

Understanding origins of symptom onset for binocular and monocular minification

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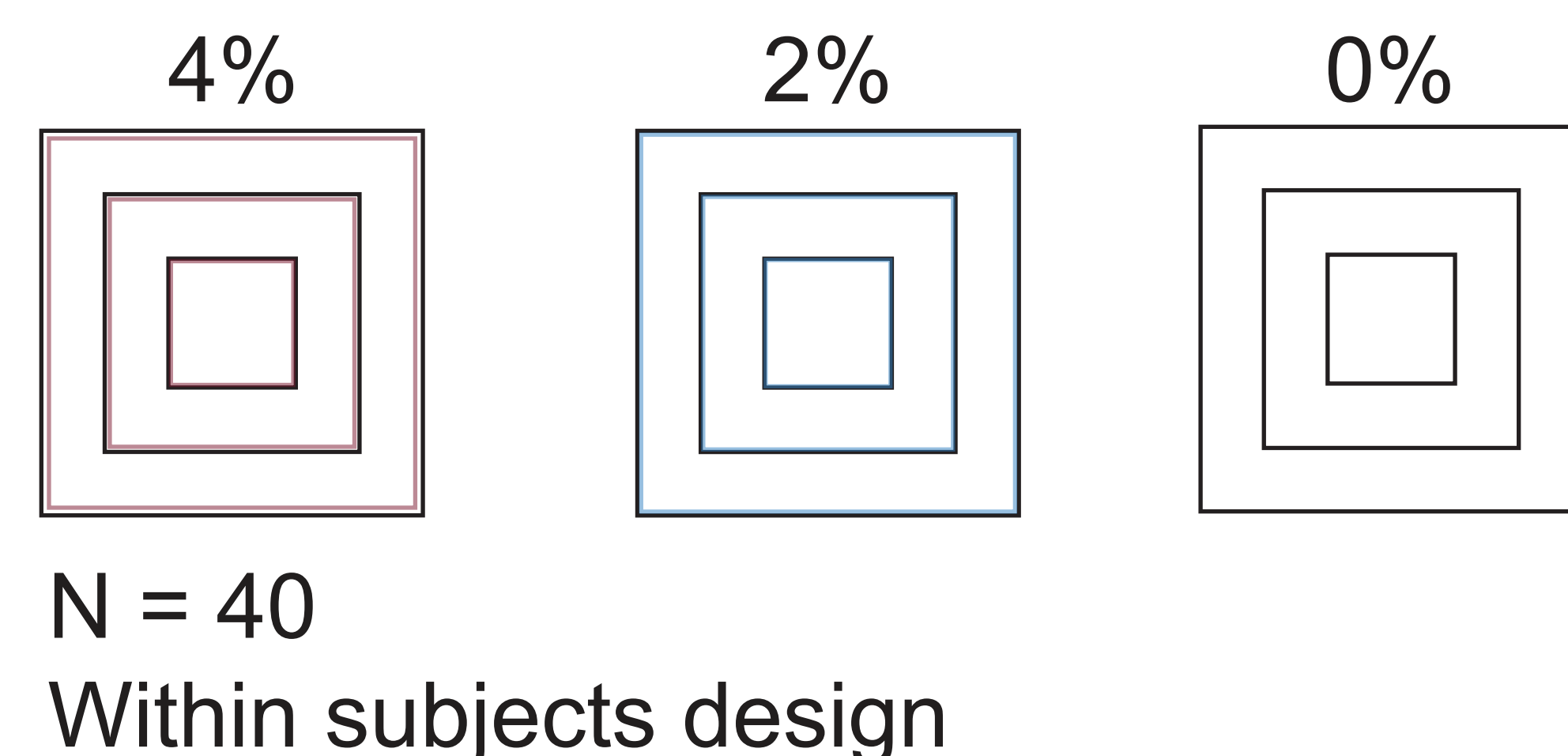
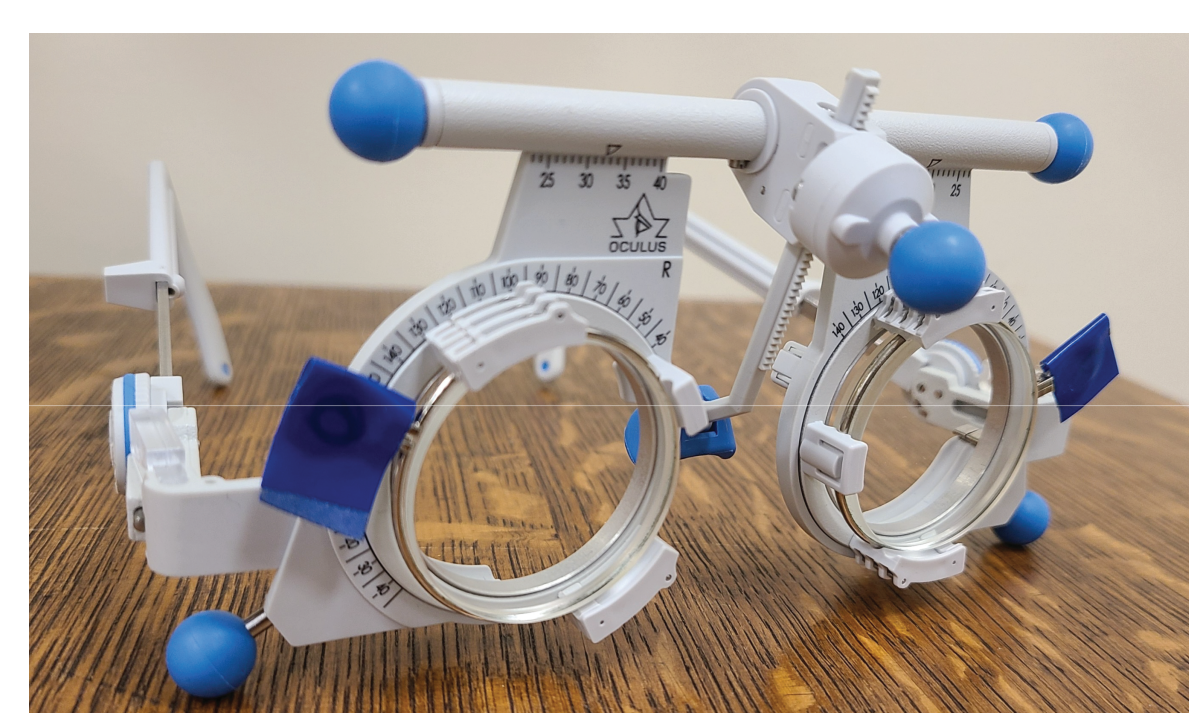
