

**School of Computing Science
University of Glasgow**

Automatic Visual Field Remapping using VR User Study – Introduction Script

**Automatic Visual Field Remapping using VR User Study
Level 4 Project 2024/25
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The aim of the experiment is to investigate the effectiveness, accuracy and comfort of a VR headset-based application that provide assistance to different conditions of visual impairment such as hemianopia. Particularly, we are interested to know how effective and viable it is to use automatic remapping of the visual field compared to manually remapping them, as well as how it will affect your comfort when performing the task.

You will be asked to wear a VR headset where you can view the real world through its cameras. You will be tasked to identify the objects on a table while being exposed to different conditions of the experiment. After each condition, you will be asked to fill in a short survey about your experience with the condition.

If you have any questions or comments, please contact me at 2673209B@student.gla.ac.uk, or to my project supervisor Paul Siebert: paul.siebert@glasgow.ac.uk.

Thank you for your participation.
