**Risks**

**Participant may become nauseous within Virtual Environment.**

* *Stop the current trail, give the participant time to recuperate. Restart if they feel comfortable to continue. If otherwise end the trail and source a new participant from backlog.*

**Multiple participant becoming nauseous.**

* *Investigate the cause of nausea. Modify the system to eliminate the cause.*
* *If nausea is link to a crucial component of the system scenario, the scenario may have to be altered.*

**Vive Access for Development**

* *Continue to develop and postpone testing until Vive is available.*
* *If code does not require Vive plugins or Z axis motion (world creation), the Samsung Gear VR can be used in order to test development. (This will require an oculus ‘Back up’ camera rig within the project).*

**Vive Access not available for experiment as a result of technical malfunction.**

* *Attempt to source a new VIVE.*
* *Swap to Oculus Camera Rig and conduct experiment with the Oculus Rift. Note this is a last resort, with the risk of extensive system modification and scenario alteration.*

**Experiment apparatus (Swing) breaking.**

* *Attempt to quickly source the new apparatus.*
* *Alter project scenario. (Use only one test instead of two)*