

Novel Amblyopia Treatment with Virtual Reality Games

What is the Amblyopia Treatment with Virtual Reality Games study?

Amblyopia is the most common cause of vision loss in one eye in children. This study will measure the effect of novel, home-based amblyopia therapy games on clarity of vision, depth perception, eye movements, attention, visual-motor skill and quality of life in children ages 5 to 17 years.

Who is eligible to join the study?

Children with amblyopia in one eye who are 5 to 17 years of age, who have stable visual acuity in their current glasses prescription. Participating families should not plan to relocate during the 8-month study.

What does the study involve?

Eight children will be enrolled at Ohio State. An initial study visit will determine whether the child is eligible to take part in the study. Eligible participants will be asked to complete 3 in-person study visits over the next 8 months. Each visit will be approximately 1.5-2 hours. The study involves 4 months of continued glasses wear followed by 4 months of home-based, VividVision virtual-reality game therapy for 25 minutes/day, 6 days/week for 4 months. The virtual reality device will be returned to OSU upon study completion.



What are the risks?

The tests used in the study are standard eye exam and educational tests and pose little risk. Your child might feel a little tired after testing or therapy. Your child can take a break if needed.

What are the benefits?

Each family will be offered a parking pass to cover the costs of parking in the OSU medical center garage during study visits. Parents will receive a \$40 electronic gift card at completion of each of the three follow-up, in-person testing visits. By law, payments to participants are considered taxable income.

Whom should I contact if I am interested in this study?

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