**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.*

**Apparatus not available for experiment as a result of breakage.**

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Risk** | **Likelihood** | **Impact** | **Risk Quotient**  **(Likelihood x Impact)** | **Contingency**  **(Numbered to most manageable mitigation)** |
| **Participant may become nauseous within Virtual Environment.** | **0.5** | **3** | **1.5** | *1. Stop the current trail; give the participant time to recuperate. Restart if they feel comfortable to continue.*  *2. If otherwise end the trail and source a new participant from backlog.* |
| **Majority of participants becoming nauseous.** | **0.2** | **8** | **1.6** | *1. 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 not available for Development** | **0.7** | **2** | **1.4** | *1. Continue to develop and postpone testing until Vive is available.*  *2. 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.** | **0.1** | **9** | **0.9** | *1. Attempt to source a new VIVE.*  *2. 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.* |
| **Apparatus not available for experiment as a result of breakage.** | **0.2** | **7** | **1.4** | *1. Attempt to quickly source the new apparatus.*  *2. Alter project scenario. (Use only one test instead of two)* |