



Risk Assessment

Equipment / activity: VR Experience
Date: 13/12/2023

Hazard	Who is at risk?	Possible effects/harm	Likelihood (high, medium, low)	Evaluation & Control Measures	Revised risk rating (high, medium, low)	Are there adequate control measures in place?
VR Experience	Participants	Eye Strain leading to headaches.	Medium	Introduce experience gradually by limiting time that the user is exposed.	Low	Yes
VR Experience	Participants, spectators, operator	Falling over/ loss of balance	High	Always have a named person present to monitor the user and assess potential risks. Ensure there are no immediate obstructions surrounding the user.	Medium	Yes
VR Experience	Participants	Nausea / vertigo	Medium	Introduce experience gradually by limiting time that the user is exposed. User should be instructed to cease use if they start to feel unwell	Low	Yes

VR Experience	Participants	Over Stimulation, panic attacks	Medium	Introduce experience gradually by limiting time that the user is exposed. User should be instructed to cease use if they start to feel unwell. Monitor users reactions whilst playing and stop use if discomfort or panic shows itself. Check for known phobia's prior to use. Encourage users to watch someone else using the game first.	Low	Yes
Headset	Participants	Neck strain	Low	Headset should be properly fitted before use, ensuring that it is the correct size for the participant.	Low	Yes
VR Experience	Participants	Seizures	Low	Asses the user's history of seizures and discuss suitability before use. Monitor closely.	Low	Yes
Headset	Participants	Infection	Low	Headset should be thoroughly cleaned with anti-bacterial wipes between each participant.	Low	Yes

Cables/ wiring	Participants, spectators, operator	Trip, electric shock	Medium	All cables should be covered where necessary and kept away from walkways etc. All electrical equipment to be PAT tested. Set up should be away from all sources of heat and water.	Low	Yes
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Risk rating

High

For example:

- fatality possible to one or more individuals however infrequent
- major injury to few individuals occurring frequently
- likelihood of long term muscular-skeletal problems affecting significant numbers of staff

Immediate action required

Medium

For example:

- major injury to one/few individuals occurring infrequently
- likelihood of long term muscular-skeletal problems affecting some staff. Requires attention as soon as possible

Low

For example:

- minor injury occurring infrequently to few staff.
Not a priority, may need attention if not as low as reasonably practicable.