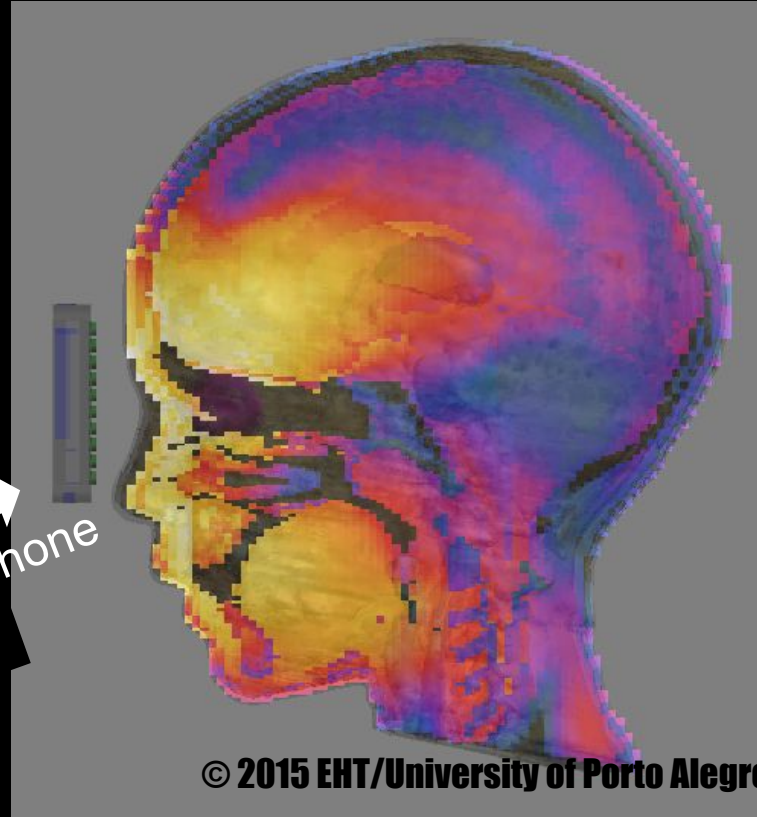


Radiofrequency Exposure at Eye Plane of 6 Year Old Child

Smartphone Placed In Cardboard Simulation Position

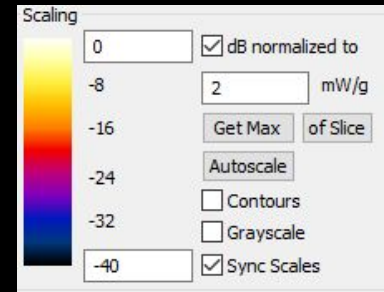


Smartphone

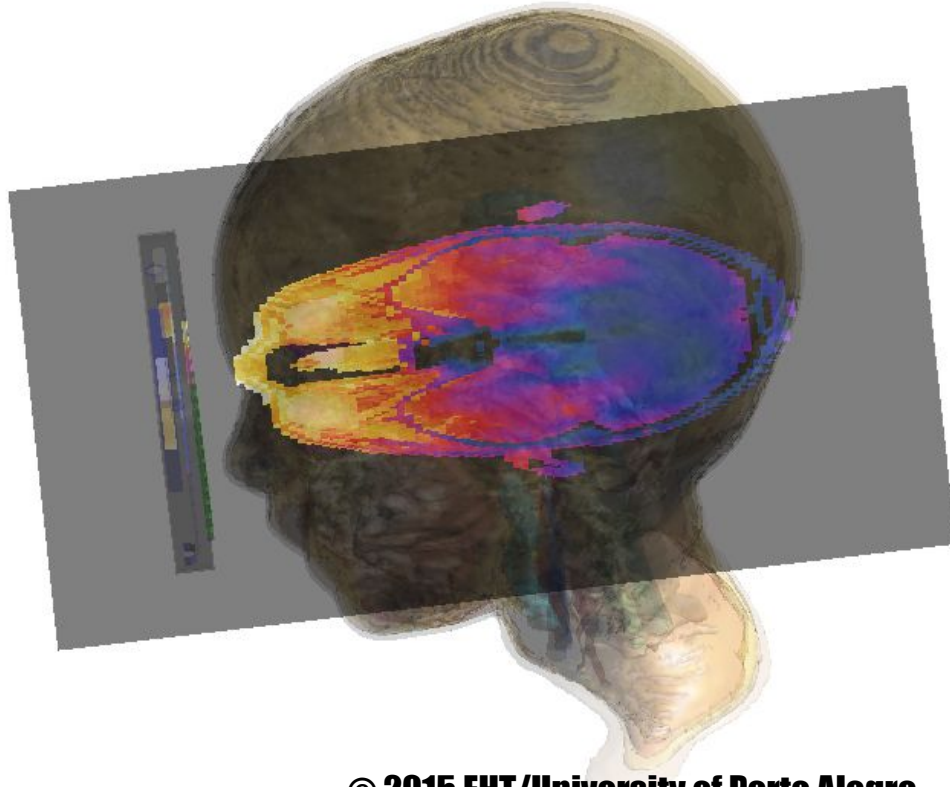


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40dB color Scale.
Smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.



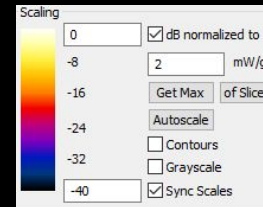
Dose (SAR) in an Horizontal (axial) Slice at the Eyes 6 Year Old Boy Model



