# Small: Cybersickness Mitigation and Test Suite Development

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## Challenge:

Long use of virtual reality (VR) systems has trouble with cybersickness

- Current estimates that there is a mere 15 minutes of safe usage

Cross comparison of cybersickness research is difficult

Low-interference mitigation options are needed

Prediction methods are lacking

## Solution:

Develop a test suite to allow for rapid testing targeting non-coders but allow coders to expand

Test against low-interference mitigation options

*Color, contrast, and realism*

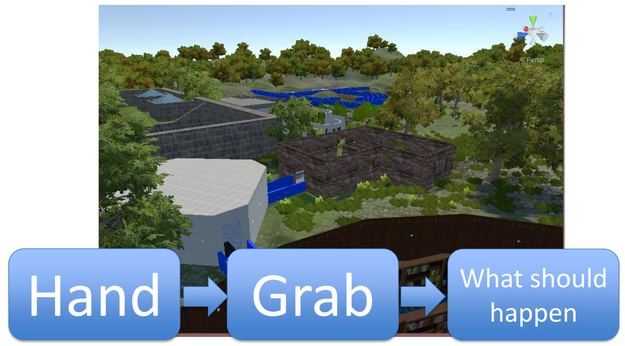
## Scientific Impact:

New mitigation methods

Build safeguards into applications

Improving length of VR use aid in all VR applications

The conditions also could affect usability




## Society Impact:

Increased length of use aids can make VR training viable

Improving length of VR use aid in all VR applications

Improved VR skill pool

## Educational Impact:

*First VR course offering in the state!*

NEW VR textbook in the works

Prior VR textbook did not have a single line of pseudocode.

## Broader Impact:

VR exists for safety, surgery, sensitive sites, and more

Build safeguards into applications

Goal is to reach classroom period of 50 minutes

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