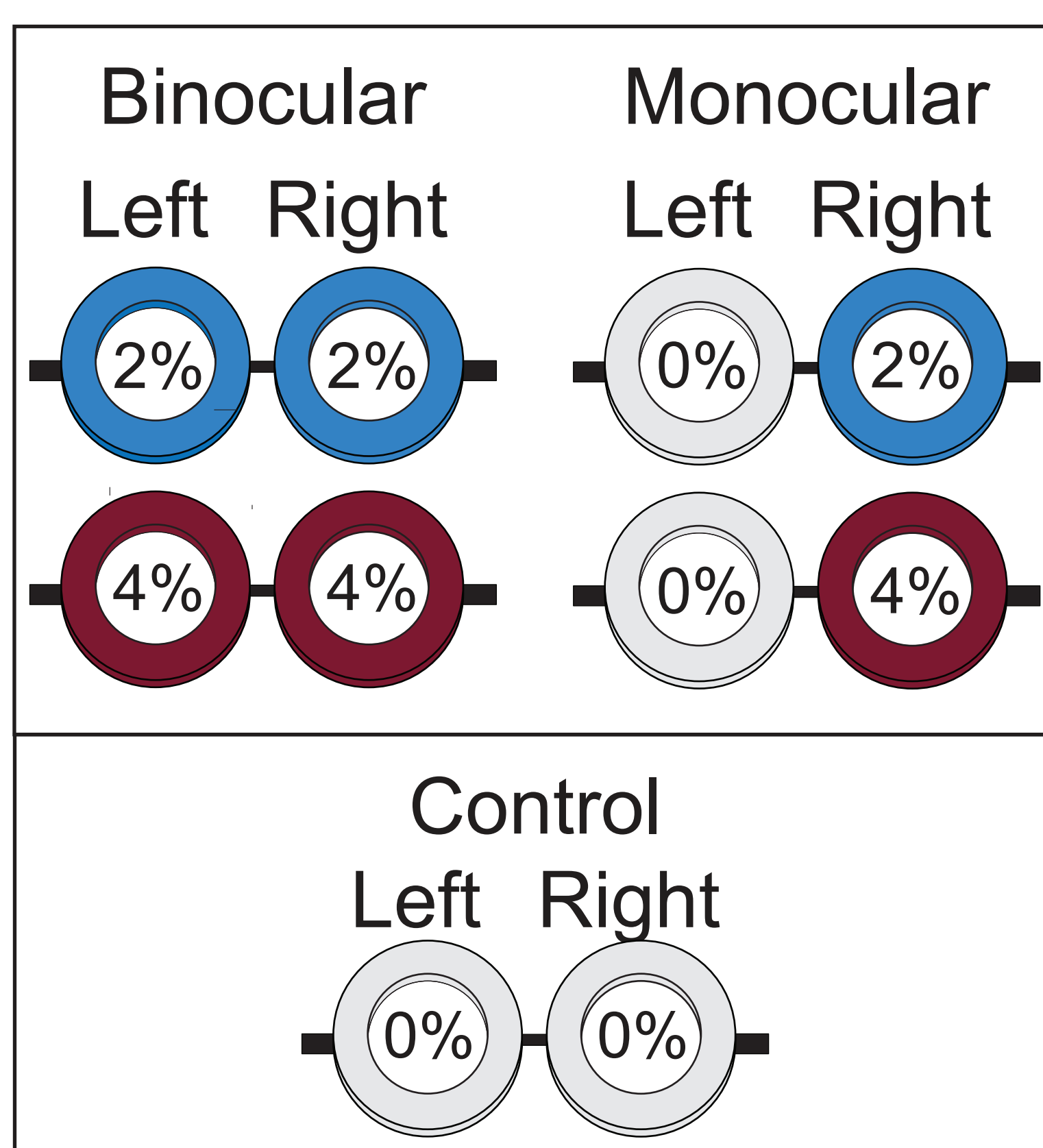
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