

Cybersickness

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Immersive virtual environments are an interesting technology that allows users to experience places that are usually inaccessible to humans due to safety or budget concerns. However, this great technology is not perfect; simulator sickness, or cybersickness, affects a majority of immersive virtual environment users. While it is generally accepted that cybersickness is linked to incongruencies between the virtual world and the real world the user experiences, exactly what causes sickness in users is not as clear. Some researchers believe cybersickness is simply motion sickness resulting fromvection, the feeling of motion, while users in virtual environments are not in motion. The aim of this project is to investigate the effects and causes of cybersickness as well as methods to reduce its effects. This will involve creating immersive environments and sickness-inducing stimuli to measure physiological responses in users.