Radiofrequency Exposure at Eye Plane of 6 Year Old Child Smartphone Placed In Cardboard Simulation Position

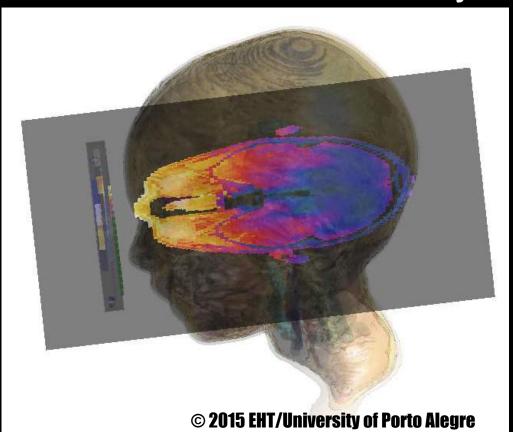


Smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.





Dose (SAR) in an Horizontal (axial) Slice at the Eyes 6 Year Old Boy Model



1g-psSAR = 1.08 W/kg over the entire head 1g-psSAR = 0.86 W/kg in the eyes

White and yellow are the highest doses. Smartphone Placed In Cardboard Simulation Position



Radiofrequency Dose into Eyes of 6 Year Old Child Model Smartphone Placed In Cardboard Simulation Position

Smartphone Eye © 2015 EHT/University of Porto Alegre

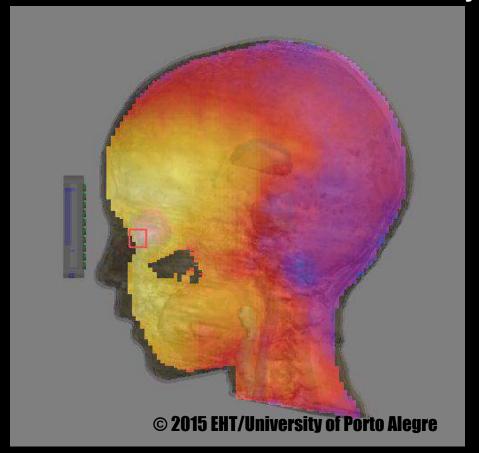
1g-psSAR (peak value axial slice) in Thelonious (6 year old male) anatomically correct model, 0dB=2mW/g, 50 db scale. for smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.



White and yellow are the highest doses.



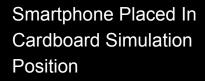
Exposure (SAR) in Vertical (sagittal) Slice at the Eye 6 Year Old Boy Model



1g-psSAR = 1.08 W/kg over the entire head and 1g-psSAR = 0.86 W/kg in the eyes.

The red cube is the location of the peak dose.

White and yellow are the highest doses.





Dielectric Properties of the Three Models - SAM, Duke and Thelonius.

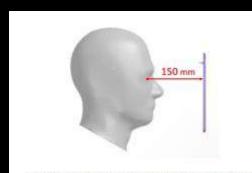
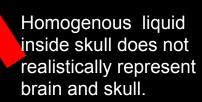
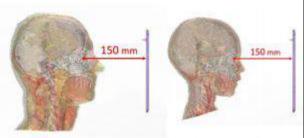


Fig 3, SAM phantom (homogeneous model) with Tablet.

TABLE III. Dielectric Properties of the SAM Phantom following the IEEE 1528 Recommended Practice @ 2.45 GHz

Material	σ [S/m]	Er
SAM shell	0.0016	5
SAM liquid	1.8	39.2





(a) 34 years old adult man (DUKE) (b) 6 years old child (THELONIOUS)

TABLE IV. Dielectric Properties of the Heterogeneous Models Tissues @ 2.45 GHz.

