

Advanced method of perceptual training for improving near visual functions using mobile devices

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Introduction

What is presbyopia?

Presbyopia, the Greek word for aging eye, is an age-related near vision impairment:

- the first-reported effects of presbyopia occur between 42–44 years of age
- everyone is affected by the age of 51
- common solution is reading glasses or bifocals



Presbyopia causes a decline in contrast sensitivity and processing speed

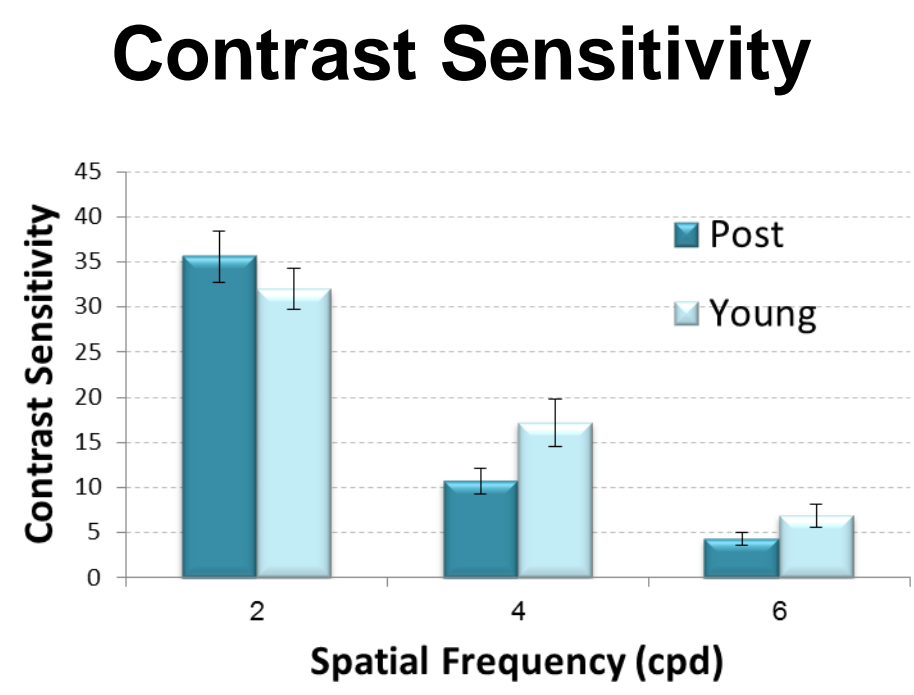
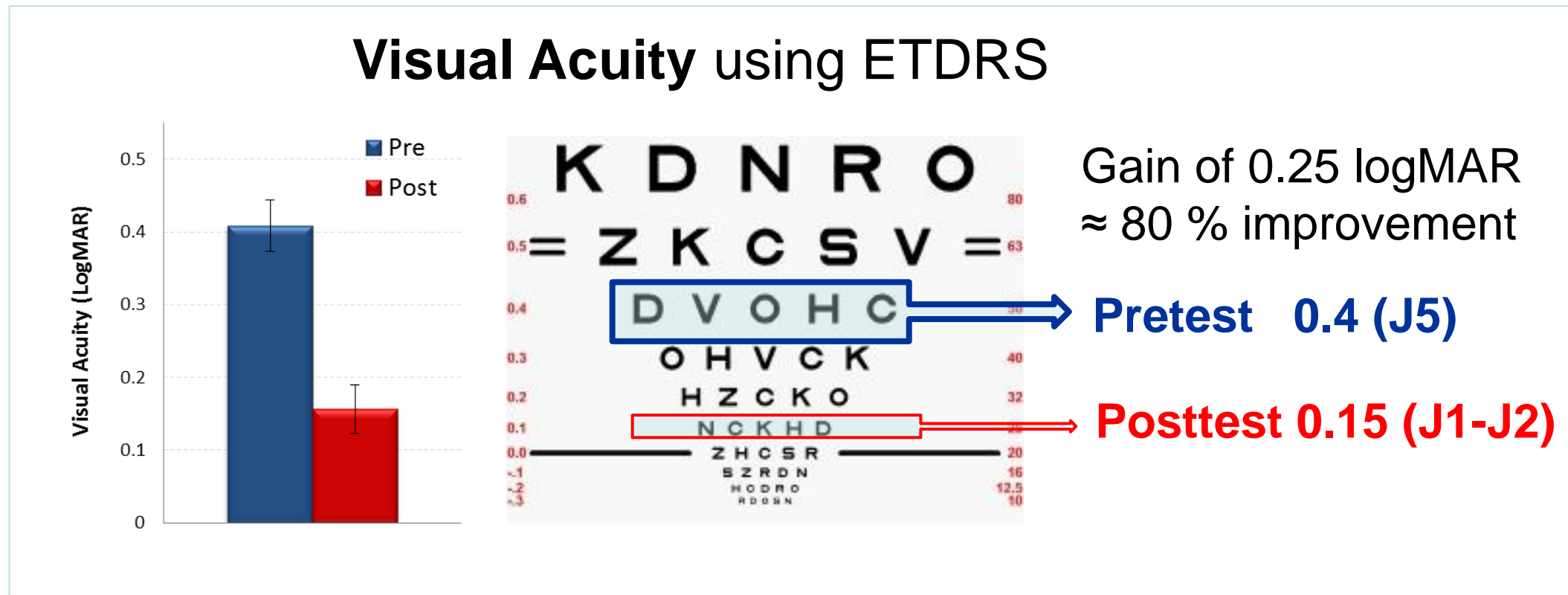
Perceptual learning improves vision and restores visual deficits (Polat et al., 2004, 2008, 2009; Fahle 2002; Sagi & Tanne, 1994)

