

3VIMFACTS

IMPACT OF EYESTRAIN ON LEARNING WITH VIRTUAL REALITY

RESEARCH PARTNERS



TARGETS

Anyone learning through Virtual Reality

PROJECT CALENDAR

Project beginning: Q2 2017

FORMATS



OTHER RESSOURCES

<https://iste-editions.fr/products/diminution-de-la-fatigue-visuelle-en-stereoscopie>



THE PROJECT

Manzalab and University Paris 8 have build a partnership on 3VIMFACTS, a project dedicated to the analysis of the impact of eyestrain on learning through game in Virtual Reality environments. As the use of VR technology is growing, the issue of the side effects on the visual function is raising concern, although this question still remains poorly investigated.

This is the purpose of Alexis Souchet PhD project, supervised by [Paragraphe laboratory](#) and Manzalab.

EXPERIMENTATION

A first investigation will be conducted in 2018. This wide range study will take place at CVI – IDEFI CréaTIC in Montparnasse tower. Volunteers will be submitted to a serious game training to job interview, in various experimental conditions. The comparison of these groups will allow researchers to identify parameters influencing the performance of learners and the quality of the experience in a VR environment. The objective is to define conditions for optimal training.

Additional experimentations will be conducted to further investigate several aspects of the eyestrain in VR to define Good Practices and guidelines to the design of training programs in VR.