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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



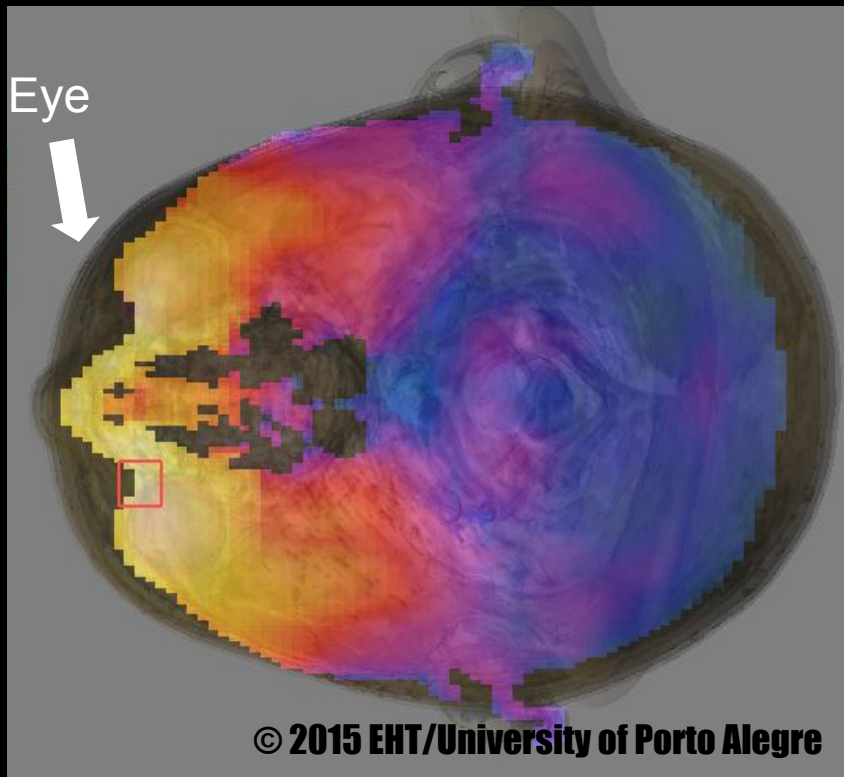
Radiofrequency Dose into Eyes of 6 Year Old Child Model

Smartphone Placed In Cardboard Simulation Position

Smartphone

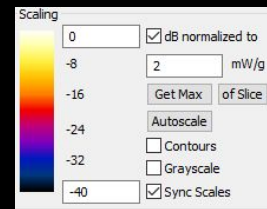


Eye



© 2015 EHT/University of Porto Alegre

1g-psSAR (peak value axial slice) in Thelonious (6 year old male) anatomically correct model, 0dB=2mW/g, 40 db scale. for smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.

