

VR EXPERIENCE HEALTH AND SAFETY NOTICE

Please read this notice before you put on the headsets

- > By participating in “Carriberrie” (the VR experience) you agree that you have a read and understood the following information.
- > The NFSA does not recommend the VR experience for children under the age of 13 years. If a parent or guardian of a child under 13 decides that their child should nevertheless participate in the VR experience, they should supervise their child during the experience for any adverse effects.

Oculus, the manufacturers of the products used to deliver the VR experience, advise that:

- > A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: tired; need sleep; under the influence of alcohol or drugs; hung-over; experiencing digestive problems; under emotional stress or anxiety; suffering from cold, flu, headaches, migraines or earaches, as this can increase your susceptibility to adverse symptoms.
- > You should consult with your physician before using the headset if you are pregnant, elderly, have had a seizure or other symptom linked to an epileptic condition, have pre-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.
- > Some people (about 1 in 4,000) may have severe dizziness, seizures, eye or muscle twitching or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor.
- > The VR products should not be used by young children who may be in a critical period in their visual development. Further, the manufacturer recommends that children under the age of 13 should not use the VR products as the headset is not sized for children and improper sizing can lead to discomfort or health effects. All children using the VR products should be monitored afterwards for any adverse effects.
- > The VR products include headphones that contain magnets and can emit radio waves that may affect the operation of nearby electronics including cardiac pacemakers, hearing aids and defibrillators. If you have one of these devices, do not use the VR products without first consulting your doctor or the manufacturer of your medical device.
- > You should immediately discontinue use if you experience any of the following symptoms or effects: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; light-headedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.

Agreement

Participation in the VR experiences involves a certain level of inherent risk. By participating in the VR experience, you agree to assume this risk on behalf of yourself or a child of whom you are the parent or guardian. To the maximum extent permitted by law, the NFSA excludes all liability for loss, damage or injury of any kind (including caused by negligence) that you may suffer as a result of participating in the VR experience and you agree to release the NFSA from any such liability.