



CrowdVR

Module tutorial



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1. GENERAL

1.1. Description

CROWDVR is a software for the treatment of scrolling syndrome, visual vertigo, reintegration of daily activities, ochlophobia, claustrophobia and agoraphobia.

The patient can be placed in various situations in the middle of the crowd: store, shopping center, subway, corridor, pedestrian crossing, ...

1.2. Required accessories

Headset and 1 or 2 controllers.

1.3. Patient setup

Patient standing up.



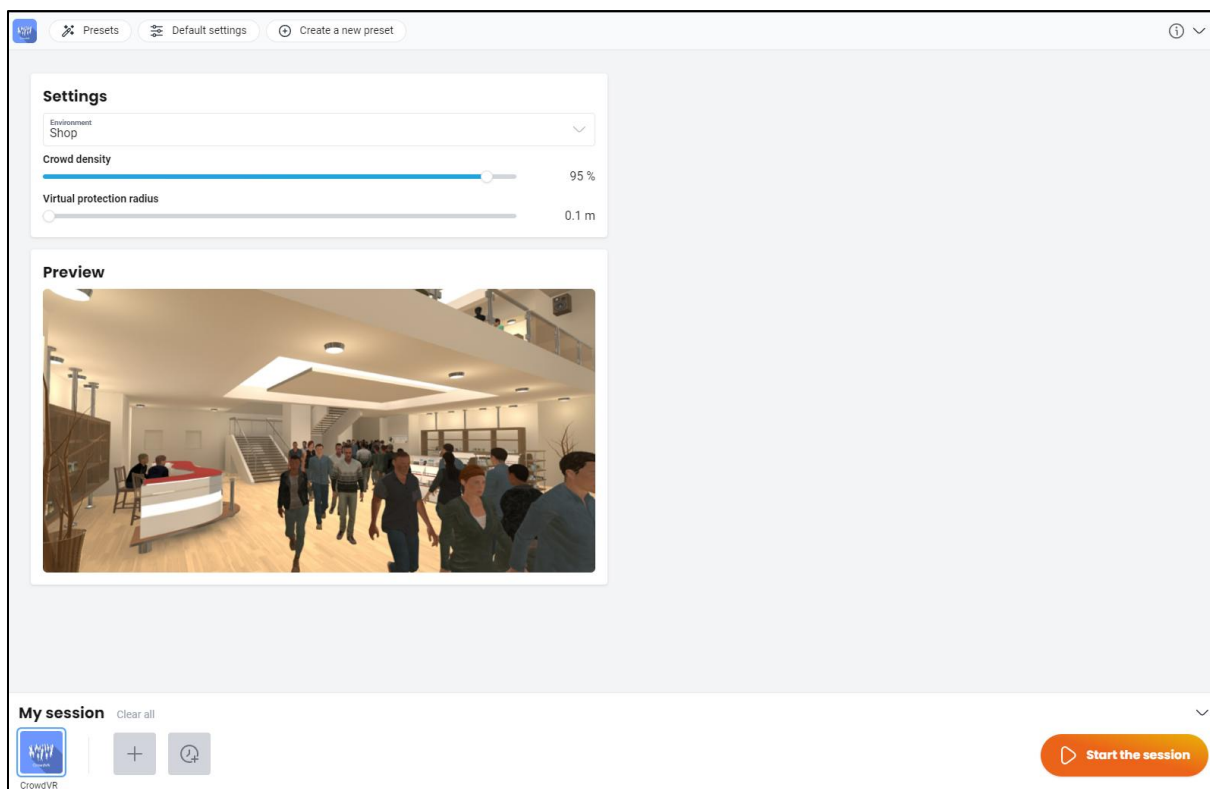
RECOMMENDATION

It is preferred to use the "teleportation" mode for movements to avoid making the patient feel nauseous (visual conflict). This is achieved by having the patient aim the controller to where they want to go, then pressing the trigger.



