

# Binocular Rivalry Dynamics during Locomotion

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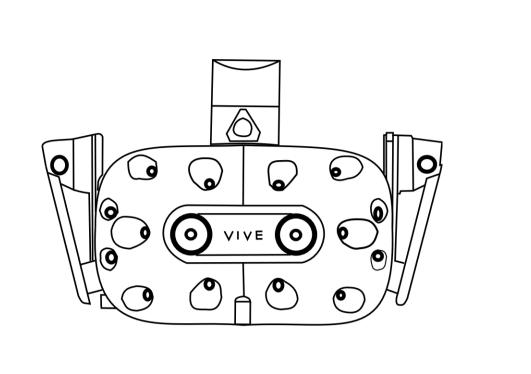
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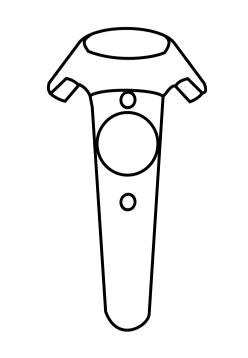
#### Introduction

- To date, existing measures of binocular rivalry have been conducted with stationary observers.
- Eye movements can affect binocular rivalry switch rate (1-2)
- Retinal stability is maintained during movement by reflexive eye movements (3-4)
- How is the rivalry rate affected by movements in humans?
- The **purpose** of this study was to explore binocular rivalry dynamics during locomotion in humans.