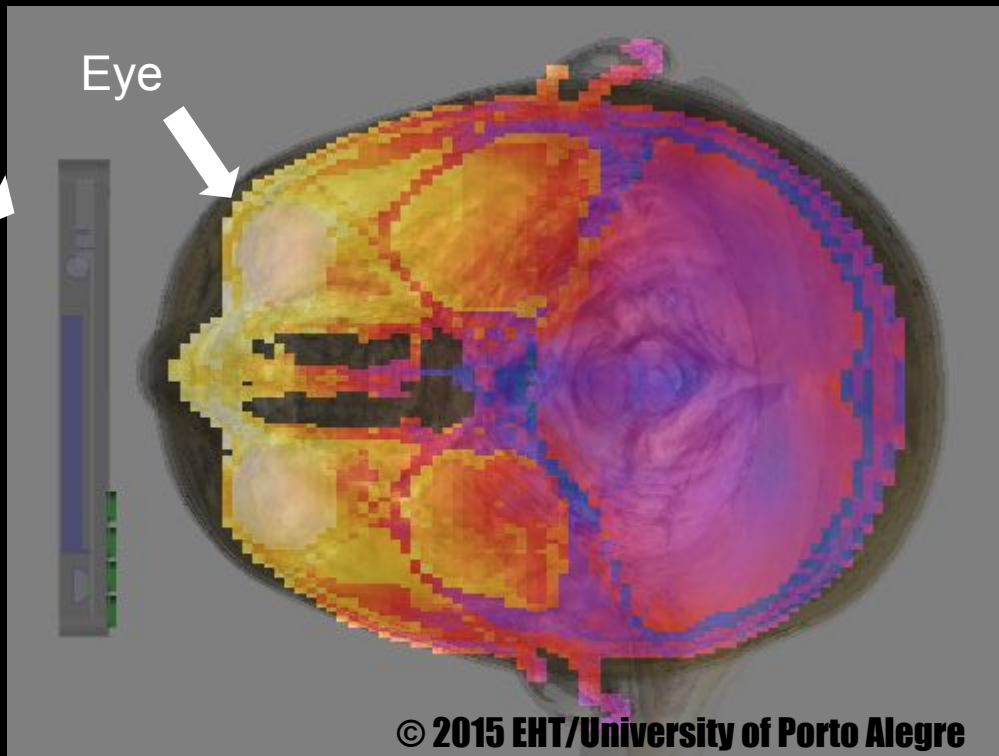


Radiofrequency Dose into Eyes of 6 Year Old Child Model

Smartphone Placed In Cardboard Simulation Position

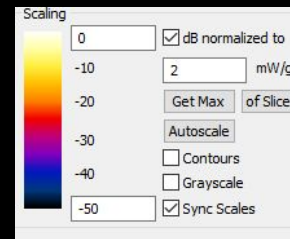
Smartphone

Eye



© 2015 EHT/University of Porto Alegre

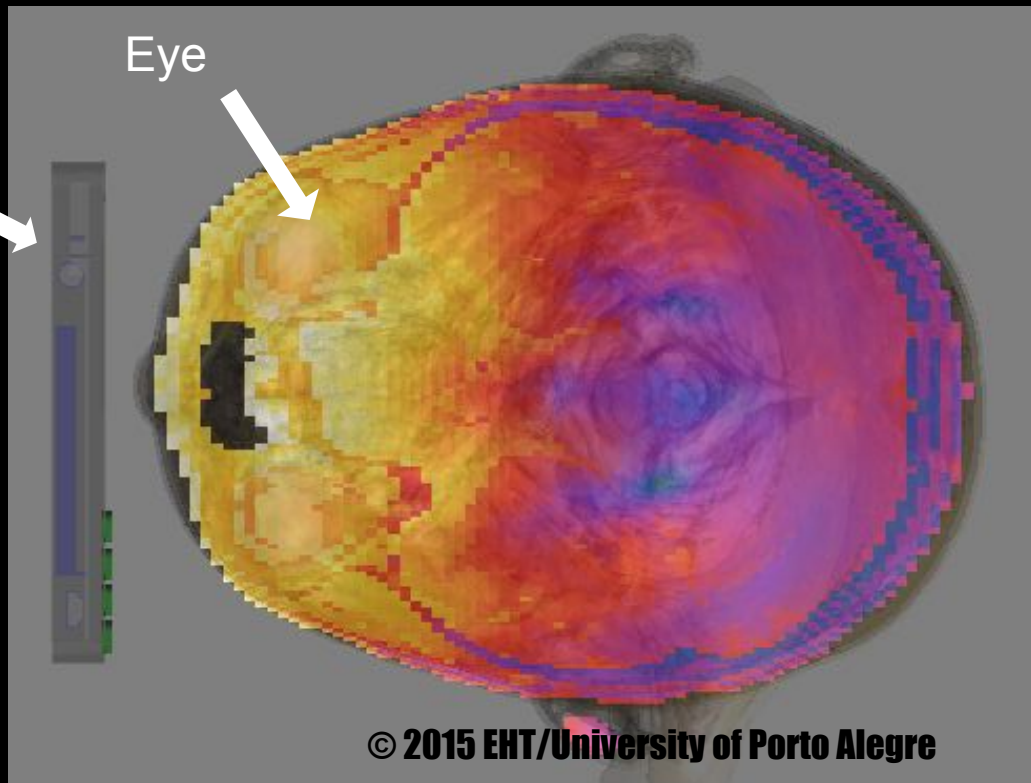
1g-psSAR (peak value axial slice) in Thelonious (6 year old male) anatomically correct model, 0dB=2mW/g, 50 db scale. for smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.



