

Materials List for:

## Development of an Audio-based Virtual Gaming Environment to Assist with Navigation Skills in the Blind

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URL: https://www.jove.com/video/50272

DOI: doi:10.3791/50272

## **Materials**

Name	Company	Catalog Number	Comments
Laptop computer			Laptop used exclusively for training participants and collecting data
Stereo Head phones (fully enclosed circumaural design)			Worn by all participants during training
Blindfold			Worn by all participants during training and testing

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