Risk Assessment

The Following Controlled Measured Assessment must be read & reviewed before using the Virtual Reality Headsets

Suitability of room – enough "play area" relevant to the activity taking place i.e activity requires participant to sit or walk around

A 'guardian' must always be present to support the participant and is responsible for the following:

Reviewing the surroundings and clearing obstacles
Preventing bystanders from entering the designated VR area
Warning participant if they are in danger of coming into contact with furniture or other obstacles
Use in a seated position if movement is not required in the software being used
Where the VR Headset is tethered the "guardian" should ensure that the cable connecting the headset to the laptop/PC does not become a trip hazard or become tangled.

Headset and controllers to be cleaned with antibacterial wipes in between use

All users to be advised of potential adverse effects before use (eye strain, nausea, dizziness, blurred vision, motion sickness)
–Mandatory reflection of guidance before a session

Advised to stop use immediately and inform supervisor if any adverse effects are noticed

Use limited to 20 minutes without a break (of at least 10 minutes).

All users to be asked and observed for signs of adverse effects before leaving the VR area.

Any signs or symptoms of adverse effects (blurred vision, nausea, dizziness) and the user will remain in the VR area and be monitored for 15 mins.

If symptoms persist after this time then first aid assistance should be requested on extension 3999 or emergency extension 3200.

All visitors warned before entry of the risks and asked if they have a known risk condition.

Anyone with epilepsy or a history of seizures and blackouts should not use the VR Headset.

No users to work on their own at any time unless supervised by trained staff or has undertaken familiarization training.

Any additional needs, please speak to the session handler before using the Virtual Reality Equiptment.