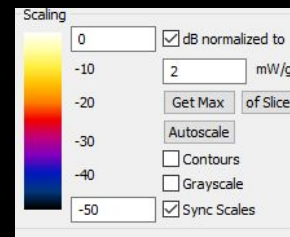
Radiofrequency Exposure at Forehead Slice of 6 Year Old Child Smartphone Placed In Cardboard Simulation Position

Smartphone

Eye



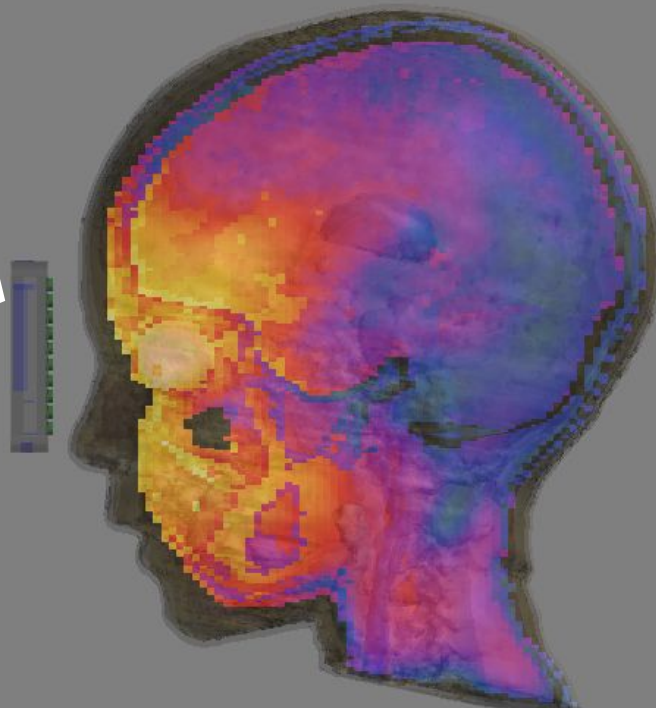
1g-psSAR (peak value axial slice) in Thelonious (6 year old male) anatomically correct model. 50 db scale. for smartphone placed in a position to the eyes as it would be placed using the cardboard virtual reality holder.



