

TOMO VR

Presented by Ten Days on the Island in association with Atamira Dance Company (NZ)

takila milaythina-ti

A film by Dave mangenner Gough and Darryl Rogers with music by Ian Chia

Important health and safety notice

Please read before booking your VR experience

By participating in Ten Day on the Island's VR experience – featuring both *TOMO VR* and *takila milaythina-ti* – you agree that you have read and understood this notification.

Patrons are advised to stop the program and seek assistance from a venue or Festival representative if they experience any discomfort of any kind during this session.

Admittance to the VR experience is at the discretion of Ten Days on the Island and the Theatre Royal. If a Festival or venue representative deems any patron unsuitable to participate in the VR experience, they have the right to deny entry.

Capacity for these sessions is strictly limited, and Ten Days on the Island has taken all reasonable precautions to provide adequate space to ensure a safe and comfortable VR experience, including seating and clearly marked boundaries.

These VR headsets are suitable for those wearing glasses – patrons with glasses are advised to put the headset on from the front first.

The manufacturers warn that patrons should be in good health before using the VR headsets. Please consult a doctor before using if you are pregnant, elderly or have a serious physical, mental, visual or heart condition.

A small number of people may experience epilepsy, fainting, severe dizziness and other symptoms due to flash and images, even though they may not have such a medical history. If you have a similar medical history, please consult your doctor before use.

The manufacturers recommend being mindful of spacial boundaries prior to the program commencing, warning that it is easy to forget patrons are blindfolded to the real world. While sufficient breaks are built into programming for this VR experience (per the manufacturer's recommendations), patrons are advised to stop the program immediately should any discomfort or queasiness be experienced.

The headsets can take time to adjust to, and patrons are advised to monitor their own response to these works, paying attention to what their body is telling them, and to avoid 'pushing through' any feelings of discomfort. Any feelings of discomfort can be mitigated by taking a break, consuming water and/or food, having a rest and potentially trying again at a later time.

While these works are suitable for patrons of all ages, in general VR experiences are not recommended for children under the age of eight (8) years. If a parent or guardian

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of a child under the recommended age decides their child should participate, it is the responsibility of the parent or guardian to supervise their child during the experience. Parents and/or guardians should carefully consider whether their child is ready for such an experience. Children's bodies tend to be less developed, meaning these headsets may not fit suitably, and their eyes, necks, backs and strength may not allow them to use the headset comfortably or safely. This is particularly true for younger or smaller-sized children. Additionally, they may fail to understand warnings or instructions, and have more intense reactions to virtual content and more difficulty distinguishing content from the physical world, even after they stop use.

In all cases, use of the VR headset by any young user must be supervised by a responsible adult (such as a parent or guardian) in accordance with the manufacturer's safety warnings. Young user should be asked regularly during the experience whether they are experiencing any discomfort from the headset, and should be advised that should they experience any discomfort from the headset at any time, they should immediately remove it.

This product may emit radio waves and interfere with nearby electronic devices. If you are wearing a pacemaker or other implanted medical device, do not use it until you consult a doctor or medical device manufacturer.

Participation in the VR experience involves a certain level of inherent risk. By participating in the VR experience, you agree to assume this risk on behalf of yourself or a child of whom you are the parent or guardian. To the maximum extent permitted by law, Ten Days on the Island and the Theatre Royal exclude all liability for loss, damage or injury of any kind (including caused by negligence) that you may suffer as a result of participating in the VR experience and you agree to release the organisations from any such liability.