

Andres Villa

*Virtual Illness: Can Virtual Reality Cause Motion Sickness?*

The purpose of this experiment is to test the relationship between Virtual Reality and Motion Sickness in different groups of people. This experiment is conducted through the use of a roller coaster simulation played by a Virtual Reality Headset worn by the subject over a maximum period of 90 seconds. Subsequent to the 90 seconds the subject will fill out a short survey asking about their experience with the test in regard to possible symptoms of Motion Sickness shown during or after the test itself. The subject will follow the same procedure for the control trails but instead of using the roller coaster simulation they will use a simulation of a meadow, in which the subject does not appear to be moving but can still move their head too look around in the 360-degree simulation. I found that the variables I tested had very scattered data ranges in both the correlation and T-Tests. Out of the thirteen graphs I printed, a few of them did have a statistical significance between the data sets being compared and helped support my hypothesis. However, many of the graphs I made did not have a statistical significance between the data sets being compared. Thus, refuting my hypothesis. I concluded that certain groups, such as age, determined a positive correlation in age and motion sickness average. In which many other tests proved to bear the same results.