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Getting Rid of Cybersickness

In Virtual Reality, Augmented Reality, and Simulators

- Explores the underlying causes of cybersickness, based on the latest scientific literature
- Provides software and hardware solutions to remove or reduce cybersickness
- Offers practical recommendations for the use of VR helmets to avoid or reduce cybersickness effects

This book provides a concise overview of VR systems and their cybersickness effects, giving a description of possible reasons and existing solutions to reduce or avoid them. Moreover, the book explores the impact that understanding how efficiently our brains are producing a coherent and rich representation of the perceived outside world would have on helping VR technicians to be more efficient and friendly to use. Getting Rid of Cybersickness will help readers to understand the underlying techniques and social stakes involved, from engineering design to autonomous vehicle motion sickness to video games, with the hope of providing an insight of VR sickness induced by the emerging immersive technologies. This book will therefore be of interest to academics, researchers and designers within the field of VR, as well as industrial users of VR and driving simulators.



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