

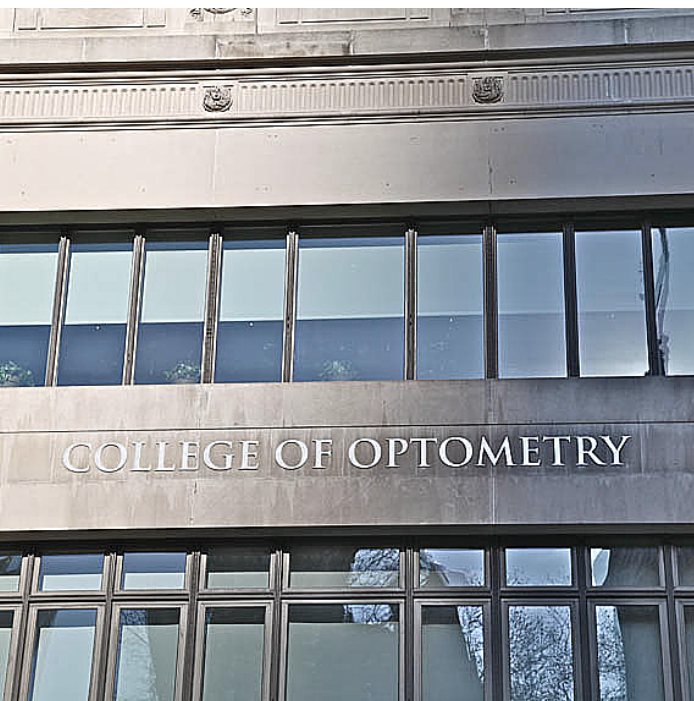


VIVID VISION

# GLOBAL RESEARCH

Delivering results.

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Since 2013 Vivid Vision has been on a mission to collaborate with universities and clinics on research using our device.

Currently, we are in clinics located all over the world, including optometry as well as ophthalmology schools, research facilities, and private practices.

At the moment there are several ongoing studies through the University of California San Francisco (UCSF) and State University of New York (SUNY).

The UCSF study is expected to be completed around the end of 2016.

A study conducted by UVEA Mediklinik was released in 2015 with patients using the Vivid Vision device.

60% of patients showed an increase in visual acuity of 1-3 lines after just 8 forty minute sessions.

These studies are just the beginning. We will be making a major announcement regarding our next study in the coming months!



## ONGOING RESEARCH

### ➔ Dichoptic Virtual Reality



The UCSF Neuro-Ophthalmology department is currently working with us on a study on the efficacy of dichoptic VR game play to occlusion and non-

dichoptic. This study at UCSF will have 50-60 participants 15 to 45 years of age. 50% have strabismic amblyopia, while 50% are refractive. The study is still on-going and expected to be completed by end of the year.

### ➔ Project Luma



The State University of New York (SUNY) College of Optometry started a 17-month pilot study to explore new treatments for amblyopia in adults.

This NIH-funded experiment is being conducted by Professor Benjamin Backus.

"What we're going to do, we hope, by putting people in the dark is deprive the visual neurons, which are in the back of the head, their input for 5 to 10 days. When you do that they start looking around for how they can re-wire themselves," explains Backus. Vivid Vision will be used after the participants leave the dark room as one of the treatments studied.

### ➔ More Coming Soon!



We are in the early phases of a partnership with two large universities to study how we can improve stereo acuity in patients with amblyopia, strabismus,

convergence insufficiency.

We'll be using the next generation of virtual reality technologies, with room-scale tracking, haptic feedback, motion-tracked controllers, and higher resolution.

Follow us @SeeVividly on twitter or at [www.SeeVividly.com](http://www.SeeVividly.com) for updates!



## UVEA MEDIKLINIK

Over the past year an eye clinic in Slovakia, the UVEA Mediklinik, has been conducting a study with 19 patients with amblyopia using Vivid Vision. They had patients come into the clinic for eight 40 minute sessions over three weeks and measured their acuity and stereo acuity.

UVEA found that 60% of patients improved the visual acuity of their amblyopic eye by at least 1 line or more on the eye chart. Some improved by as many as 3 lines during the 8 sessions. They also measured improvements in stereo acuity (depth perception).

These results are a great first step for us, but there are a lot of questions that can't be answered with only 19 patients. That is why we are doing a larger, more controlled studies with partners at UCSF, SUNY, and other institutions.

You can read more about the UVEA Mediklinik study at the link below.

[www.SeeVividly.com/uvea](http://www.SeeVividly.com/uvea)





# BETSY DESCRIBES HER EXPERIENCE SEEING IN 3D FOR THE FIRST TIME

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Betsy Yaros Interviewed by Cris  
Miranda

FIND MORE VIVID VISION SPOTLIGHTS  
AT [SEEVIVIDLY.COM](http://SEEVIVIDLY.COM)

"My eye doctor out here in Florida, Dr. Nathan Bonilla Warford, uses Vivid Vision in his clinic. The first time I used the software I thought I was seeing 3D, but I wasn't. It was still very cool because I could tell I was seeing out of both eyes, and it was just an amazing experience!

My second time I played the game, **I really saw 3D**, and it was a little scary at first. It was very amazing, because I was on the airplane flying through (rings) and there were asteroids that were **actually popping out at me**. The craziest thing happened after I took off the goggles — my eye doctor had me put a straw into another straw but when he did that he held out his hand and it looked like a boulder and the straw that he was holding looked this giant tube. It was amazing because this was the first time I was actually seeing 3D, like **in real life**.

I went to the grocery store and I looked at this bucket of oranges. Each orange looked like a little globe, and the aisles were like caves that I was walking through. Then this scary thing happened; a lady turned her head really quick. It was just so dimensional and her hair was just going through the air. My experience using Vivid Vision so far has been crazy, because I only use the software for about 5 minutes.

I could tell I am using both eyes [when playing Ring Runner game]. That's the one that I think seems to be the most effective and I think as my eyes get better and stronger, the other games will be more effective too. I just hope that more people try your software because it's amazing. I've done the Brock String for 100 plus hours and I've been doing so much therapy, just at home doing different things and honestly the change is so quick. **All of a sudden, it's like bam! I'm seeing 3D.**

I'm an older patient; a lot of times Vision Therapy might be targeted towards kids, but I just want to give people hope because I'm 30 years old and I have had two eye surgeries, for my second surgery they took out a lot of my eye muscle and I was told I couldn't have any more operations after that and so I just want to encourage people that a lot of of them can achieve 3D and using your software can really help them."