical behavioral and pedagogical sciences. The overall goal is to develop the potential of VR technologies as research tools for behavioral science-oriented studies in diabetes and obesity, and as practical tools for clinical and public health-level prevention and management of obesity and diabetes. There is a need for both developmental VR research leading to new methods and technologies and marketable commercial products. There is also the need for research that provides a venue for well-powered effectiveness trials of the new interventions. Progress in the field will be enhanced by multidisciplinary collaborations between the technology industry and academia, and among researchers with diverse expertise in biomedical sciences (such as endocrinology, nutrition, and exercise physiology), behavioral science and pedagogical disciplines, and computer sciences including VR technologies. There is a need to document and evaluate currently available off-the-shelf programs. Projects will need to be clearly defined with regard to: research questions, technical approach, VR platforms, target population (by age, health condition, psychological status, education or literacy level, etc), and research outcomes. Many projects can be usefully conducted taking advantage of already existing tools, games, and software, although there is also a need to develop unique technologies.

Detailed Information: http://grants.nih.gov/grants/guide/pa-files/PA-11-211.html#_Section_III_Eligibility