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Abstract: In this paper an initial analysis is presented for the applicability of the Oculus Rift virtual reality display when used in newly proposed medical assistive system for motor disabled patients. The head-mounted display is used to give the patient a visual representation of the supposed spatial movements to be done along with a set of instructions for the sequence of basic steps. After each step from every exercise an evaluation is done for the degree of completeness by motion analyzing module and decision is made either for repetition or continuing to the next step. In timely manner overall estimation is done over the patient abilities to fulfill the entire program. The embedded sensors return valuable information for the head movement and position of the patient easing the synchronization of the forthcoming instructions. For a given variety of motor tasks the precision of the head set in terms of spatial motion over predetermined time intervals is tested. Positive results are observed and a variety of practical recommendations for using the Oculus Rift display are derived for more efficient usage.