

Curator SVV: how to use the App?

Items:

- Gear VR headset
- A compatible Samsung phone
- A Bluetooth remote controller



Procedure:

1. Connect your remote controller and phone by Bluetooth (See the “Calibration procedure” document – step 2)

2. Check for your Bluetooth connection: move the 360 joystick on your controller.



If you see a blue square appears around one icon on your phone screen. Your connection is good. If an arrow appears on your phone screen, you need to switch into the 'game mode'. For that, press '@ B' buttons on your controller at the same time and release. The light on your controller should flash.

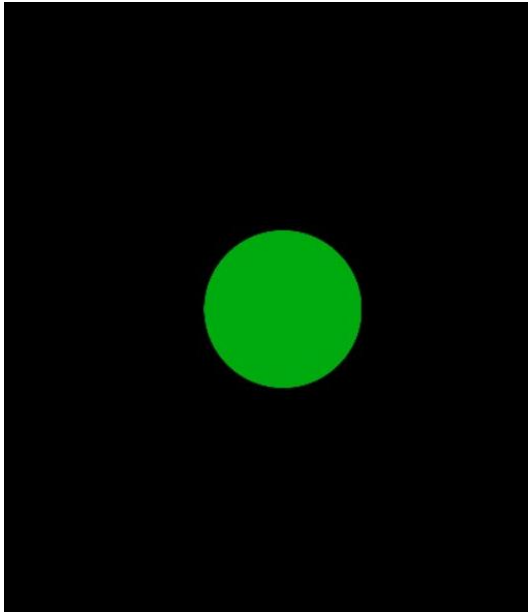


3. Open Curator SVV App

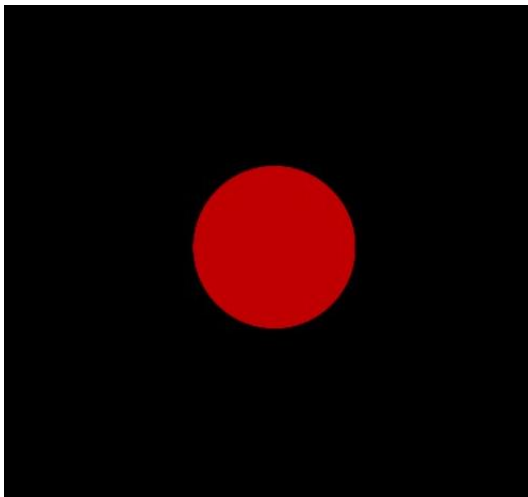
Open the Oculus Store on your phone. Go to Library and press onto Curator SVV. Insert the phone into the Gear VR headset (see the "Calibration procedure" document – steps 4 to 9).

4. During the test:

If your controller is connected, the first screen you should see inside the headset is a big green circle



Otherwise, you will see a red circle meaning that your remote controller is not connected.



The remote controller should be held by the person/patient doing the test with the 360 joystick pointing down



Please check that the head position is straight.

When the patient is ready, he/she can press the validation button to start. In our controller the validation button is the top 'D' button (it might be a different one on your controller).



The first painting will be displayed. With the left and right (A and B) buttons, the patient will move/rotate the picture in order to put it straight/level. Once the patient thinks that the painting is straight, he/she presses the validation button to validate the answer. The next painting will be displayed.

At the end of the 10 trials, a message appears: "The test is completed..."

5. After the test

The outcome is a .csv file automatically saved into a 'Curator SVV' folder. This folder is located at: My Files > Internal Storage > Documents > Curator SVV.

The .csv file contains for the 10 trials: trial number, image index, start angle of the picture, response angle, time stamp of the response, roll, pitch, yaw of the head position, aspect ratio of the picture.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1	trial	imageindex	startangle	responseangle	timestamp	roll	pitch	yaw	w	x	y	z	aspect	CuratorUpright	5	02157df2bb642336	1.308975
2	1	1	10	1.09	13.51	2.7	-4	0	0.999	-0.035	-0.001	-0.024	1.003				
3	2	3	-7	0.76	22.182	3.4	-3.3	-1.3	0.999	-0.029	0.011	-0.029	1.958				
4	3	8	-12	-0.39	32.968	3.5	-3.4	-2.6	0.999	-0.03	0.022	-0.03	1.436				
5	4	7	10	0.89	42.278	3.3	-3.5	-2.9	0.999	-0.031	0.025	-0.028	0.741				
6	5	5	-12	0.15	52.763	3.6	-3.6	-3.5	0.999	-0.033	0.029	-0.03	0.842				
7	6	2	12	-0.08	64.204	3.5	-3.6	-4.5	0.998	-0.033	0.038	-0.03	0.79				
8	7	10	-10	0.1	75.226	3.7	-3.3	-4.7	0.998	-0.03	0.04	-0.031	0.875				
9	8	9	12	-0.09	85.427	3.3	-3	-4.8	0.998	-0.028	0.041	-0.028	0.762				
10	9	4	-10	0.48	96.766	3.4	-2.7	-5.1	0.998	-0.025	0.043	-0.029	1.408				
11	10	6	7	0.66	111.178	3.4	-2.7	-5.4	0.998	-0.025	0.046	-0.029	1.262				
12	11	0	10	-0.39	119.918	3.1	-2.6	-5.5	0.998	-0.024	0.048	-0.026	0				
13	12	0	-7	-0.21	135.81	2.6	-4	-4.5	0.998	-0.036	0.039	-0.022	0				
14	13	0	-12	-0.37	144.901	2.8	-4.6	-4.6	0.998	-0.041	0.039	-0.022	0				
15																	
16																	
17																	