Our recent study used structured perceptual learning to improve near vision by improving contrast sensitivity, discrimination and processing speed, with no changes in either of the optical functions: pupil size, accommodation or depth of focus!

Training the brain to overcome the effect of aging on the human eye

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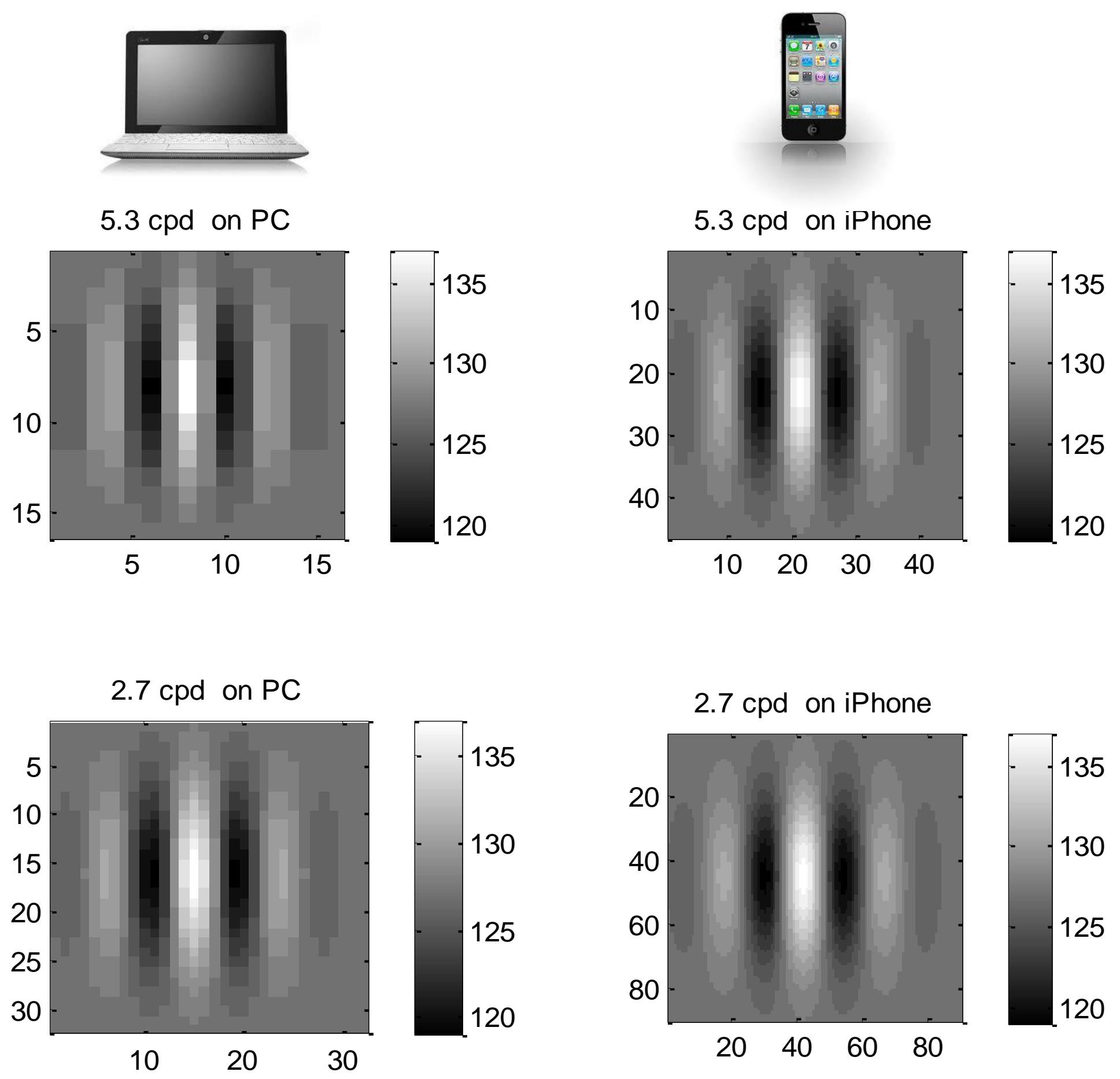
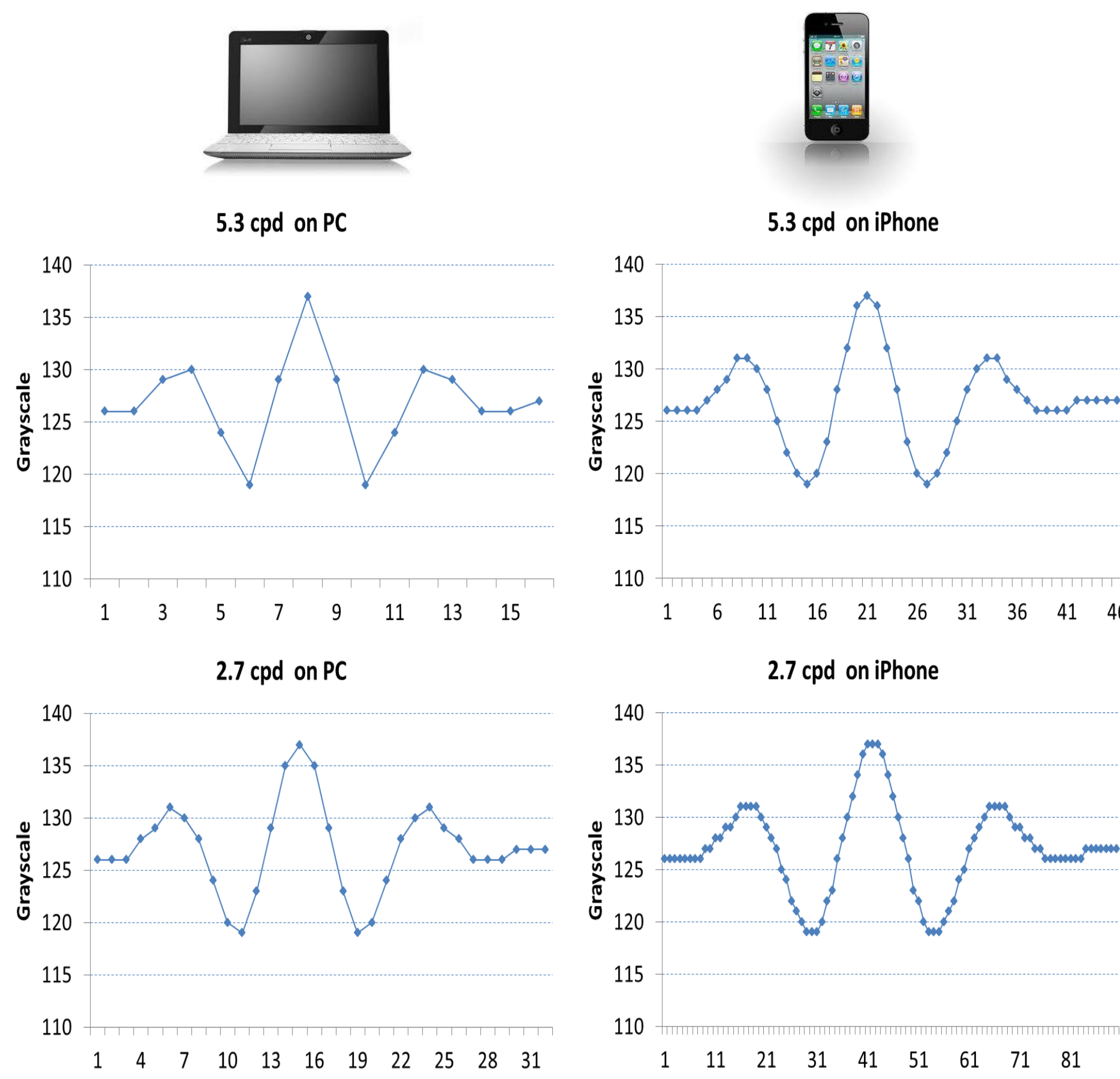
