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The Acceptability and Feasibility of a Novel Virtual Reality Based Social Skills Training Game for Schizophrenia: Preliminary Findings

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Highlights

- This novel VR social skills training is feasible for patients with schizophrenia **(83 characters)**
- This protocol was acceptable to patients with schizophrenia **(62 characters)**
- Clinical symptoms, especially negative symptoms improved after 10 sessions **(76 characters)**
- Participants reported high levels of training satisfaction and real-world utility **(84 characters)**

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