

## VR experience health and safety notice

Please read this notice before you book your VR experience

By participating in Living Rocks VR ('VR experience') you agree that you have read and understood the following information:

The Art Gallery of South Australia and Craniofacial Australia does not recommend the VR experience for children under the age of 13 years. If a parent or guardian of a child under 13 decides that their child should nevertheless participate in the VR experience, they should supervise their child during the experience for any adverse effects. The Art Gallery of South Australia and/or Craniofacial Australia has the sole discretion not to admit any person to the VR experience if an Art Gallery of South Australia or Craniofacial Australia representative considers that the VR experience would not be suitable for them.

Oculus, the manufacturer of the products used to deliver the VR experience ('the VR products') advise the following:

### Use Only When Unimpaired

- You should not use the VR products if you are suffering from any of the following conditions as they can increase your susceptibility to adverse effects:
  - o Tired;
  - o Need sleep;
  - o Are under the influence of alcohol or drugs;
  - o Are hung-over;
  - o Have digestive problems;
  - o Are under emotional stress or anxiety; or
  - o Suffering from cold, flu, headaches, migraines, or earaches

### Age Requirements

- The VR products should not be used by young children who may be in a critical period in their visual development. Further, the manufacturer recommends that children under the age of 13 should not use the VR products as the headset is not sized for children and improper sizing can lead to discomfort or health effects. All children using the VR products should be monitored afterwards for any adverse effects.

### Pre-Existing Medical Conditions

- Consult with your doctor before using the VR products if you are pregnant, elderly, have pre-existing binocular vision abnormalities or psychiatric disorders, have had a seizure, loss of awareness or other symptom linked to an epileptic condition, suffer from a heart condition or any other serious medical condition.
- **Interference with Medical Devices:** The VR products include magnets or components that emit radio waves which could affect the operation of nearby electronics including cardiac pacemakers, hearing aids and defibrillators. If you have one of these devices, do not use the VR products without first consulting your doctor or the manufacturer of your medical device.
- **Contagious Conditions:** To avoid transferring contagious conditions do not use the VR equipment if you have any contagious conditions, infections or diseases, particularly of the eyes, skin or scalp.

## Discomfort During/After the VR Experience

- You should immediately discontinue use if you experience any of the following symptoms or effects:
  - o Seizures;
  - o Loss of awareness;
  - o Eye strain;
  - o Eye or muscle twitching;
  - o Involuntary movements;
  - o Altered, blurred, or double vision or other visual abnormalities;
  - o Dizziness;
  - o Disorientation;
  - o Impaired balance;
  - o Impaired hand-eye coordination;
  - o Excessive sweating;
  - o Increased salivation;
  - o Nausea;
  - o Light-headedness;
  - o Discomfort or pain in the head or eyes;
  - o Drowsiness;
  - o Fatigue;
  - o Any symptoms similar to motion sickness
  
- **Seizures:** Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns and this may occur while experiencing virtual reality. Anyone who experiences any of these symptoms should immediately discontinue use of the VR products and see a doctor.
  
- Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world. Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences or other activities that require unimpaired balance and hand-eye coordination until you have fully recovered from any symptoms. See a doctor if you have serious and/or persistent symptoms.
  
- The VR headset is worn next to your skin and scalp. Stop using the VR products if you notice swelling, itchiness, skin irritation or other skin reactions. If symptoms persist, see a doctor.

Further health and safety information is available in the user manuals on the [Oculus website](#).

Participation in the VR experience involves a certain level of inherent risk. By participating in the VR experience, you agree to assume this risk on behalf of yourself or a child of whom you are the parent or guardian. To the maximum extent permitted by law, the Art Gallery of South Australia and/or Craniofacial Australia excludes all liability for loss, damage or injury of any kind (including caused by negligence) that you may suffer as a result of participating in the VR experience and you agree to release the Art Gallery of South Australia and/or Craniofacial Australia from any such liability.