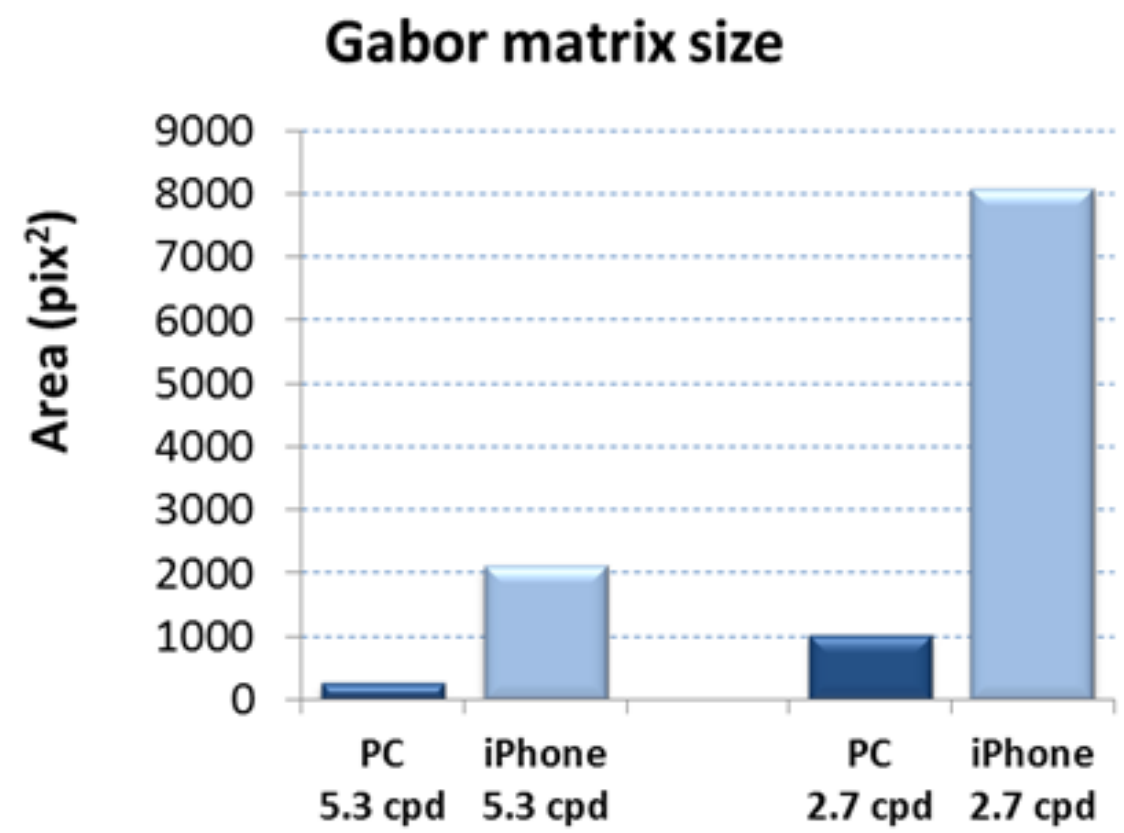
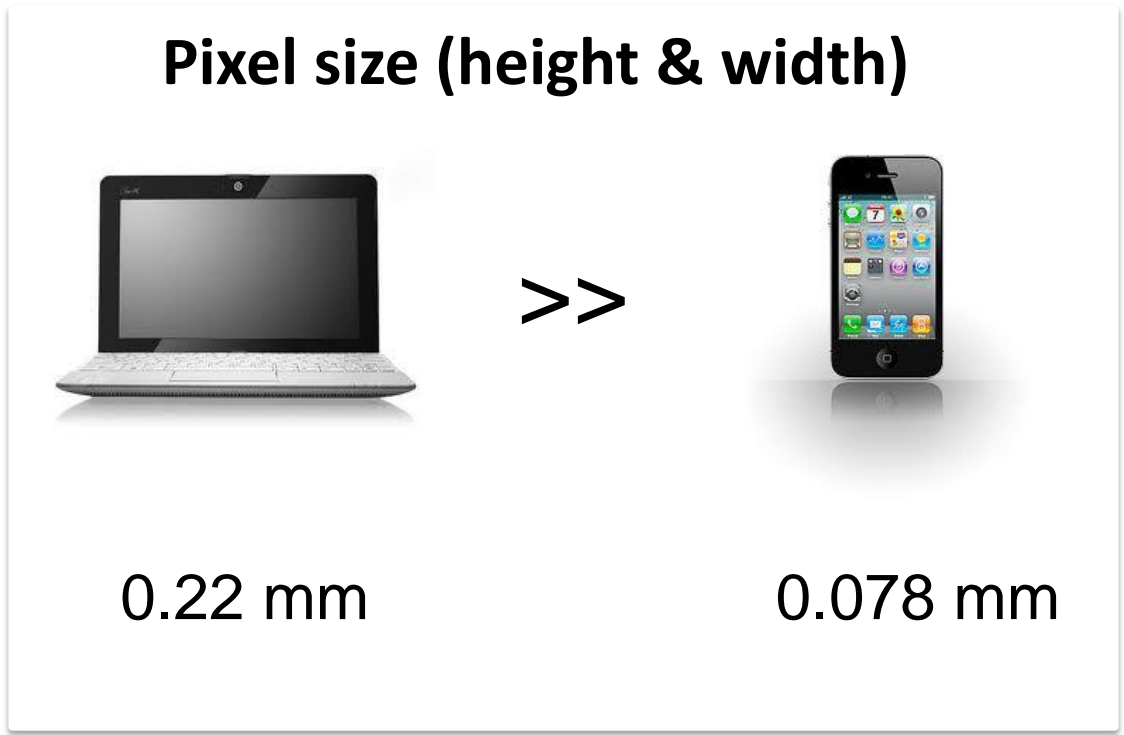
Reading Speed Gain
3.89 sec per smallest sentence