### Methods

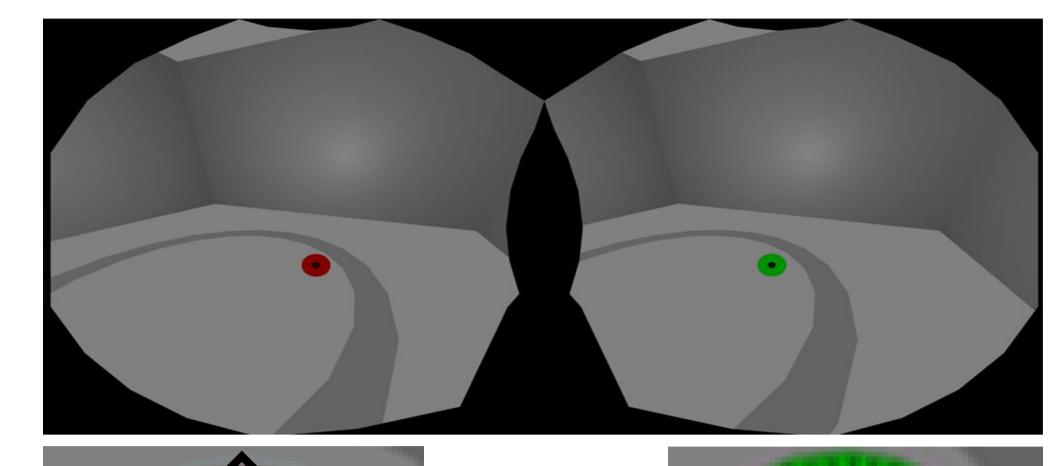


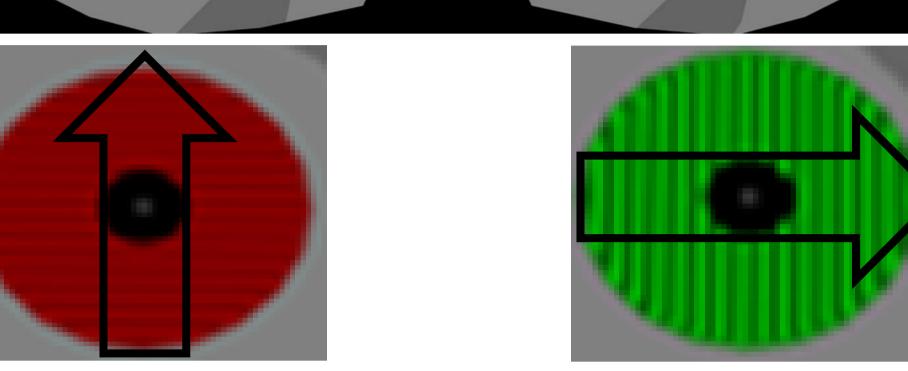
HTC Vive Headset



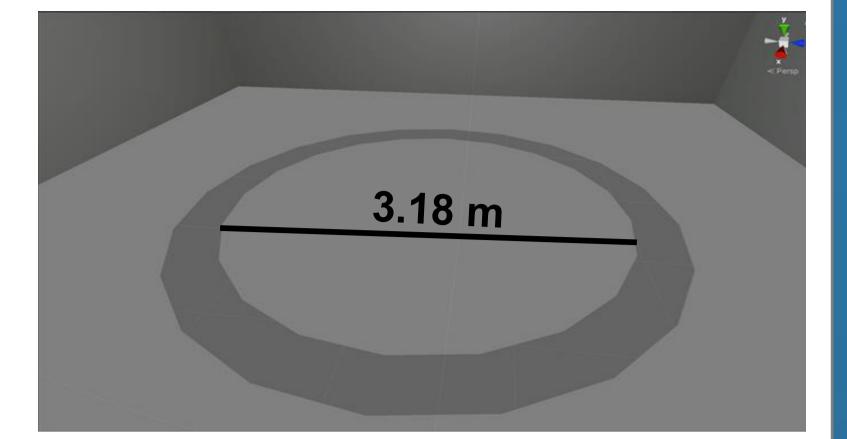
HTC Vive

Controller





- Continuous Psychophysical Task
- Respond by holding down the triggers on the controllers when a certain color is dominating
- Conditions were counterbalanced for color, sine wave bar direction, and frequency



Walking Track

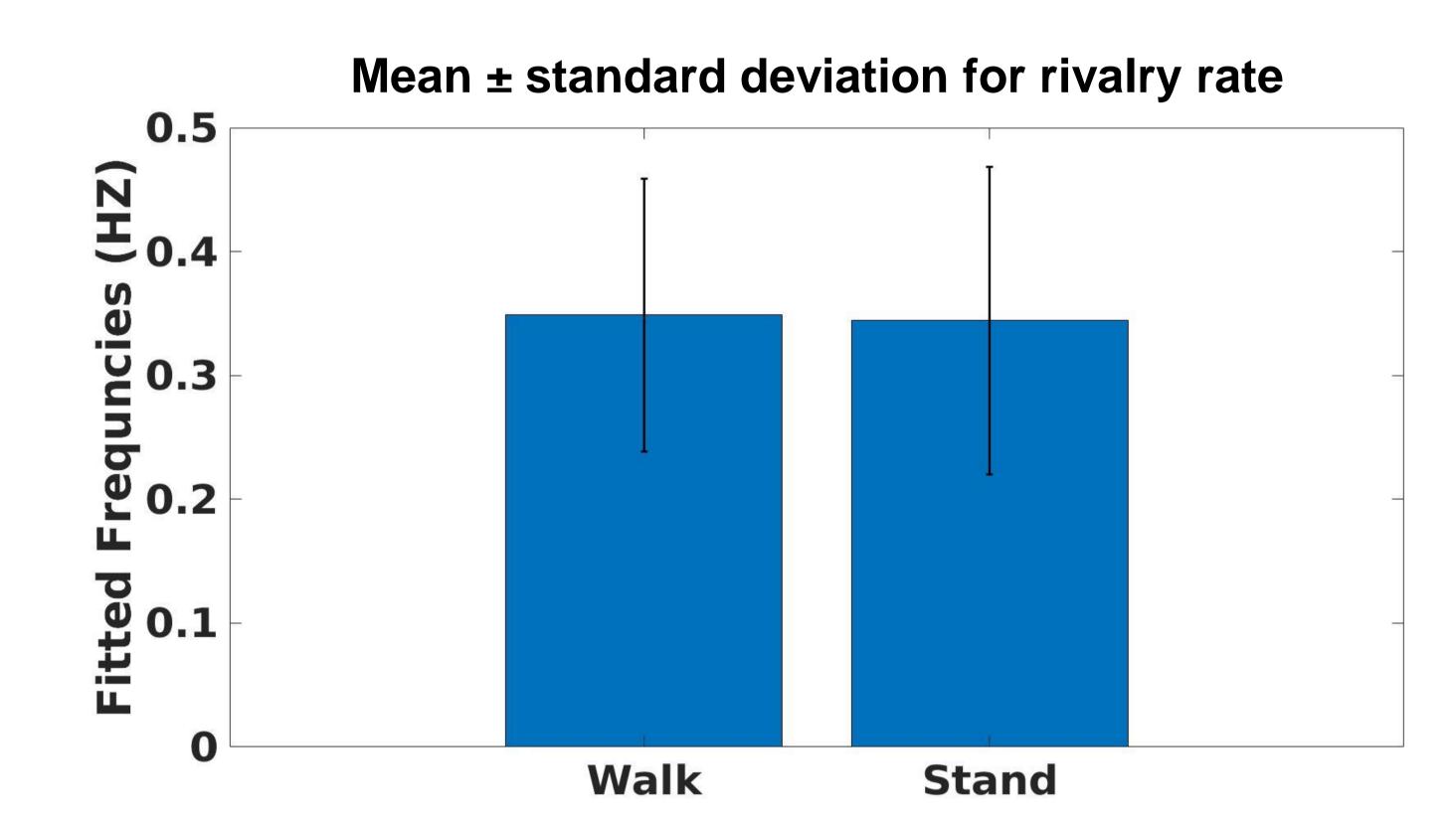
- 6 Subjects
- Mean age 25

- HTC Vive Base station
- HTC Vive Wireless Red and green 0.8 Hz and 3.2 Hz drifting sine wave gratings
  8 total 60 s trials Tracker

