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RESEARCH

VIRTUAL REALITY SICKNESS



UNC ARVR

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VIRTUAL REALITY SICKNESS

Virtual Reality Sickness can happen while someone is experiencing a virtual environment, causing symptoms similar to motion sickness. Ways to mitigate these effects include improving latency and frame rate, and modifying user interface design..

RELATED CARDS:

- (11) Virtual Reality
- (80) VR Accessibility
- (52) Spatial Perception in VR

For more information, visit our website:



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<https://go.unc.edu/arvr>

Make a card:

1. Cut along the red lines
2. Glue the backs together

For best results, use a heavy cardstock for printing