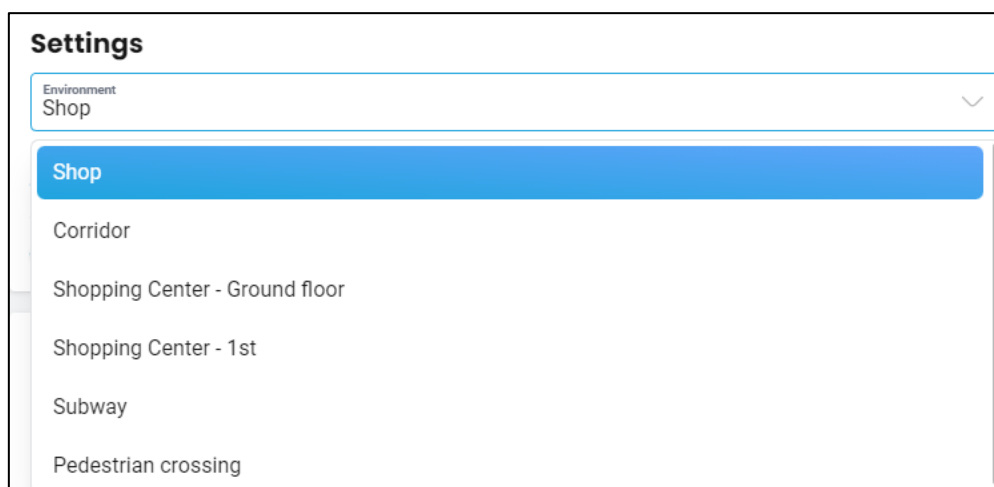
2. Settings

2.1. Session settings



The variable settings for this module are as follows:

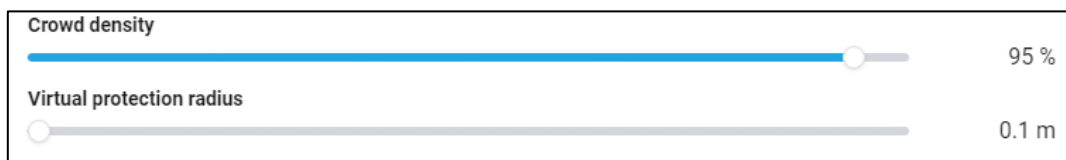
Environment:





6 environments are available:

- **Shop:** Moderately dense crowd.
- **Corridor:** Dense crowd.
- **Shopping center – ground floor:** Large spaces with sparse crowds.
- **Shopping center – 1st floor:** Wide open spaces and dense crowds.
- **Subway.**
- **Pedestrian crossing.**



Crowd Density:

This setting is used to manage the number of characters on the screen.

The higher the value, the more characters will appear.

Value: 1 to 100 %.

Virtual protection radius:

This setting corresponds to the dodge area around the patient.

The lower the value, the closer the characters will get to the patient.

The higher the value, the further away the characters will be from the patient.

Value: 0.1 to 0.8 m.

3. Module

3.1. Session

Once the presets have been selected, click on **"Start the session"** in the bottom right of the screen.

The patient can move around the environment, either by "actually" walking, or by using a controller to "teleport" or move around (see the "Shortcuts" section).

**WARNING**

The ability to move virtually without actually walking may cause sensory conflicts, leading to corresponding clinical signs (nausea). It is preferable to teleport.



At the **bottom left of the screen** are the session parameters:

- **Recenter view:**

Make sure the patient is positioned correctly and looking straight ahead, then press the button.

- **Crowd density:**

This setting is used to manage the number of characters on the screen.

The higher the value, the more characters will be used.

Value: 1 to 100 %.

- **Virtual protection radius:**

Value: 0.1 to 0.8 m.

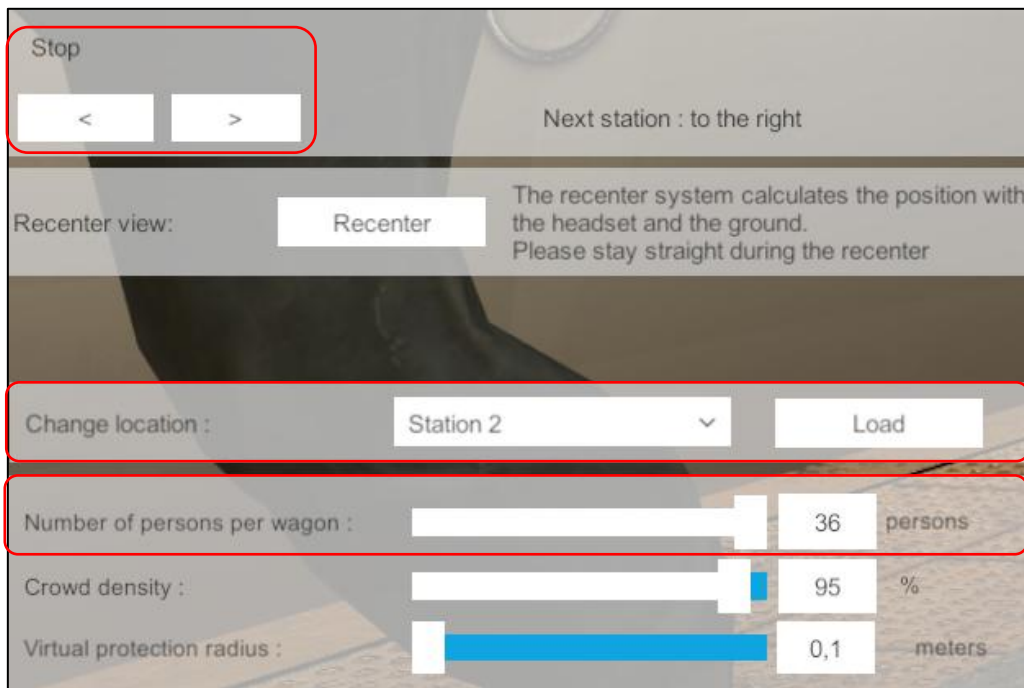
In the **bottom right of the screen**:

- The "**Quit application**" button is used to end the session.



3.1.1. Subway environment

The “Subway” environment includes additional settings:



Stop:

In this environment, the user can ask the patient to ride the subway.

Once in the subway, change the exit side of the next station by clicking on the arrows.

Change location:

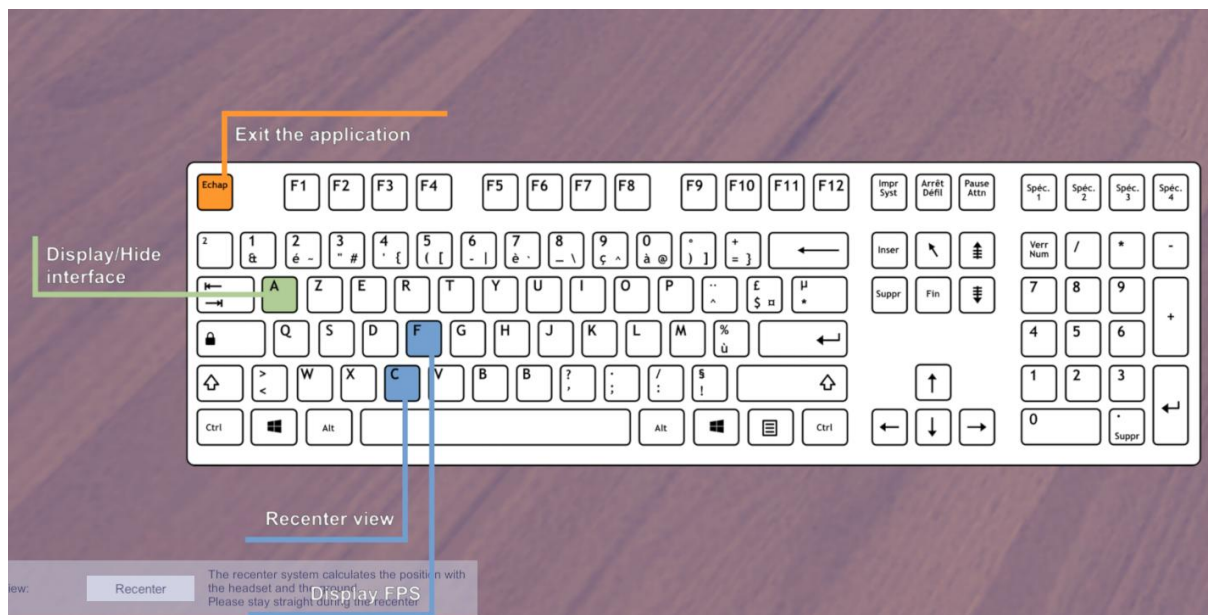


Change subway stations by selecting a location in the drop-down menu and then clicking on the “Load” button.

3.2. Shortcuts



During the session, the shortcut list is found by clicking on the Xbox controller icon in the upper right corner of the screen.





3.1. Results

You can access the results once the session is over.

3.1.1. Summarized results

No results are displayed at the end of the session.

3.1.2. Report and charts

Click on the histogram icon to access detailed results and the session report.



Session details
09/09/2024 15:46

CrowdVR (Shop)

Parameters

Results

Notes

Name	Initial value	Final value
Crowd density	95.00 %	95.00 %
Virtual protection radius	0.10 m	0.10 m
Environment	Shop	Shop

Start session
with initial values

Start session
with final values