



Sea Simulation

Module tutorial



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1. GENERAL

1.1. Description

SEA SIMULATION is an immersive 3D simulation software based on virtual reality technology, meaning a person can be immersed in a digitally created artificial world.

The software is used for desensitization in cases of naupathia (sea sickness).

1.2. Required accessories

VR headset only or VR headset paired with a dynamic posturography platform (MotionVR).

1.3. Patient setup

The patient's setup is up to the therapist. The patient can be seated or standing. We remind you that Sea Simulation can provoke strong postural reactions due to the sensory conflicts this module allows.

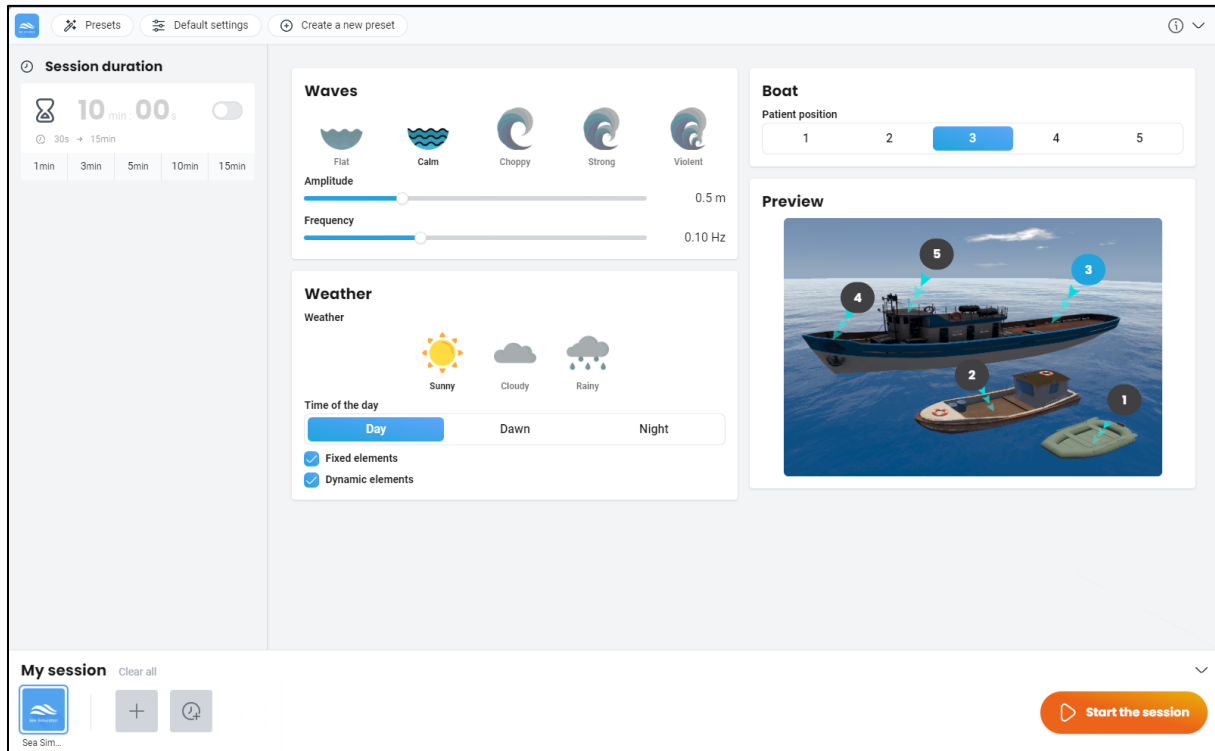


WARNING

Stay in contact with the patient who is at risk of falling during vertical stimulations, regardless of whether they are standing on a dynamic posturography platform.

