## School of Computing Science University of Glasgow

## **Automatic Visual Field Remapping User Study – Introduction Script**

## Automatic Visual Field Remapping User Study Level 4 Project 2024/25 Nik Harith Sharifuddin bin Mohd Suhaimi

NOTE: If you have any visual disorders, notable health concerns or any history of epilepsy please do not participate in this study.

The aim of the experiment is to test a Virtual Reality program designed to assist people with different kinds of visual impairment, with a great focus on homonymous hemianopia, to evaluate how effective, accurate, usable and comfortable it is. Users are necessary to help with this evaluation to provide a larger and less biased pool of data and feedback than just the developer testing it.

You will be asked to remain seated on a chair with a fixed position facing a round table with several items on it throughout the study. You will then be familiarized with the HTC Vive VR Headset along with its controller before the program is launched and putting the headset on. Once the headset is comfortably fitted, you will be asked to align yourself with markers around the table to calibrate your position for the testing procedure. You will then be given the opportunity to familiarise yourself with the passthrough mode of the headset and its controls, along with some default observation of the objects on the table.

NOTE: If at any point you experience discomfort, nausea or any other issue, carefully remove the headset immediately.

You will then be exposed to different simulations of partial eye blindness that will be applied to the headset. While looking steadily on the table, you will either be asked to perform a manual 'remapping' of the live camera view until you can identify all the objects on the table, or it will be automatically be 'remapped' for you. Once you can **identify all the objects** on the table, press the home button and then the trigger button to conclude the testing for the condition. After each condition, you will be asked to take off the headset and fill in a survey answering a series of questions regarding your performance and comfort. Before putting the headset back on for the next conditions, feel free to take a break as long as you want.

Finally, after all conditions are completed, you will be asked to fill in a final survey about your overall experience with the program.

Please ask me questions at any point if you need.

You have the right to withdraw from the experiment at any time.