Materials List for:

Stereoacuity Improvement using Random-Dot Video Games

Santiago Martín-González[1], Juan Portela-Camino[2], Javier Ruiz-Alcocer[3], Igor Illarramendi-Mendicute[4], Rafaela Garrido-Mercado[5]

[1]Department of Construction and Manufacturing Engineering, University of Oviedo

[2]Department of Optometry, Clinic Begira

[3]Department of Health Sciences, Complutense University of Madrid

[4]Department of Optometry, Begitek Clinic

[5]School of Optometry, Complutense University of Madrid

Correspondence to: Santiago Martín-González at martinsantiago@uniovi.es

URL: https://www.jove.com/video/60236
DOI: doi:10.3791/60236

Materials

Name	Company	Catalog Number	Comments
Autorrefractometer, model TRK 1P	Topcon, Japan		Refractive error measurements by autorrefraction
Computerized Stereoscopic Game	University of Oviedo, Spain		The computer-based test itself was developed at the University of Oviedo by SM-G, coauthor of this manuscript. After finishing this study, a private company named VISIONARY TOOL (www.visionarytool.com) has contacted both SM-G and JAP-C to participate in the development of a computerized visual training tool. This tool includes several games and tests. The one used in this article, based on random dot hidden silhouettes, is one of them.
Randot Preschool Stereoacuity Test	Stereo Optical Company Inc, USA		Global stereoacuity test
Screen model	SIFIMAV, Italy		Logarithmic visual acuity chart ETDRS format
Wirt Circles Test	Stereo Optical Company Inc, USA		Local stereoacuity test