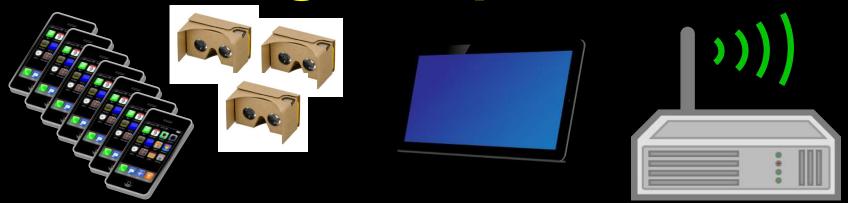
Tissue	Er	σ (S/m)
Fat	0.104	5.280
Bone	0.394	11.381
Grey matter	1.807	48.911
White matter	1.215	36.167
Liquid Brain	66.243	3.457
Muscle	52.729	1.738
Aqueous Humor	68.208	2,478
Skin	38.007	1.464
Crystalline	44.625	1.504
Sclera	52.628	2.033
Vitreous Humor	68.208	2,478
Cerebellum	30.145	1.088
Nerve	30.145	1.088

With Anatomical Models
Different Properties of
Different Body Tissues are
considered.



Ferreira and de Salles, 2015

The Google Expeditions Kit



"kits included ASUS smartphones and a tablet for the teacher, plus a router to connect all the devices and run the Expeditions app offline."

TechCrunch.com



ASUS Zen Phone 2



RF Exposure Information (SAR)

"To reduce exposure to RF energy, use a hands-free accessory or other similar option to keep this device away from your head and body."

"Carry this device at least 10 mm away from your body to ensure exposure levels remain at or below the astested levels. Choose the belt clips, holsters, or other similar body-worn accessories which do not contain metallic components to support operation in this manner. Cases with metal parts may change the RF performance of the device, including its compliance with RF exposure guidelines, in a manner that has not been tested or certified, and use of such accessories should be avoided."

"Canada, Industry Canada (IC) Notices Radio Frequency (RF) Exposure Information
The radiated output power of the Wireless Device is below the Industry Canada (IC) radio frequency exposure limits.
The Wireless Device should be used in such a manner such that the potential for human contact during normal operation is minimized.":

ENVIRONMENTAL

Children Are Wearing Metal Glasses Despite Warnings That Metal so Close to Brain and Phone Could Intensify Radiation



The ASUS Zen Phone 2 Manual states: Cases with metal parts may change the RF performance of the device, including its compliance with RF exposure guidelines, in a manner that has not been tested or certified, and use of such accessories should be avoided. http://dlcdnet.asus.com/pub/ASUS/ZenFone/ZE550ML/e10509_ze550ml_em_0601.pdf



Wireless Routers Placed Near Children in Classroom



Information Provided to Schools by Google

GOOGLE CARDBOARD

PRODUCT SAFETY INFORMATION

- Take frequent breaks while using Cardboard. If you experience nausea, discomfort, eye strain, or disorientation, immediately discontinue using Cardboard.
- Cardboard is not for use by children without adult supervision.
- Do not use Cardboard while driving, walking, or otherwise by being distracted from real world situations that prevent you from obeying traffic or safety laws. Do not drive or operate heavy machinery immediately after using Cardboard if you feel impaired or disoriented.
- If you have had or could be prone to seizures, consult a doctor before using Cardboard.



Schools That Host Google Expeditions Agree To Terms

Ralanna Chavez Fram: Ten Decker - tilmotitydecker@passik.zamo Sent: Mondey, Odober 15, 2015 343 PM Ter: Con Rist Lander State Mondes/ Records to State Mondes/ Attachments: Lepost sind-wet/Agreement.co.co.co.por Hay Kills, Thanks for the call! Hore's the Information we will need in order to confirm your school's participation in the Expeditions Plonteer Program: The school will need to 18 but this tennishe with all of the school-uling details for the visit, including the name and contact information to the stateches and the grades and subjects they teach. Please note, we are looking for as many students to experience Expeditions as possible and would encourage you to school-ull effect classes (the same learner can lead multiple

- classes if you would like).

 Our team can send one Expeditions Leader with three kits and run three concurrent classes to be 10 to 18 classes in a day if we have a minimum of two school personnel to help the
- Expeditions Leader throughout the day.