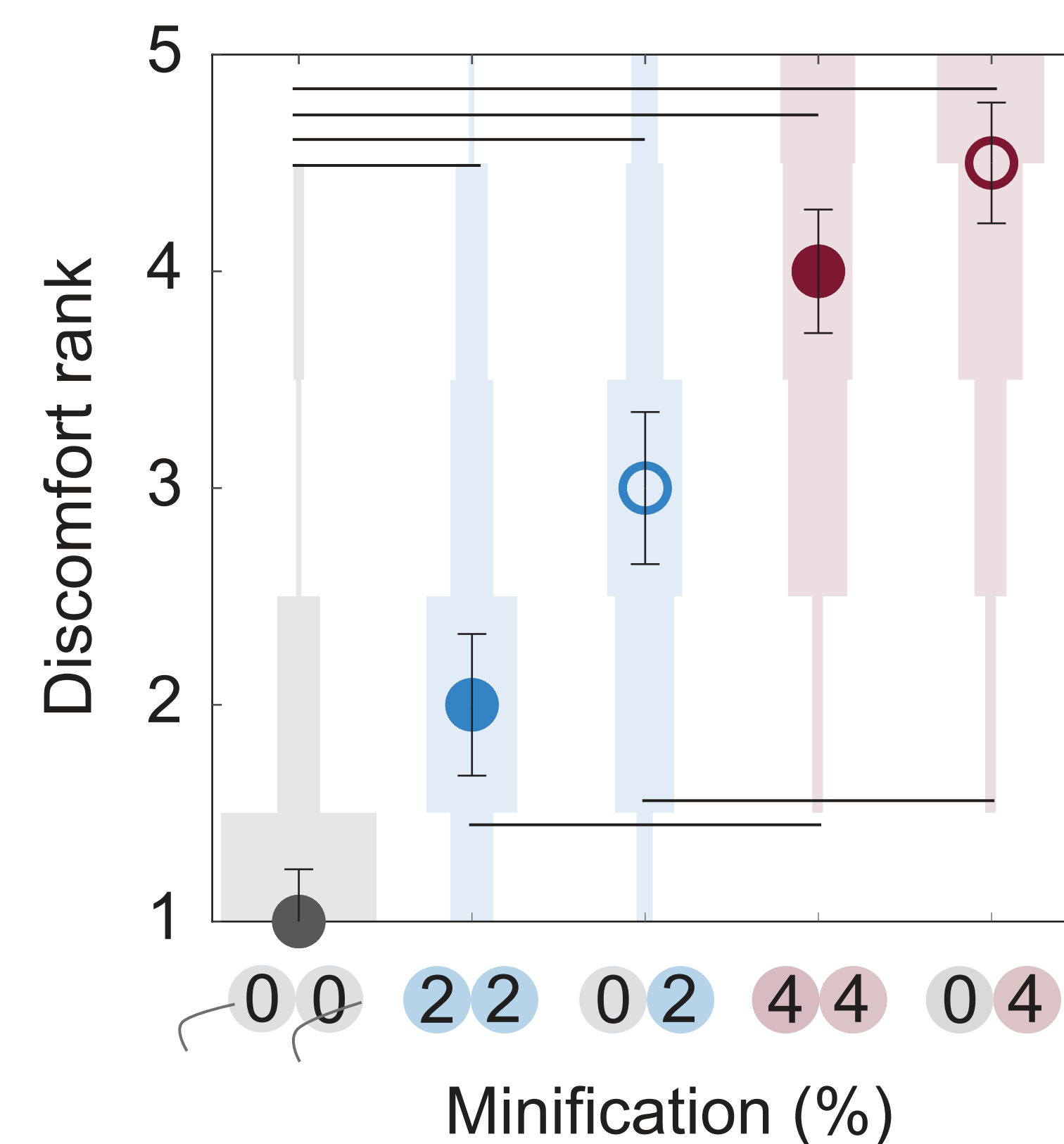
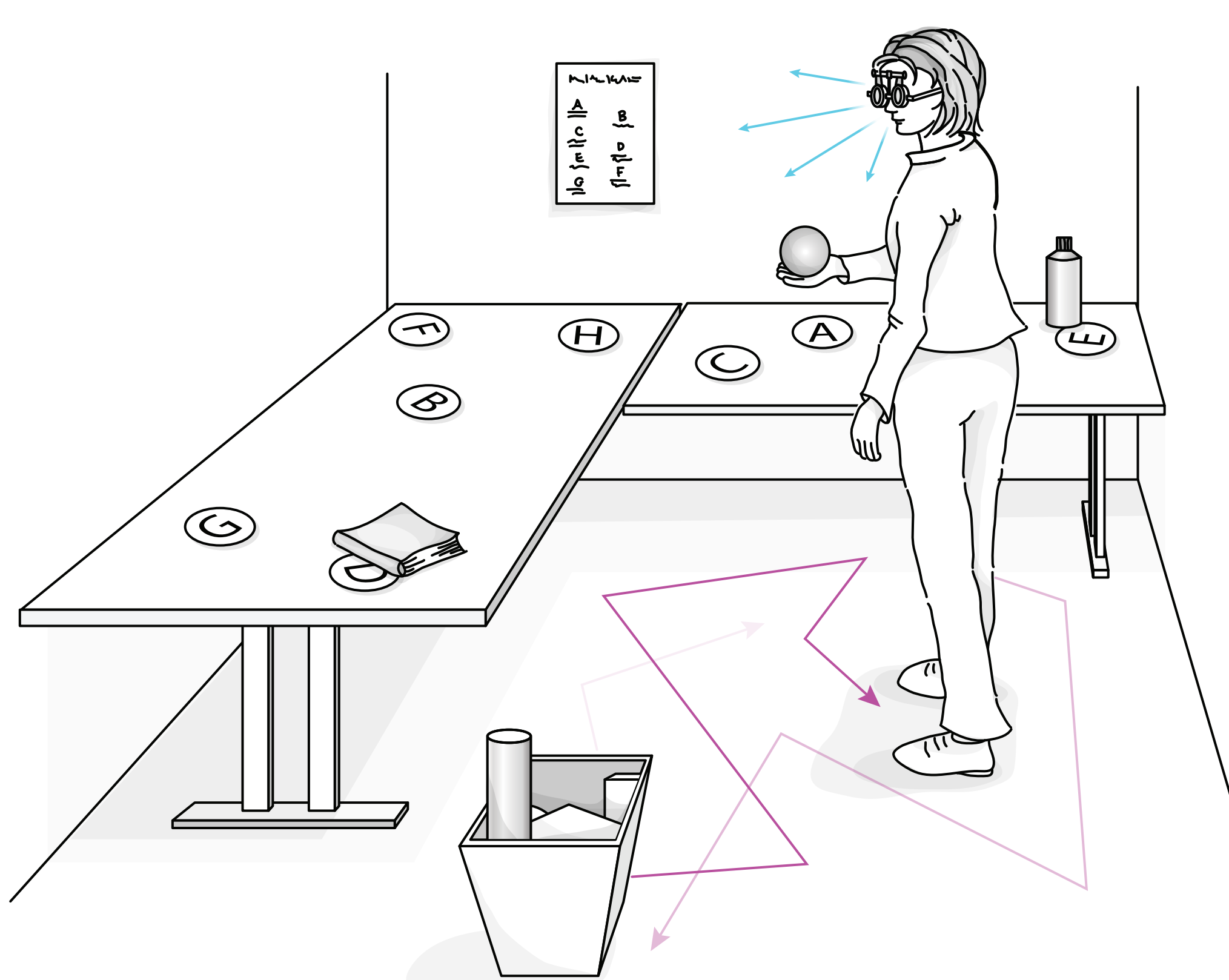
Introduction

