**SCHOOL/COLLEGE OFF SITE VISIT RISK ASSESSMENT**

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| **Trip** |  | **Group** |  |
| **Department** |  | **No of pupils** |  |
| **Transport staff Emergency** |  | **Time** |  |
| **Contact Pupils with Specific** |  |
| **Needs** |  |
| **Date of Risk Assessment** |  |
| **Edited by** |  |

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| **List of significant hazards** | **Groups at risk** | **Potential solutions** |
| **Eye strain** leading to headaches | Participants | Introduce experiences gradually by limiting the time the user is exposed to them. Limit the overall time a user spends on the VR system to avoid long term eye strain. |
| Risk of **falling over** and bumping into/**walking into things** | Participants | All of the games and experiences we have provided can be in a seated experience to avoid risk of falling. If seating is required, please inform a member of staff at Centre in advance to provide a seat.  Operator/parent/guardian to supervise participant at all times, ensuring that they stay within the designated clear area. |
| Loss of balance i.e. standing up, claustrophobic feelings | Participants | Always have a member of staff or another adult present to monitor the user and assess and potential risks.  Ensure there are no immediate obstructions surrounding the user before they put the headset on. |
| Nausea/vertigo | Participants | Introduce experiences gradually by limiting the time the user is exposed to them. Centre VR recommend taking breaks in between sessions to avoid potential causes. |
| **Motion sickness** | Participants | VR is recommended for participants at age 7 years and above. Any participants under 7 years old will need to be supervised with an adult. Remove headset immediately if minor feels sick.  Adults may feel a degree of sickness/dizziness during or after play. The operator should advise participants of this and monitor progress. Centre VR can provide ginger nut biscuits which helps with long term motion sickness (check the tin for allergies) |
| **Slips** | Participants/ Operator / Supervised Adult | Virtual reality cables need to be free running on the floor to allow participant movement. Operator to ensure participants do not trip or entangle themselves whilst playing to prevent harm |
| Letting go of controller | Participants/ Operator/ Supervised Adult | Letting go of controllers can cause damage to the controllers and injury to the participant in VR. Operator to ensure participants always wear the wrist strap. |
| Risk of **Seizures** | Participants/ Operator | As with any computer or TV screen there is a risk. Assess the user’s history of seizures and discuss suitability with family and medical staff if there are any concerns.  Close monitoring required. |
| Panic attacks / fear | Participants/ Operator/ Supervised Adult | Introduce experiences gradually by limiting the time the user is exposed to VR.  Monitor the participants reactions whilst they are playing and encourage them to discuss and express how they felt about their experience during and afterwards.  Check the participant has no known fear or phobia of an element of a particular experience (i.e. water or heights etc.). Allow users to watch someone else playing a game or experience first before they try it themselves – this can help users become more comfortable and help establish that the experience is virtual and not real. |
| Flashing lights and other visual display hazards may trigger photo sensitive **epilepsy** | Participants | All visitors warned before entry of the risks and asked if they have a known risk condition along signing a waiver.  First Aiders present and always on call if needed - equipment is used with trained operator and a phone is in place in all designated zones |
| Risk of desktop located above the VR above falling down (Minor) | Participants | Some Desktops are located above each VR with a cable handing to the VR Headset. Each VR station has a ‘room set up’. Room set up is configured for the size of the play area you have available in VR and takes advantage of that space to provide you with an immersive environment.  We advise participants to not pass beyond the play area shown in VR to any accidents and damage of VR.  Operator and supervised adult to monitor activity while participants are in VR. |
| Infection control | Operator | Risks have been minimised in the design and the headset and controllers should be cleaned with antibacterial wipes. |
| Weight on headset can cause harm | Participants | Assess the individual’s strength and test for suitability. |
| Noise in headset can cause damage to hearing | Participants / Operator | Participants must inform operator if volume needs reducing immediately. If Operator is not present remove the headset immediately until operator is able to assist the participant. |