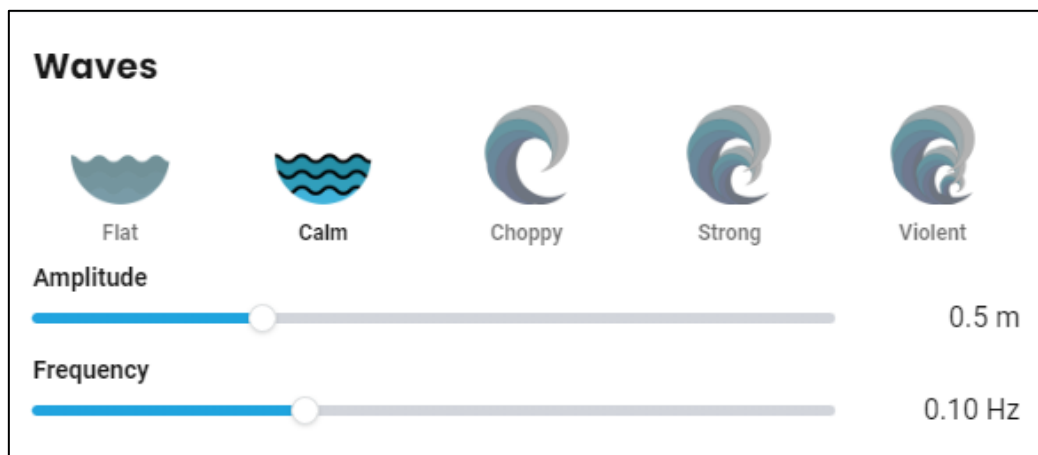
2. Settings

2.1. Session settings



The variable settings for this module are as follows:

2.1.1. Waves



5 different wave intensities are suggested:

Each option (flat, calm, choppy, strong and violent) comes with a set wave amplitude and frequency.

Wave amplitude:

The higher this value, the higher the waves will be.

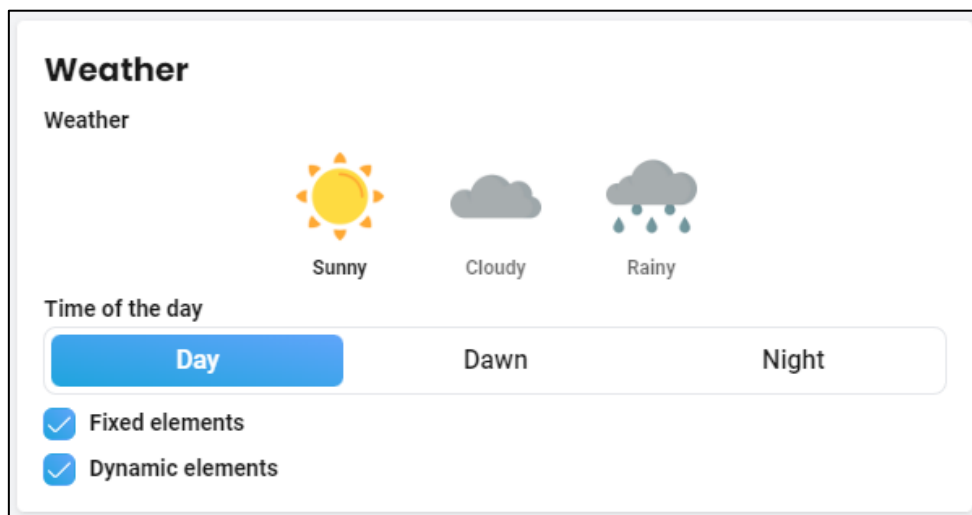
Value: 0,0 to 1,8 m.

Wave frequency

Corresponds to the number of waves per second; the higher this value, the more waves will be generated.

Value: 0,00 to 0,30 Hz.

2.1.2. Weather



The image shows a 'Weather' configuration panel. At the top, the title 'Weather' is followed by a subtitle 'Weather'. Below this, there are three weather icons: a sun for 'Sunny', a cloud for 'Cloudy', and a cloud with raindrops for 'Rainy'. Underneath the icons is a section titled 'Time of the day' with three buttons: 'Day' (highlighted in blue), 'Dawn', and 'Night'. At the bottom, there are two checked checkboxes: 'Fixed elements' and 'Dynamic elements'.

Weather:

Choose between three different weather conditions: sunny, cloudy or rainy.