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Radiofrequency Exposure at Mid Head Plane of 6 Year Old Smartphone Placed In Cardboard Simulation Position

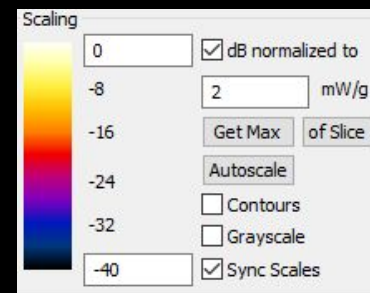
Smartphone



© 2015 EHT/University of Porto Alegre

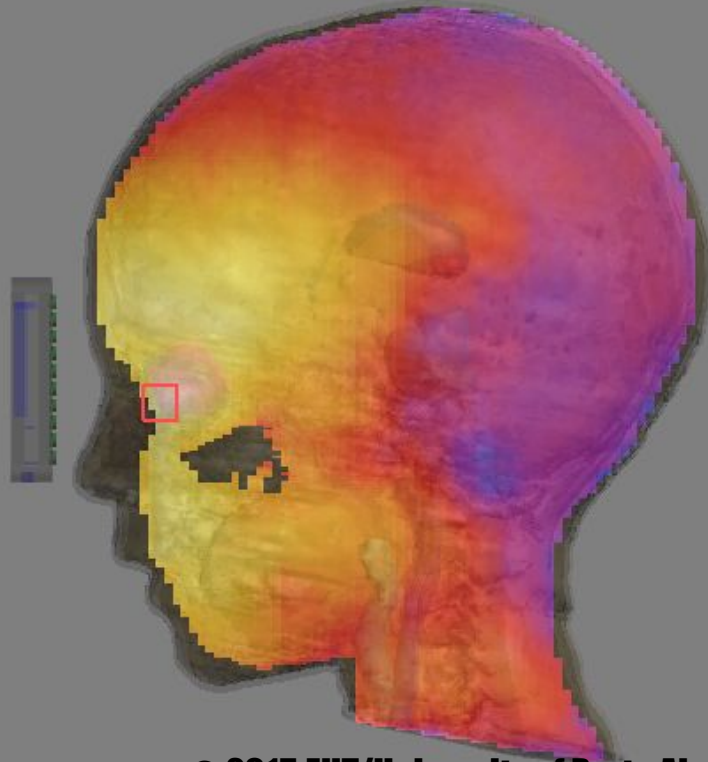
40dB color Scale.

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



Exposure (SAR) in Vertical (sagittal) Slice at the Eye

6 Year Old Boy Model

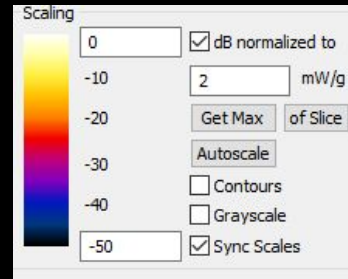


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1g-psSAR = 1.08 W/kg over the entire head and
1g-psSAR = 0.86 W/kg in the eyes.

The red cube is the location of the peak dose.

50 dB scale. White and yellow are the highest doses.



Smartphone Placed In
Cardboard Simulation
Position

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

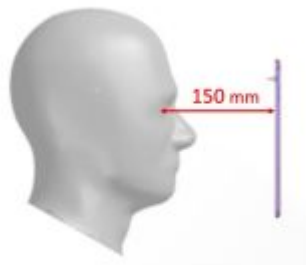
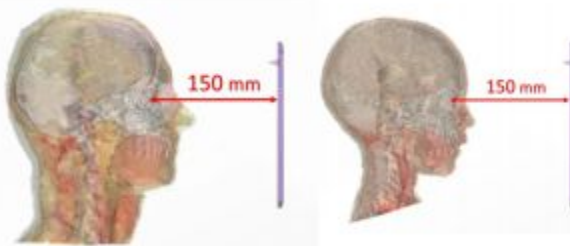


Fig 3. SAM phantom (homogeneous model) with Tablet.

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

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

Homogenous liquid inside skull does not realistically represent brain and skull.



(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	ϵ_r	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.



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 as-tested 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.

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.

from http://dlcdnet.asus.com/pub/ASUS/ZenFone/ZE550ML/e10509_ze550ml_ze551ml_em_0601.pdf

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



Youtube video <https://www.youtube.com/watch?v=0vj3D3spkxc>

Metal can increase radiation exposure by refocusing radiation. The end result can be higher than tested levels to specific tissues.



from Youtube video <https://www.youtube.com/watch?v=mKrbDKO5t08>



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_ze551ml_em_0601.pdf

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.

