

Sensory Interaction between Visual and Vestibular System in Virtual Reality

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ABSTRACT

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Keywords: Visual-vestibular conflict, motion sickness, cyber sickness,

Index Terms: H.1.2 [Models and Principles]: User/Machine Systems—Human factors, Human information processing; H.5.1 [Information Interfaces and Presentation (e.g., HCI)]: Multimedia Information Systems—Artificial, augmented, and virtual realities;

1 INTRODUCTION

2 METHODS

3 RESULTS

4 CONCLUSION

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REFERENCES

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