

Privacy Policy for Virtual Reality Mirror Rehabilitation Training

This Privacy Policy is established by Virtual Reality Mirror Rehabilitation Training (hereinafter referred to as "we" or "us") to explain how we process your personal information when providing you with Immersive Virtual Reality Mirror Rehabilitation Training and related services (collectively referred to as "this Application"). We hope you will read and understand this Privacy Policy carefully before using this service, so that you can make appropriate choices.

This Application is an upper-limb rehabilitation training application based on virtual reality technology, designed to provide users with assisted upper-limb and hand motor training experiences through immersive virtual environments, mirror visual feedback, virtual instructors, movement demonstrations, and gamified training activities.

We take your personal information and privacy protection very seriously. This Privacy Policy aims to explain how we handle information related to you during your use of this Application, and how you can exercise your rights regarding your personal information.

Please read and understand this Privacy Policy carefully before using this Application.

1. Collection and Use of Personal Information

1.1 This Application Does Not Require You to Provide Personal Identification Information

This Application is an offline-operating virtual reality application that does not require users to:

- Register an account;
- Log into an account;
- Provide name;
- Provide email address;
- Provide phone number;
- Provide identification document information;
- Provide address;
- Provide other information used to identify an individual.

This Application does not establish a user account system, nor does it require users to connect to the internet to use core functions.

1.2 Hand Tracking and Camera-Related Data

To enable virtual reality hand training, hand tracking, mirror visual feedback, and user interaction with the virtual environment, this Application uses the built-in cameras and related sensor functions of the headset device.

Relevant hand tracking and camera information is used only for:

- Real-time recognition of user hand movements;
- Displaying corresponding virtual hands in the virtual environment;
- Implementing mirror visual feedback;
- Supporting user interaction with the virtual training environment.

Relevant hand tracking data and camera data are processed locally on the headset device in real-time.

This Application does not upload hand tracking data or camera data to servers, the cloud, or other remote storage locations.

This Application also does not use these data to establish user personal identity profiles.

1.3 Training Data and Game Performance

During use of this Application, the system may process information related to the training process locally on the device, such as:

- Training tasks completed by the user;
- Game performance;
- Training scores;
- Game scores;
- Task completion status.

This information is used only to provide real-time feedback, scoring, and gamified interaction functions during the training process.

Relevant training data and game performance data are processed locally on the headset device and are not uploaded to servers, the cloud, or other remote databases.

This Application does not use the aforementioned data to establish user personal profiles or to deliver personalized advertising.

2. Permissions

To provide the virtual reality rehabilitation training and interaction functions of this Application, this Application may require the use of relevant functions provided by the virtual reality headset device.

Device Function	Purpose of Use
Hand Tracking / Built-in Sensors	Used to recognize user hand movements, enabling virtual hand interaction and mirror visual feedback
Device Camera	Used to support device hand and spatial recognition
Display Function	Used to present immersive virtual environments, virtual instructors, virtual hands, and training tasks
Audio Output	Used to play virtual instructor voice, training prompts, and game sound effects

Microphone

This Application **does not use the microphone**.

This Application does not collect, record, store, or transmit user voice or sound information through the microphone.

External Sensors

This Application **does not require connection to external sensors, base stations, or other external motion tracking devices.**

This Application primarily uses the headset device's built-in hand tracking and related hardware functions to complete virtual reality interaction.

3. Network and Data Transmission

The core functions of this Application can be used without an internet connection.

This Application:

- Does not require users to connect to the internet;
- Does not require users to register or log in;
- Does not upload user data to servers;
- Does not establish remote databases;
- Does not use cloud-based personal information storage;
- Does not transmit hand tracking data over the network;
- Does not transmit camera data over the network;
- Does not transmit training data or game performance over the network.

Therefore, users can use the core virtual reality training functions of this Application in an offline environment.

4. Third-Party Services and Developer Toolkits

This Application does not use third-party data analytics services or other services used to collect user behavior data.

This Application does not provide users' hand tracking data, camera data, training data, or game performance to third parties for advertising, marketing, user profiling, or other purposes unrelated to the core functions of this Application.

If future application functions change and require the introduction of third-party services or data processing mechanisms, we will update this Privacy Policy in accordance with applicable laws and regulations, and obtain the user's corresponding authorization when required.

5. Storage of Personal Information

5.1 Data Storage Location

This Application does not establish servers or cloud databases.

Hand tracking, camera-related information, and data generated during the training process are all processed locally on the user's headset device.

Therefore, this Application does not transmit the aforementioned information to developer servers or the cloud for storage.

Location of personal information and related data processing: **Headset device (user device local).**

5.2 Data Retention Period

This Application does not establish a user personal information database on developer servers.

For information processed locally on the device solely to achieve virtual reality interaction, hand tracking, and training functions, this Application only processes such information for the period necessary to achieve the corresponding functions.

For training performance or other local data, if the user actively deletes the application or the device system deletes the relevant data according to its settings, such data will be deleted accordingly.

6. Sharing, Transfer, and Public Disclosure of Personal Information

Since this Application does not require users to provide personal identification information such as name, email address, or account information, and this Application does not upload hand tracking, camera, or training data to developer servers over the internet.

This Application also does not publicly disclose user data.

If future changes in laws and regulations or significant changes in application functions require personal information sharing, transfer, or other processing, we will fulfill the corresponding notification and authorization consent obligations in accordance with applicable laws and regulations.

7. Your Rights

Since this Application does not require users to register accounts, nor does it establish a user personal information database maintained by the developer, this Application does not store your name, email address, phone number, or other identification information through a server-side account system.

Within the scope permitted by applicable laws and regulations, you may still submit the following requests to us regarding personal information processing:

- Inquire about relevant personal information;
- Correct or supplement relevant personal information;
- Delete relevant personal information;
- Withdraw relevant authorization;
- Make inquiries or raise questions about the personal information processing rules.

If you wish to exercise the relevant rights, you may contact us through the following methods:

Developer/Operator: Immersive Rehabilitation Technologies

Contact Email: laikoiqi@gmail.com

We will process your request in accordance with applicable laws and regulations.

8. Personal Information Security

We take user information security seriously and adopt reasonable technical and management measures to protect relevant information.

Since this Application does not use servers, does not require internet connection, and hand tracking, camera-related information, and training data are primarily processed locally on the headset device, this Application does not transmit the aforementioned data to developer servers for centralized storage.

9. Protection of Minors' Personal Information

This Application is primarily intended for users with corresponding cognitive and operational capabilities.

If minors use this Application, we will take corresponding minor personal information protection measures in accordance with applicable laws and regulations.

If you believe there are any issues regarding our processing of minors' personal information, you may contact us through the contact methods listed in this Privacy Policy.

10. Updates to the Privacy Policy

We may update this Privacy Policy based on changes in application functions, changes in laws and regulations, or changes in personal information protection requirements.

When significant changes are made to the Privacy Policy, we will notify you through appropriate means and, when required by laws and regulations, re-obtain your consent.

The updated Privacy Policy will be published on this page with the date of update indicated.

11. Contact Us

If you have any questions, comments, or complaints regarding this Privacy Policy, the personal information processing methods of this Application, or personal information protection matters, you may contact us through the following methods:

Application Name: Immersive Virtual Reality Mirror Rehabilitation Training

Developer/Organization Name: Immersive Rehabilitation Technologies

Contact Email: laikoiqi@gmail.com