

WARNING REGARDING THE HEALTH AND SAFETY OF USERS AT THE VR PROJECT CENTER

- 1. Before using VR devices, every customer of the center should read the following warning to avoid injury and discomfort.**
- 2. If you have previously suffered from heart disease, convulsions or other epileptic symptoms, nervous system disease; psychiatric disorders (e.g. anxiety disorder or post-traumatic stress disorder); disorders affecting ability to safely take part in physical activity, or in case of pregnancy or old age, consult a physician before using VR devices.**
3. Persons who have suffered from the aforementioned disorders in the past **must inform the center staff** before starting their VR session.
4. In the above cases using VR devices is not possible or is possible only under certain conditions and after signing the applicable waiver available at the center.
5. VR devices should not be used when ill, tired, under the influence of alcohol, other intoxicants or medications, or when feeling unwell, as they can worsen the condition.

General instructions and precautions

- 6. Users of simulation stations must follow the following precautions and the instructions of the center's staff at all times.**
7. **HTC Vive and Oculus Rift:** take extra caution, as sessions are usually done while standing.
8. **Samsung Gear VR:** Session should be done while sitting. Avoid standing up while wearing the goggles. **Motion sickness is likely.**
9. Content displayed using the device can be intense, absorbing and seemingly very likely and may cause the appropriate reactions of body and mind. Some types of content (e.g. including violence or highly exciting) can lead to side effects.
10. **If experiencing any of the following symptoms, immediately inform the center staff and stop the session: convulsions, involuntary movement, dizziness, elevated heart rate, sudden change of blood pressure, loss of consciousness, panic attack, anxiety attack, vision problems, loss of balance, nausea, headache or eye pain, symptoms resembling motion sickness or any other unusual symptoms.**
11. Symptoms of "post-simulation sickness" (including the above) can last for several hours after the end of session. If they last for too long or become stronger, immediately consult a physician.
12. These symptoms can increase risk of injury during activity in the real world - until they subside, do not drive a car, ride a bike or take part in other activity requiring undisturbed sense of balance and coordination of full mental ability.
13. **Convulsions:** some people (approximately 1 in 4000) may experience headaches, convulsions, epileptic convulsions or loss of consciousness caused by bright flashes and patterns. These convulsions are most common among persons less than 20 years old.

14. **Children:** take extra caution when children younger than 13 years old use the VR stations – sessions should take place in the presence of a legal guardian. Independent use of the devices by underage persons is possible only with written consent of a legal guardian (consent form download below)
15. **Radio frequency interference:** the devices emit radio waves which may affect surrounding electronic devices, including heart pacemakers. If you have an implanted pacemaker or other medical device, do not use VR sets without previous consultation with a physician.
16. **Injury:** Excessively intense use of VR devices, mostly controllers, may cause injury of muscles or joints. If during use you experience related symptoms such as numbness, tingling or stiffness, stop using the device and rest.
17. While using the hand controllers hold them firmly, to avoid accidentally letting go of them, which may cause injury and damage.
18. After putting on VR goggles, the user cannot see their surroundings. During a session third persons should not enter the VR zone, as this may lead to injury.
19. **A customer expressing desire to use the services of the VR project center declares that they have read the Warning regarding the health and safety of users and accepts its terms.** The customer also declares that they do not suffer from any health conditions that are contraindications to the use of the services and is aware that they are responsible for their use of the VR devices.
20. **VR project is not responsible for any injury or damage resulting from lack of compliance to the Warning regarding health and safety of the user or the instructions of the center staff.** The responsibility lies on the user if they are adult, or on the user's parent or legal guardian otherwise.