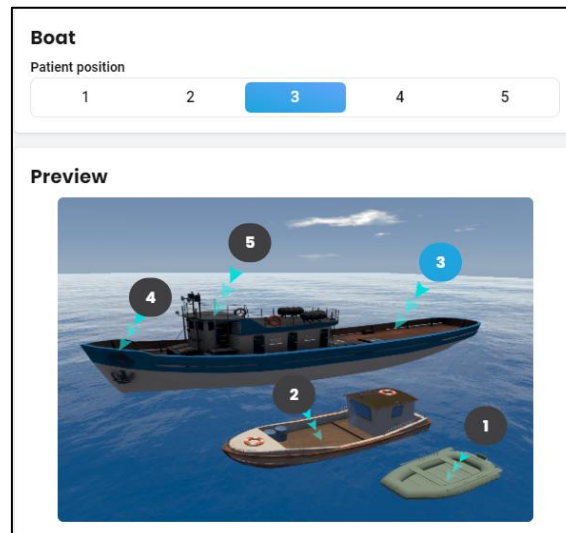
Time of day

Choose between three different times of day: day, dawn or night.

Fixed and dynamic elements:

Checking these options adds fixed or dynamic scenery elements to the environment.

2.1.3. Boat



Patient position:

Select the patient's position.

The preview shows the environment corresponding to the chosen position.

3. Module

3.1. Session

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



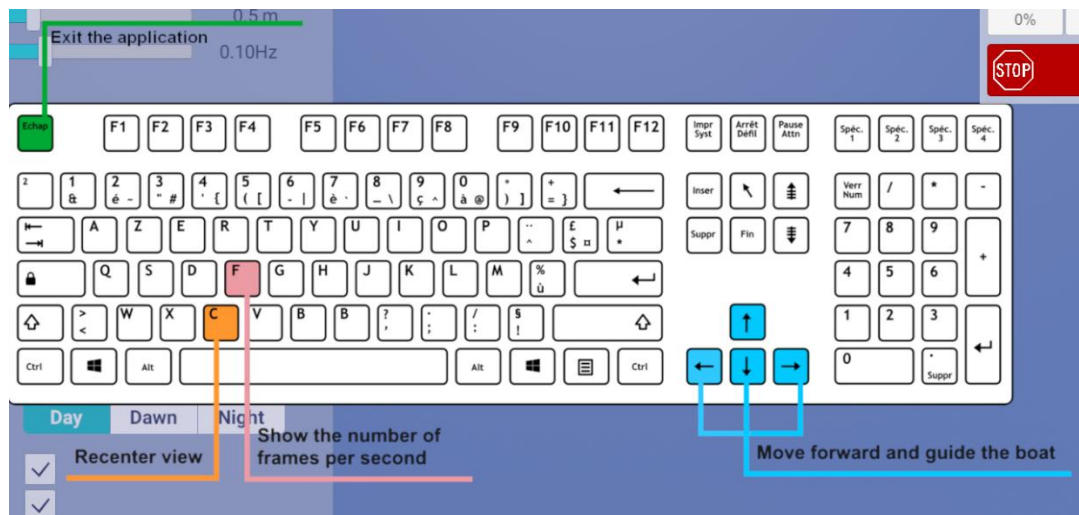
During the session, the user can modify the parameters from the **left side of the screen**. They are not visible to the patient.

Change the patient's location by clicking on the  button.

In the bottom right corner of the screen, the user can view the session duration in real time.

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.



3.3. Results

Once the session is over, you can view the results.

3.3.1. Summarized results

No summarized results are displayed at the end of the session.



3.3.2. Graphs and report

To find the detailed results and to generate a report, click on the histogram icon.

Session details
12/05/2025 10:35



Sea Simulation



Parameters

Results

Notes

Name	Initial value	Final value
Waves	Calm	Calm
Amplitude	0.50 m	0.50 m
Frequency	0.10 Hz	0.10 Hz
Fixed elements	✓	✓
Dynamic elements	✓	✓
Weather	Sunny	Sunny
Time of the day	Day	Day
Patient position	3	3

 Start session
with initial values

 Start session
with final values