 If hosting concurrent sessions, we ask the school to identify three classrooms for 3 kits for the day and rotate classes in and out, as £ will make it easier to run the Expeditions sessions.
- Each teacher should pick an Expedition to use in their class and this should be added to the schedule -- remember, the Expedition is an aid to a lesson plan, not the lesson itself!
- All participating teachers will need to be briefed on the features and functionality of the app in a
 quick 16-30 minute training session prior to their scheduled classes. If sections are unable
 to meet before school, we can brief them right before the class and they should be good to got.
- The school will need to sign the attached agreement and small it back with all of the the above details. Please note that, unfortunately, we are unable to share Expeditions with children under the age of 7 at this time.
- Here is more information about the program to share with all interested teachers!

Soon, you'll be able to take the students in your school to almost anywhere you can imagine

Best, Tim

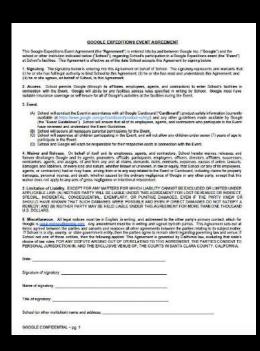
Tin Decker | Vaco Project Manager | GAFE - Expeditions | Mountain View 1365

"The school will need to sign the attached agreement and email it back with all of the the above details.

Please note that, unfortunately, we are unable to share Expeditions with children under the age of 7 at this time."

-From emails obtained by public information request RE: Google Expeditions staff to Irvine Unified School District.

GOOGLE EXPEDITIONS EVENT AGREEMENT

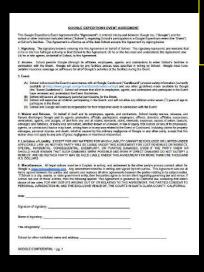


"School will conduct the event in accordance with all current product safety information..."

"School will supervise children participating in the Event and will not allow children under seven years of age to participate in the event ..."

"Waivers and Release: ...School hereby waives, releases and forever discharges Google and its agents... of and from any and all claims, demands, debts, contracts, expenses causes of action, lawsuits, damages and liabilities of every kind and nature, whether known or in law and equity, that School had or may have, arising from or in any way related to the Event or Cardboard, including claims for property damages, personal injuries and death, whether caused by the ordinary negligence of Google or any other party..."

GOOGLE EXPEDITIONS EVENT AGREEMENT



5.Limitation of Liability: EXCEPT FOR ANY MATTERS FOR WHICH LIABILITY CANNOT BE EXCLUDED FROM OR LIMITED UNDER APPLICABLE LAW: (A) NEITHER PARTY WILL BE LIABLE UNDER THIS AGREEMENT FOR LOST REVENUES OR INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY, OR PUNITIVE DAMAGES, EVEN IF THE PARTY KNEW OR SHOULD HAVE KNOWN THAT SUCH DAMAGES **WERE POSSIBLE** AND EVEN IF DIRECT DAMAGES DO NOT SATISFY A REMEDYING (B) NEITHER PARTY MAY BE HELD LIABLE UNDER THIS AGREEMENT FOR MORE THAN ONE THOUSAND US DOLLARS.

What Do Manufacturers State

On the Safety of Other Virtual Reality Systems?

Health and Safety Information SAMSUNG GEAR VR

Seizures

Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult with a doctor before using the Gear VR.

The Gear VR headset should not be used by children under the age of 13, as these children may be at increased health and safety risk.

A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not
use the Gear VR when you are tired, need sleep, are under the influence of alcohol or drugs, are hungover, have digestive problems, are under emotional stress or anxiety, or when suffering from cold, flu,
headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.



OCULUS Virtual Reality

Health and Safety Brochure

Seizures: Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before using the Gear VR.

Children: The Gear VR should not be used by children under the age of 13. Adults should monitor children (age 13 and older) who are using or have used the Gear VR for any of the symptoms described below, and should limit the time children spend

Gotan: Virtual Reality

Health and Safety Brochure



Seizures:

Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.



Children:

This product should not be used by children under the age of 13. Adults should monitor children (age 13 and older) who are using or have used the Headset for any of the symptoms described below,

