Automated Visual Field Test in VR Debrief
Level 4 Project 2023/2024
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The primary goal of this experiment was to evaluate the usability and effectiveness of an automated visual field test conducted in VR. A focus was put on assessing participant comfort during the testing process, as well as evaluating their performance, which was reflected in their report that was generated upon completion. An area of particular interest was in identifying any patterns or commonalities across participants' results depending on the type of test they performed. Do you have any comments or questions at this point?

Please note, your results will be stored anonymously. You can withdraw your consent at any time.

If you have any further comments or questions, please reach out to me at:
2557035m@student.gla.ac.uk, or to my project supervisor paul.siebert@glasgow.ac.uk.