Where is the information on young children and on the phone near the eyes?

Kellogg's Virtual Reality Offer

.....
GET A **FREE**
VIRTUAL REALITY
APP
AND VIEWER

Download the free Kellogg's® Marvel's Captain America: Civil War VR app and buy any three participating Cheez-It®, Keebler®, Kellogg's® or Pringles® products.

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Viewers appropriate for ages 8 and up. I



[See All Participating Products](#)

[e.org/web/20160419074312/https://www.kelloggsfamilyrewards.com/en_US/promotions/captain-america-civil-war-promotion.html](https://www.kelloggsfamilyrewards.com/en_US/promotions/captain-america-civil-war-promotion.html)
<https://web.archive>



Viewer Details

Collect both characters! Limit two viewers per household, available while supplies last.

Viewers appropriate for ages 8 and up. For tips on how to put your viewer together, [watch this video](#) or [click here for a PDF](#).



Captain America Virtual Reality Viewer

Willing to fight for what you believe in? Then this viewer is for you.

3 Credits



Iron Man Virtual Reality Viewer

Experience the action like never before with this viewer.

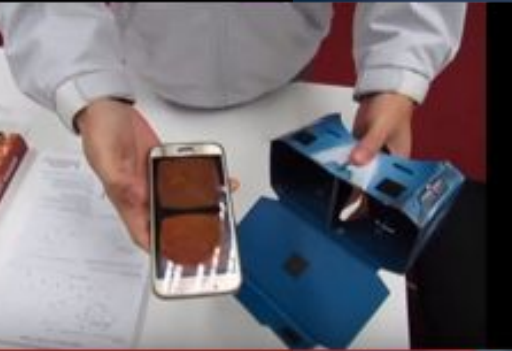
3 Credits

Viewers appropriate for ages 8 and up.



Measures 3.5" x 7". Small parts not intended for children under 3. Viewers appropriate for ages 8 and up. Limit two viewers per household. While supplies last. Open to legal residents of the fifty (50) United States and District of Columbia who are 13 years of age or older and are registered members of *Kellogg's Family Rewards*[®]. Purchases must be made 3/8/16–9/30/16. Receipts must be uploaded or texted within 30 days of purchase. Must redeem by 10/31/16.

Youtube Video Shows Print on Viewer



Youtube Has Many Videos of Young Children Using Virtual Reality



https://www.youtube.com/watch?v=7KZ5gvMGv_s



**Baby trying out VR
for the first time.**

<https://www.youtube.com/watch?v=kgzMkvsCRrl>



YouTube

baby virtual reality



1:17 / 1:33



<https://www.youtube.com/watch?v=DaPVR3PiKkE> Up next

AUTOPLAY

Virtual Dream - Virtual Reality for kids in hospitals. Oncology, hospices, child care houses.



Virtual Dream - 360 Golden Retriever Puppies!