#### Results

## **Example of sine wave fit to response data** Green Responses -Fitted Sine Wave Red 2.2027 4.424 Time (s)

 Example of how the fitted rivalry rate was calculated per trial for each participant

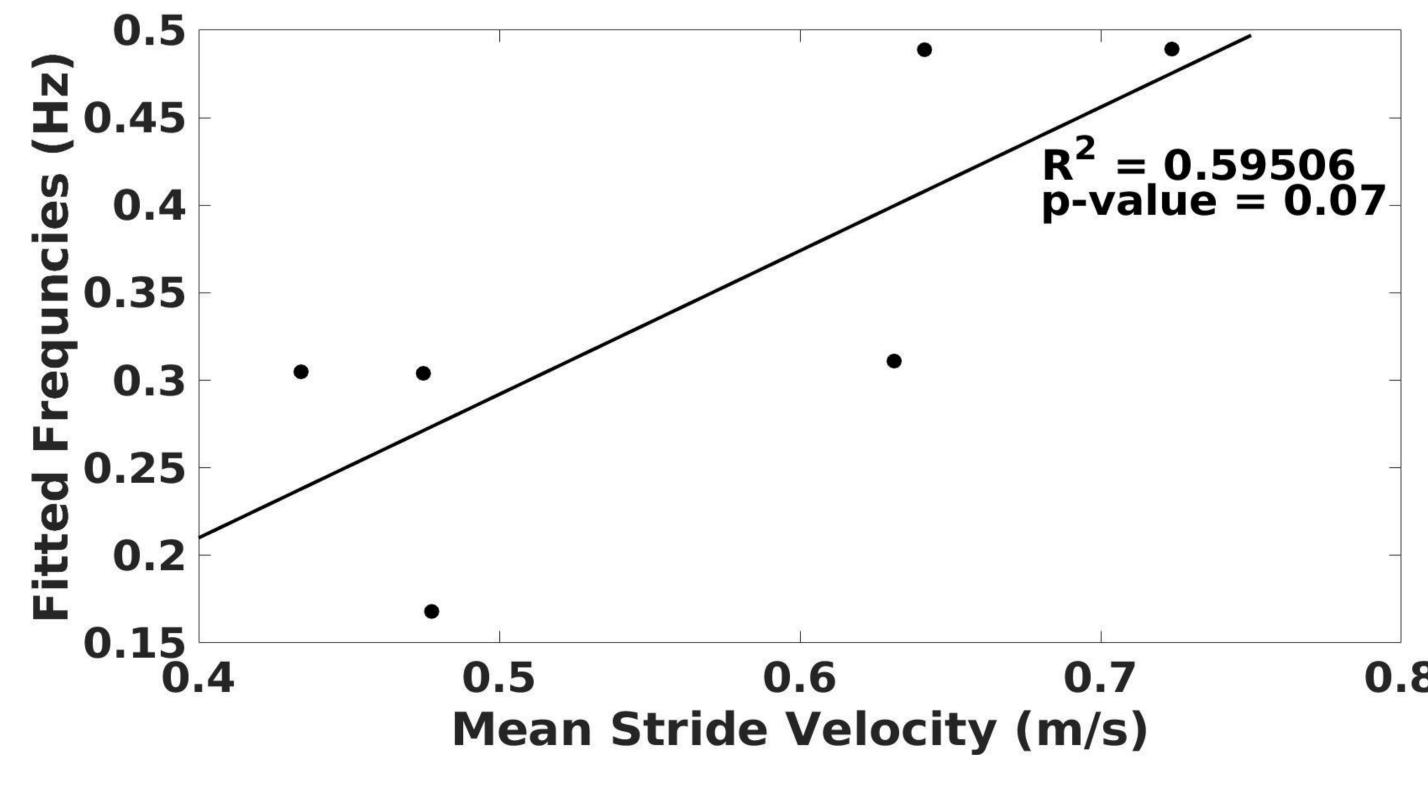


 Rivalry rate for standing and walking. No significant differences were observed

### Discussion

- Walking has no affect on binocular rivalry dominance periods or switch rate frequencies.
- Near significant moderate positive correlation between binocular rivalry switch rates and mean stride velocities.

### Relationship between stride velocity and rivalry rate



- Linear regression between fitted frequencies and mean stride velocity. Nonsignificant moderate correlation
- Mean dominance periods by condition **9** 2.5 ■0.8 Hz ■3.2 Hz **0.5** Walk **Stand**
- Mean time dominance periods for each grating and condition. Differences were not significant.

### References

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