

Department of Computer Science University of Waterloo

Participant needed for Research in 3D object perception with depth cues

We are looking for volunteers to take part in a study of
how users perceive 3d objects in different conditions.

If you volunteer to be in this study, your participation will consist of using virtual reality headset, and online survey about your experience.

Your participation would involve one session,
which will take approximately 60 minutes of your time.

In appreciation for your time, you will receive
a gift card value of 20 CAD.

Book by scanning the QR code below



<https://tinyurl.com/89nwdacx>

This study has been reviewed by, and received ethics clearance
through a University of Waterloo Research Ethics Board.

For more information about this study, please contact:
Junhyeok Kim, computer science