

## **Cyber-psychology: Application of virtual elements in psychology**

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Augmented and virtual reality, technologies first presented back in 1962 are taking huge steps forward in the everyday life right now. Psychology needs to follow the social transformation, renewing its instruments. This doesn't mean changing what traditional methods already offer but empowering the ones we already have. But why is this change needed? Is it just "fancy" or actually truly an augmentation of the field? Analyzing many of the recent researches about the psychology-digital paradigm, a new potential for technology implementation it's seeable, as the results show efficacy and consistency in the usage of digital instruments in classical psychology treatments. Supporting the digital transformation, the gamification, brings the therapy further closer to the patients. Gamification helps the therapist to engage its patient in a more effective method, raising the therapies success rate. In conclusion augmented and virtual reality have the potential to support personal and clinical change. The way those technologies affect the human perception is drastically relevant in the development of new therapies. The digital transformation does not only affect clinical psychology, but can be also involved in positive psychology, augmenting not clinical subjects, bringing new levels of potential wellbeing.