- Optical distortions, present in wearable optics, can produce some discomfort. However, the magnitude and causes of this discomfort are not well understood^{1,2}.
- Differences between the eyes may be especially disruptive³.
- Comfort is a pressing issue for mixed reality devices as viewers may be less motivated to overcome discomfort.

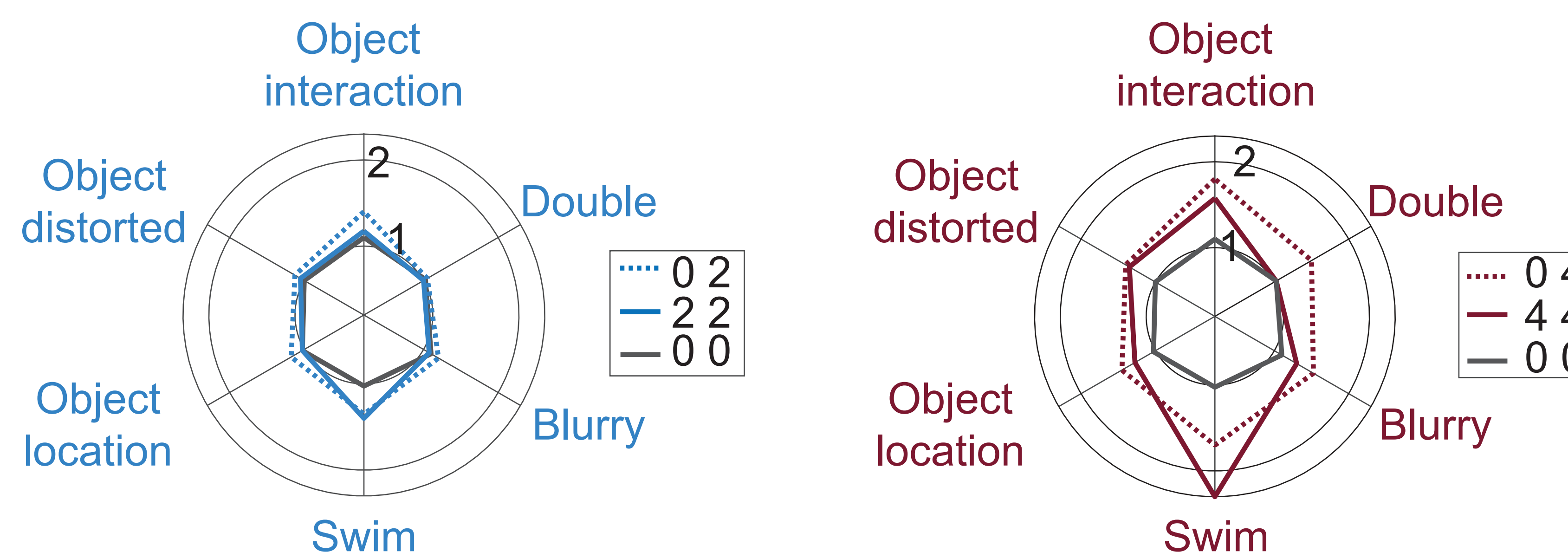
Minification conditions



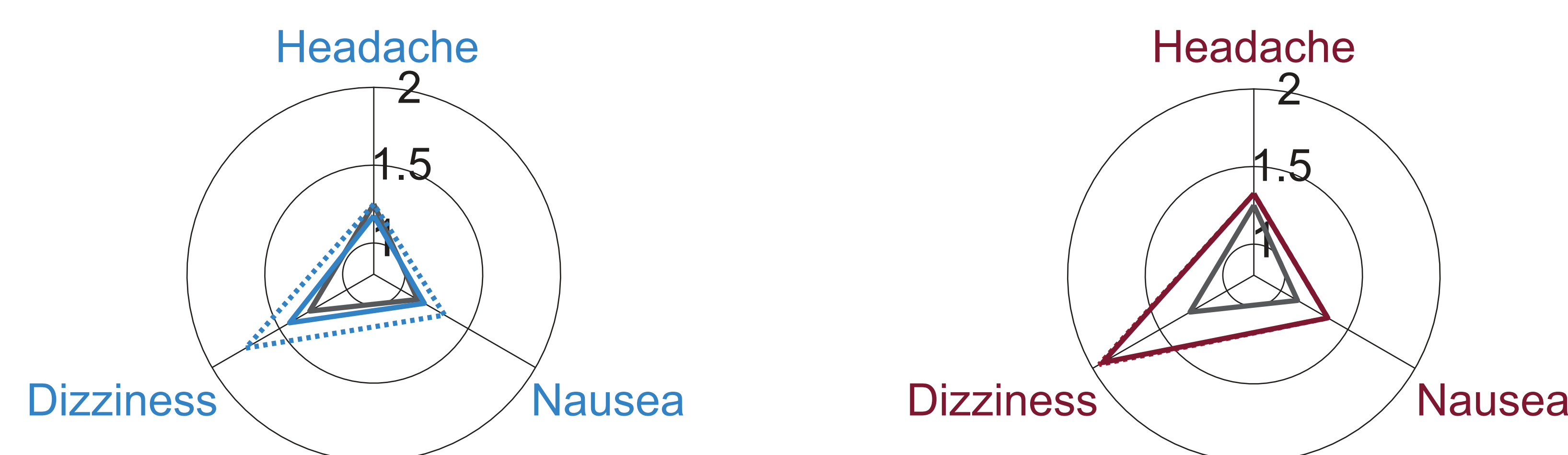
Naturalistic task



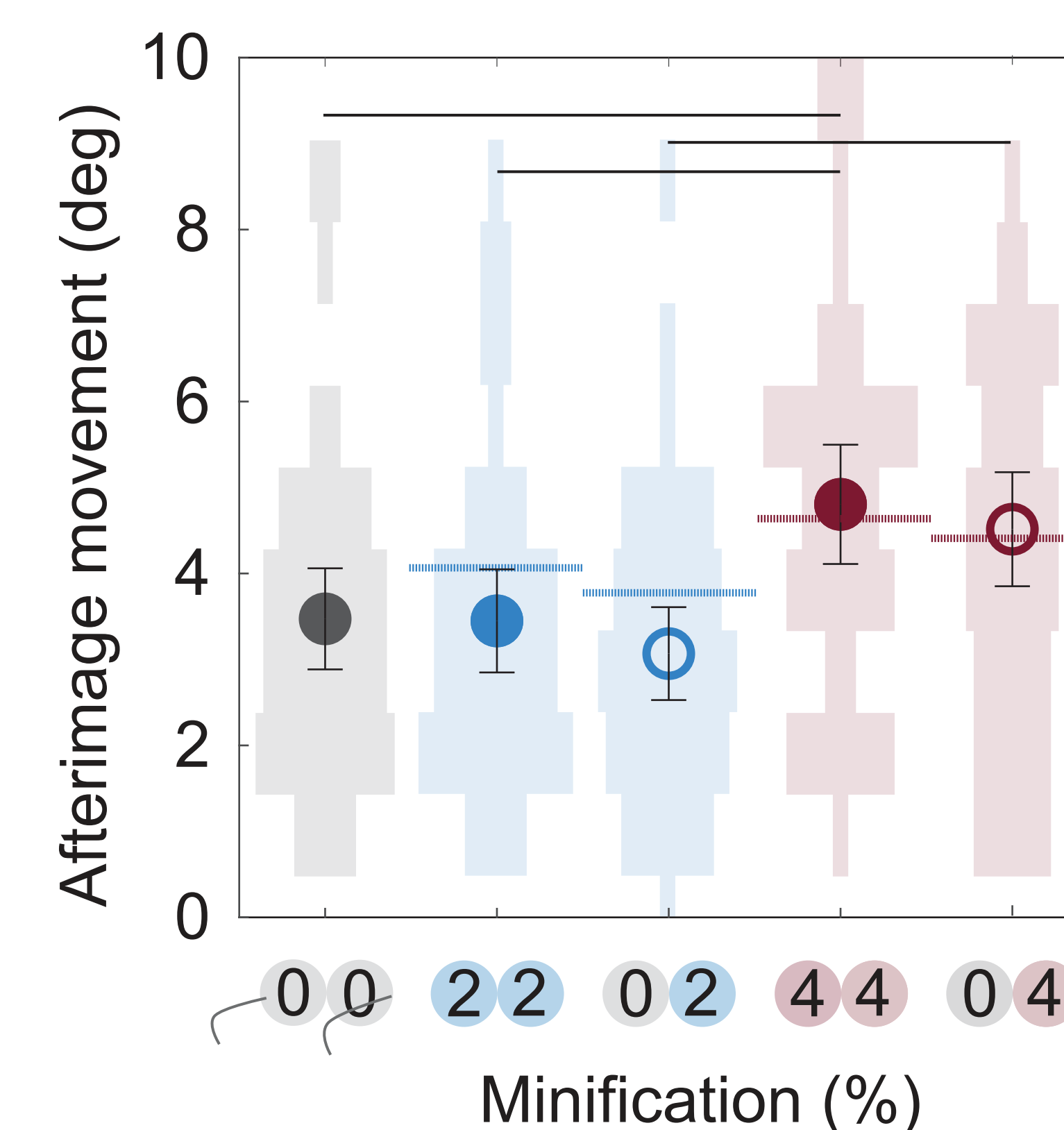
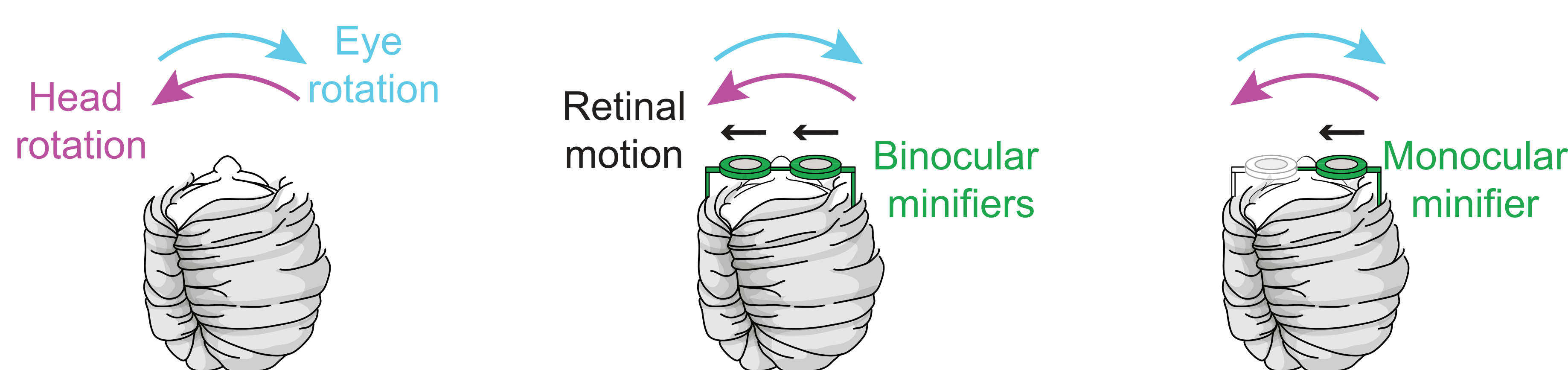
Perceptual symptoms (1-5 likert scale)



