

## IMPORTANT NOTICE: AGE RESTRICTIONS AND HEALTH WARNINGS

### LUCID REALITIES EXHIBITION

**For health and safety reasons, the use of virtual reality headsets is strictly reserved for visitors age 13 and over.** The manufacturers of Oculus Rift and Samsung Gear VR impose this restriction. The Phi Centre, its partner Future of StoryTelling (FoST), and all designers, creators, and artists of Lucid Realities adhere to this restriction.

A number of experiences in the exhibit are listed with an age requirement. Works listed as 13+ or 18+ are strictly reserved for visitors of those ages (on the day of their visit). We are not able to make any exceptions.

A number of restrictions also apply to visitors with specific health conditions. Please take a moment to read the following health warning **with special attention**.

### HEALTH WARNING

Do not wear eyeglasses when using the Oculus Rift headset.

Please comply with all instructions issued by our personnel regarding the proper wearing of the virtual reality headset. Please empty your pockets of **any sharp objects** and warn us immediately in case of discomfort. Frequent breaks between viewings for children ages 13 and over are strongly recommended.

Using the virtual reality headset is not recommended if you suffer from **sleep deprivation, anxiety**, are under the influence of **drugs or alcohol**, in case of **migraines, earaches** and other discomforts.

Persons subject to motion sickness also run the risk of feeling nauseous when using a VR headset. These visitors should pay particular attention to this warning.

We recommend that **pregnant women, seniors**, and individuals suffering from **mental illnesses, binocular vision anomalies, heart disease, epilepsy or other serious illnesses as well as individuals wearing a pacemaker or a hearing aid** consult a doctor before using a VR headset.

**Do not use a VR headset if you have the following symptoms: strabismus, amblyopia, or anisometropia.**

**Using a VR headset may aggravate the above listed symptoms.**

Much like the sensation felt after disembarking from a cruise ship, symptoms from exposure to virtual reality may persist or become more intense a few hours after the experience. These symptoms may include those described above as well as intense drowsiness and difficulty concentrating. These symptoms may increase the risk of injury during normal activity in the real world.

**By experiencing a virtual reality work in our exhibition, you confirm that you have read this notice.**

**phi.**