

Virtual Reality (VR) experience health and safety notice

Please read this notice before you book your VR experience.

By participating in The Antarctica Experience ('VR experience'), you agree that you have read and understood the following information.

The Australian National Maritime Museum (the museum) does not recommend the use of Virtual Reality (VR) for children under the age of 13 years. Notwithstanding, if a parent or guardian of a child under the age of 13 permits their child to participate in the VR experience, they should supervise their child for any adverse effects. The museum has the sole discretion not to admit any person to the VR experience if a museum representative considers that the VR experience would not be suitable for them.

Oculus Go, the manufacturer of the product used to deliver the VR experience ('the VR products') advise that:

- You must not use the VR products if you are tired, need sleep, are under the influence of alcohol or drugs, are hung-over, have digestive problems, are under emotional stress or anxiety, or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse effects.
- Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns and that this may occur while experiencing virtual reality. Anyone who experiences any of these symptoms should discontinue use 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.
- People who have had a seizure or other symptom linked to an epileptic condition, have pre-existing binocular vision abnormalities or psychiatric disorders, suffer from a heart condition or other serious medical condition, or are pregnant or elderly, should see a doctor before using the VR products.
- Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.
- You must 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.

Further health and safety information is available in the user manual on the Oculus website (PDF 189kb).

You acknowledge that this notice constitutes a 'risk warning' in accordance with relevant legislation.

Participation in the VR experience 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 and waive any right of claim against the Museum in relation to your participation in this VR experience. To the maximum extent permitted by law, the Australian National Maritime Museum 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 Australian National Maritime Museum from any such liability.