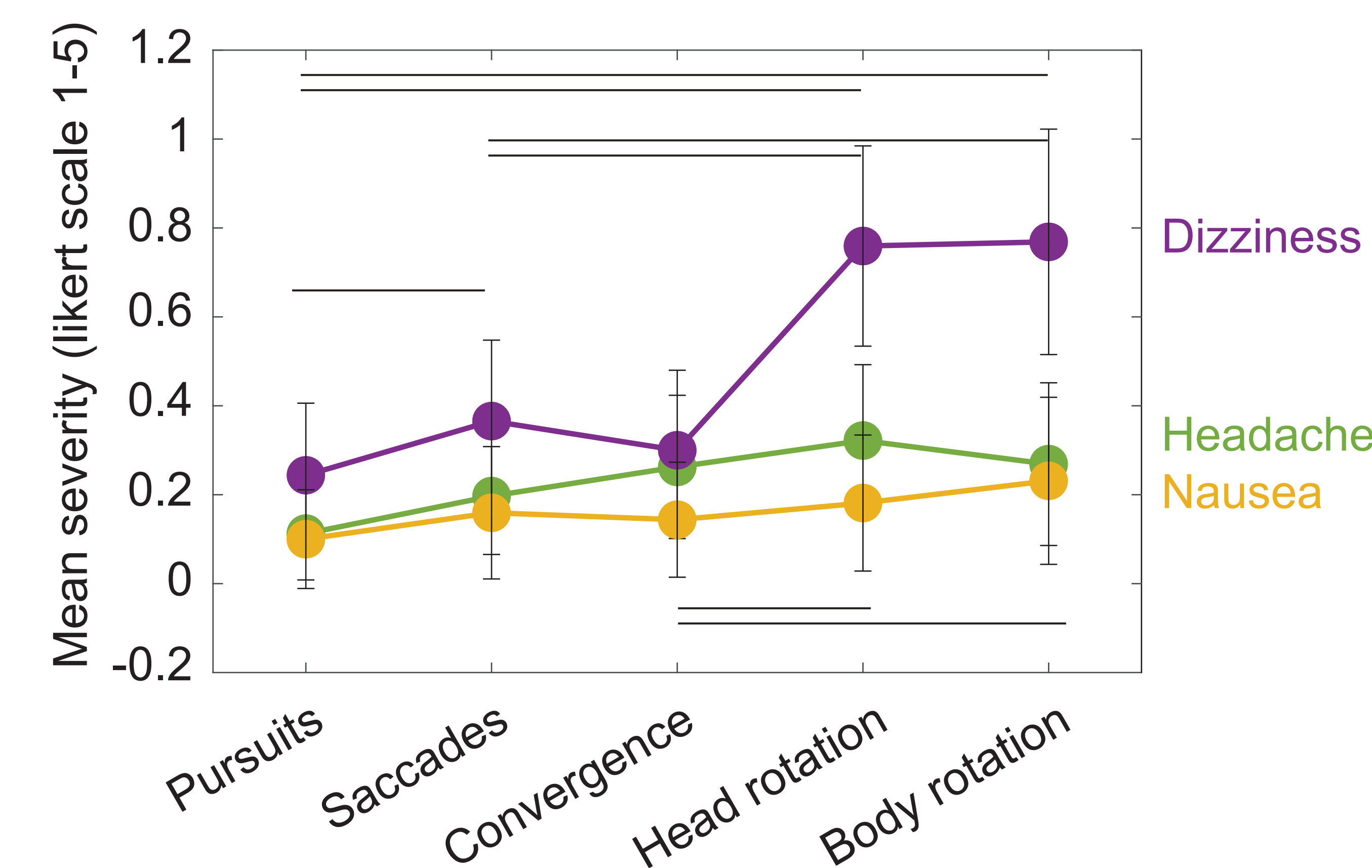
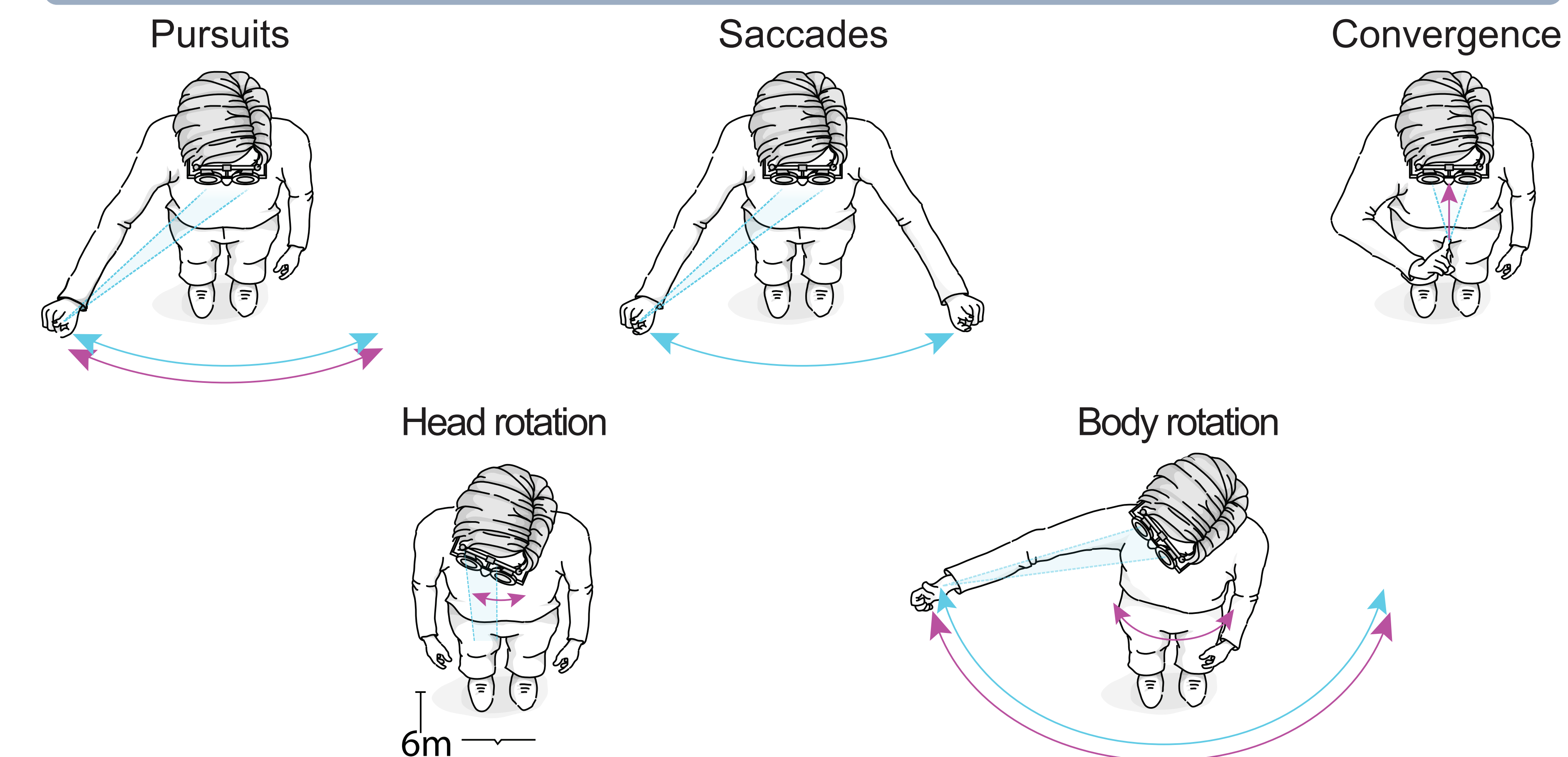
Physical symptoms (1-5 likert scale)



