

Why Virtual Reality?

Comments from Study Participants

“Something like VR, I think, could help level the playing field for two vastly different low vision people working together...”

“A lot of accessibility features are tailored to the extremes. I could see them create a virtual reality experience for people who are totally blind before they would create an experience that falls in the middle for people like me.”

“I think augmented reality (AR) and virtual reality (VR) will become as ubiquitous as cell phones.”

SARDI Program

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“It’s easier to recognize objects in VR. A little easier to recognize objects at a distance in VR because details are exaggerated.”

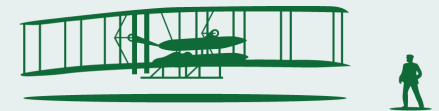
“When I’m using VR, it’s way different than using a computer screen. VR is so much more accessible. I don’t have the same problems to see when I’m searching for something in VR.”

“I prefer VR over the actual computer monitor.”

Virtual Reality as a Reasonable Accommodation

“I can imagine that in three to four years that the technology will get to a point that augmented reality (AR) or virtual reality (VR) will remove or significantly improve the restraints that my vision imposes.”

-Study Participant



**WRIGHT STATE
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*Substance Abuse Resources
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The goal of this project was to explore the experiences of individuals with albinism using virtual reality (VR) work environments as a reasonable accommodation for remote work.

WHAT CAN I DO IN VIRTUAL REALITY?

- Control brightness, color, and contrast of content
- Meet and work collaboratively
- Orientation and mobility training
- Practice navigation
- Consume accessible content/media
- Work directly on a PC/MAC inside virtual reality
- Make use of multiple virtual monitors
- Enjoy virtual travel
- Comfortably pursue education, attend classes, complete assignments, and study for tests

STUDY RESULTS

- 50% of study participants preferred dark letters on white backgrounds; 50% preferred white letters on a dark background
- 100% of study participants complained that they couldn't enlarge fonts on set up menus
- 100% of study participants memorize the location of items and often identify items by their location
- Study participants reported that using VR improved their ability to see the computer screen:
 - 10% "not at all"
 - 45% "a little"
 - 30% "quite a bit"
 - 15% "very much"