

Sight-Sim™ was conceived by Professor Gordon Dutton, who is a Paediatric Ophthalmologist working at the Royal Hospital for Sick Children in Glasgow. He says:

“Eye care professionals spend huge amounts of time and effort measuring vision and expressing it in numbers. You, the parents and teachers, are then sent letters full of numbers which you may not fully understand. Sight-Sim™ finally bridges that gap.

Whether Sight-Sim™ software is in the doctor’s clinic, on the teacher’s desktop or at the parent’s home, it can show you what the world is like for your child. Once you understand that, you can concentrate your efforts on making sure all the important things in life—text, faces, route-markers, pictures—are big or bright or close enough for your child to see.”

Team:

Professor Gordon Dutton, Ophthalmologist
Dr Michael Bradnam, Clinical Scientist
Dr Ruth Hamilton, Clinical Scientist
Dr Paul Seibert, Computer Scientist.



Phone: 0141-201-6953
Fax: 0141-201-0098
E-mail: r.hamilton@clinmed.gla.ac.uk



Children with visual impairment don't complain of poor vision because they don't know what they can't see.

With Sight-Sim™, you can understand and help to make their world a more visible place.

www.sight-sim.com



Sight-Sim™ is a unique new tool designed for those caring for visually-impaired children



Sight-Sim™ uses *your* child's measurements of vision — acuity and contrast sensitivity — to degrade images to match *your* child's vision



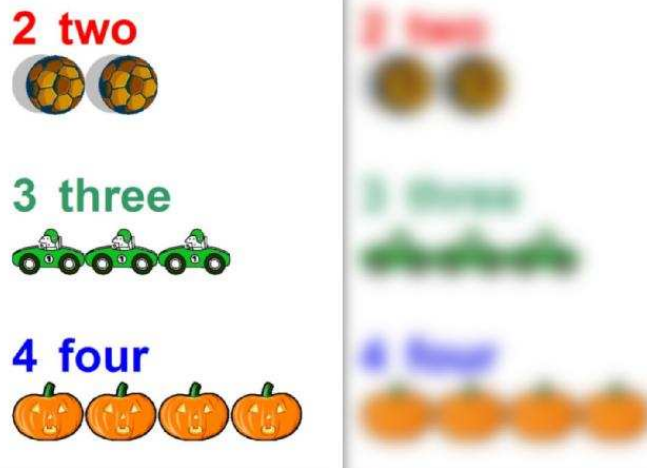
Sight-Sim™ lets you see the world as your child or pupil sees it. You can then make things bigger, brighter, higher contrast, simpler... whatever makes their world visible to them. And you can check it with Sight-Sim™

Social interaction



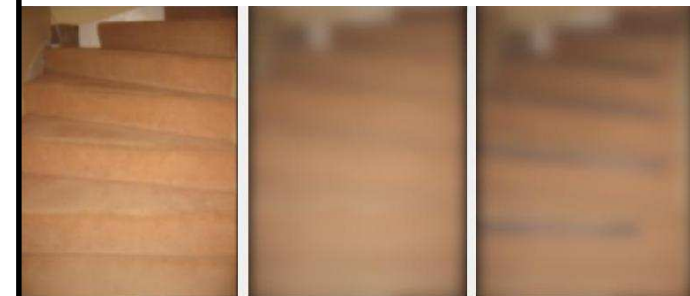
We need vision to interact socially and to develop emotionally. Is the mummy on the right happy or is she sad? If vision is reduced, we can't 'read' faces: Mummy needs to move closer!

Education



We need vision to learn. How many objects are there on the right? What is the number? Text needs to be bigger!

Navigation and mobility



We need vision to guide movement and reaching. Would you like to climb the stairs in the middle image? Does black tape on the stair edges (far right) make them easier to climb?