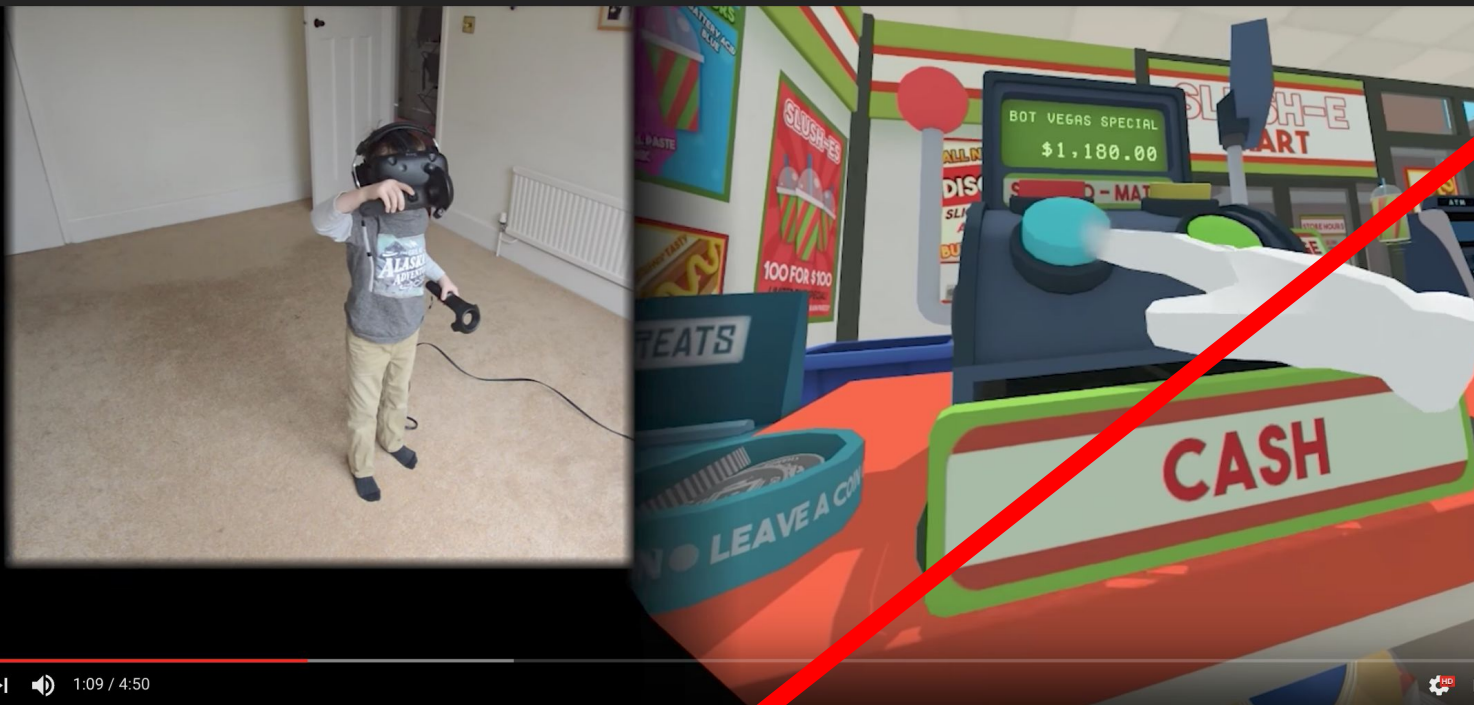
YouTube

Search



Warning

<https://www.youtube.com/watch?v=4sxAgVM5tOw>



▶ ⏮ 🔊 1:09 / 4:50

6 Year Old Tries Virtual Reality 'Job Simulator' Game

352,008 views

👍 2K 👎 450 ➦ SHARE ⋮ ⋮



Road to VR

Published on Apr 5, 2016

SUBSCRIBE 16K

NOTE: Most companies recommend children under 13 not spend significant time wearing a VR headset.

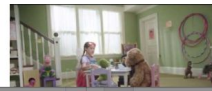
Up next

AUTOPLAY ☒



Virtual Reality - SteamVR featuring the HTC Vive

Valve
4.4M views



World's First Wire-Free Security Camera with Audio

Arlo Smart Home
482K views

Manufacturer Recommendations

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 hung-over, 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.



YouTube

virtual reality baby



1:05 / 1:32

Baby with Virtual Reality. Samsung gear VR

<https://www.youtube.com/watch?v=HUP5Bg3zMG4>

Up next





7:32 / 13:50

TODDLER'S FIRST VIRTUAL REALITY VR EXPERIENCE!

<https://www.youtube.com/watch?v=jDBTr1WxdLo>

Up next



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



Kids Experience Their Dream Home In Virtual Reality

24,320 views



Bandara

Published on Aug 18, 2016

Together with news platform «20 Minuten», we asked children to draw their dream house. The three most creative drawings were recreated in 3D and brought to life on an Oculus VR headset. This video shows how the kids reacted when their dream came alive in virtual reality.



78 5 SHARE + ...

SUBSCRIBE 84

<https://www.youtube.com/watch?v=W5B9DUluUYY>



YouTube

Search



Virtual Dream - Hospicjum Wrocławskie Happy Horse - Mikołajki

Up next

Virtual D

https://www.youtube.com/watch?v=B_MpeGnh4tl

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,