Perceived swim task

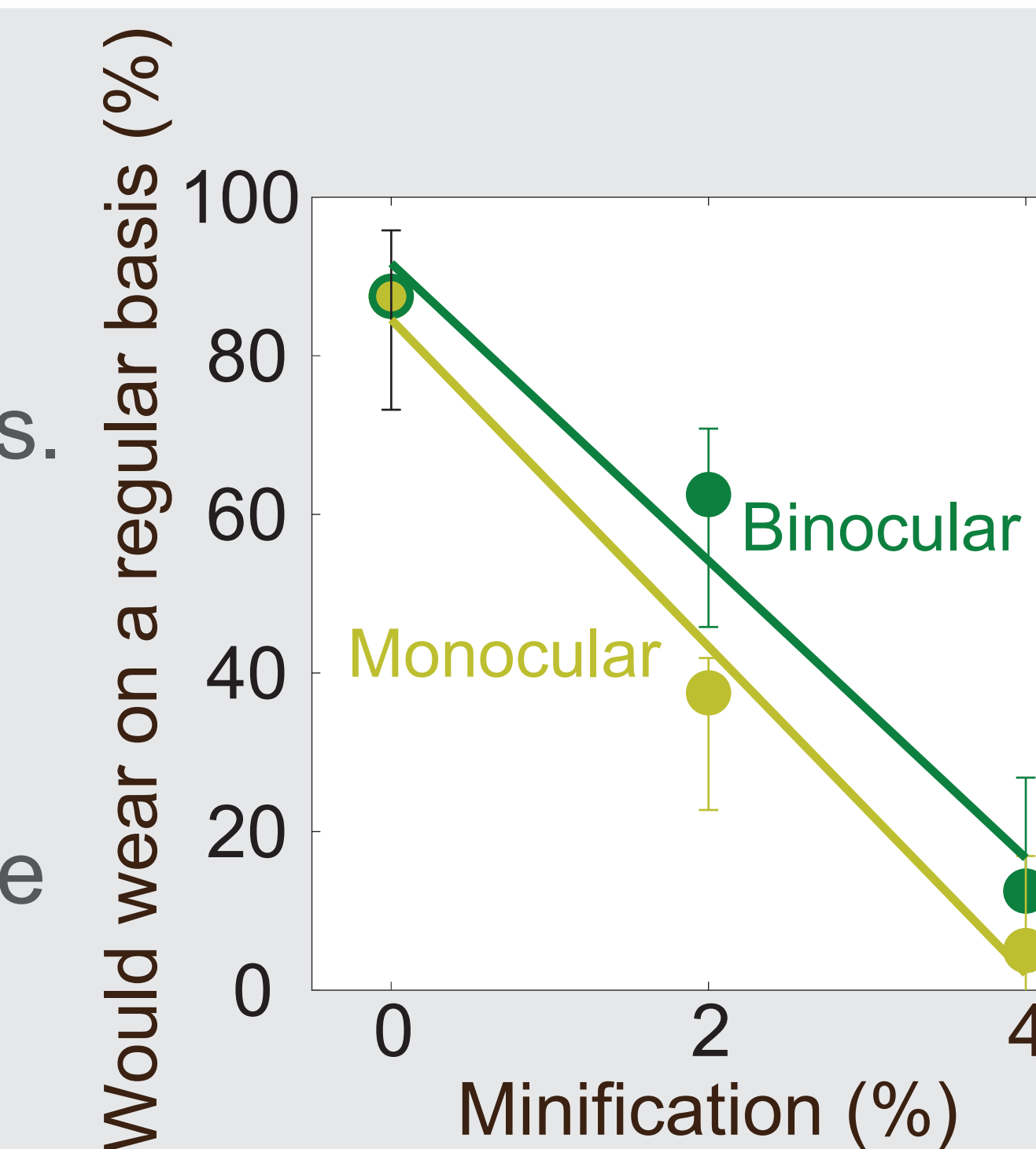


Controlled head and eye movement task



Conclusion

- Swim and dizziness were frequent symptoms suggesting that they may be key factors for comfort in wearable optics.
- Discomfort may result from visual vestibular conflicts associated with vestibulo-ocular reflex disruption.
- These data provide preliminary tolerance guides for initial experience in binocular and monocular minification.



Acknowledgments

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References

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2. Meister, D., & Sheedy, J. E. (2008). Introduction to ophthalmic optics (6th ed.). San Diego: Carl Zeiss Vision.
3. Hrynchak, P. (2006). Prescribing spectacles: Reasons for failure of spectacle lens acceptance. *Ophthalmic and Physiological Optics*, 26(1), 111–115.