Eye Age Gain
Despite the expected deterioration, the biological "eye age" has decreased
from 50.5 to 41.9 (8.6 years)

Apparatus & Stimuli

Gabor's quality is higher on iPhone vs. PC, as illustrated by:

- Gabor profiles with low (2.7 cpd) and high (5.3 cpd) spatial frequency
- remarkable differences in Gabor's matrix sizes

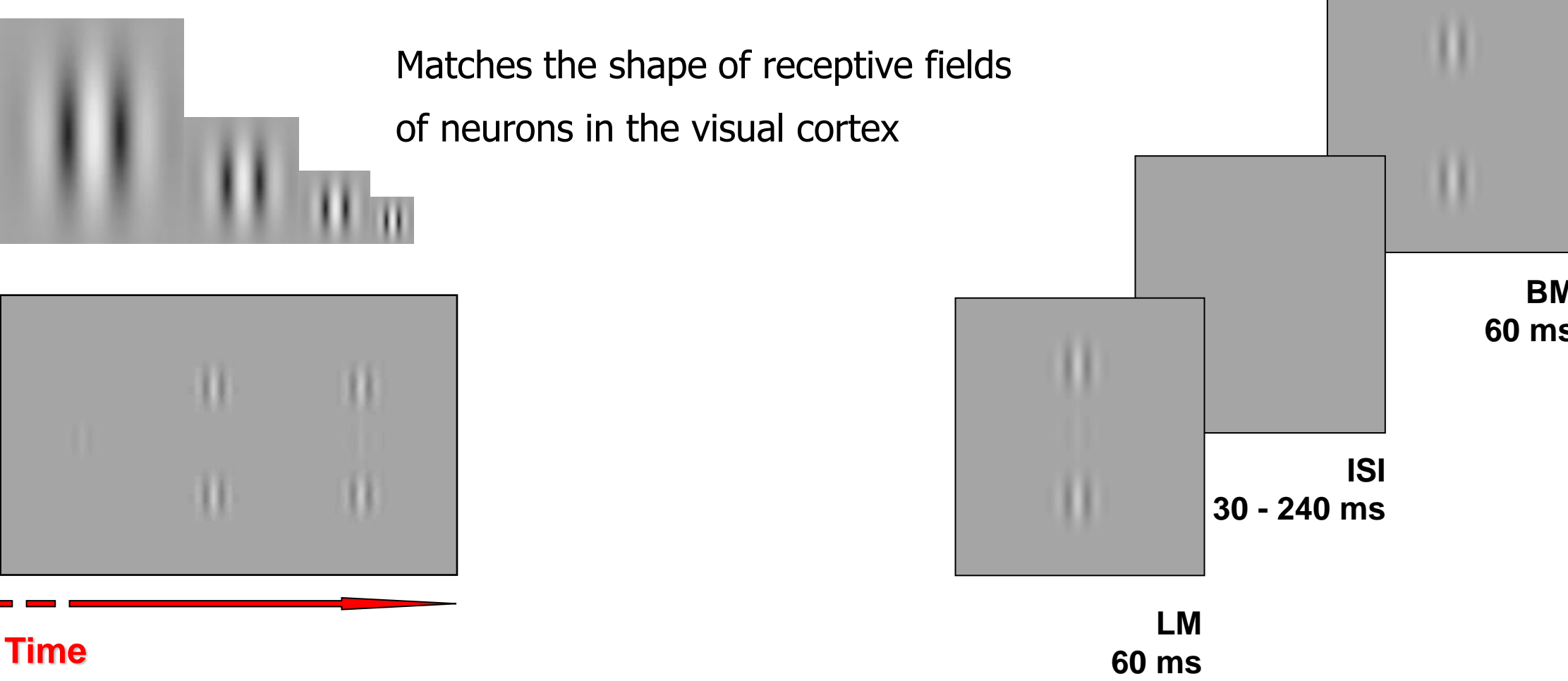


Gabor matrices are scaled for presentation, keeping their real axes

Methods

Training improves temporal and spatial processing

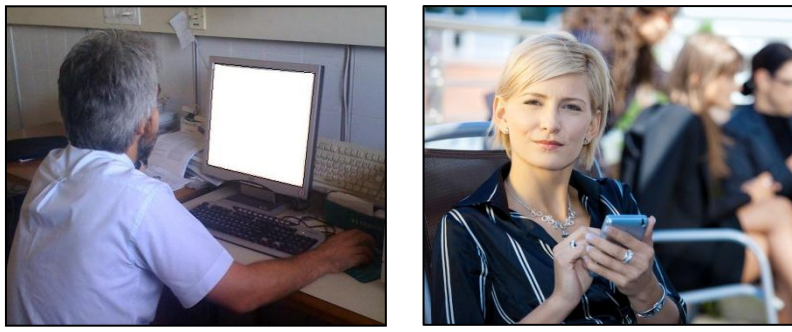
Gabor patch - efficient activation:



- Detecting low-contrast Gabor patches (GPs) is improved by collinearly oriented high-contrast flankers
- With backward masking the facilitation is disrupted

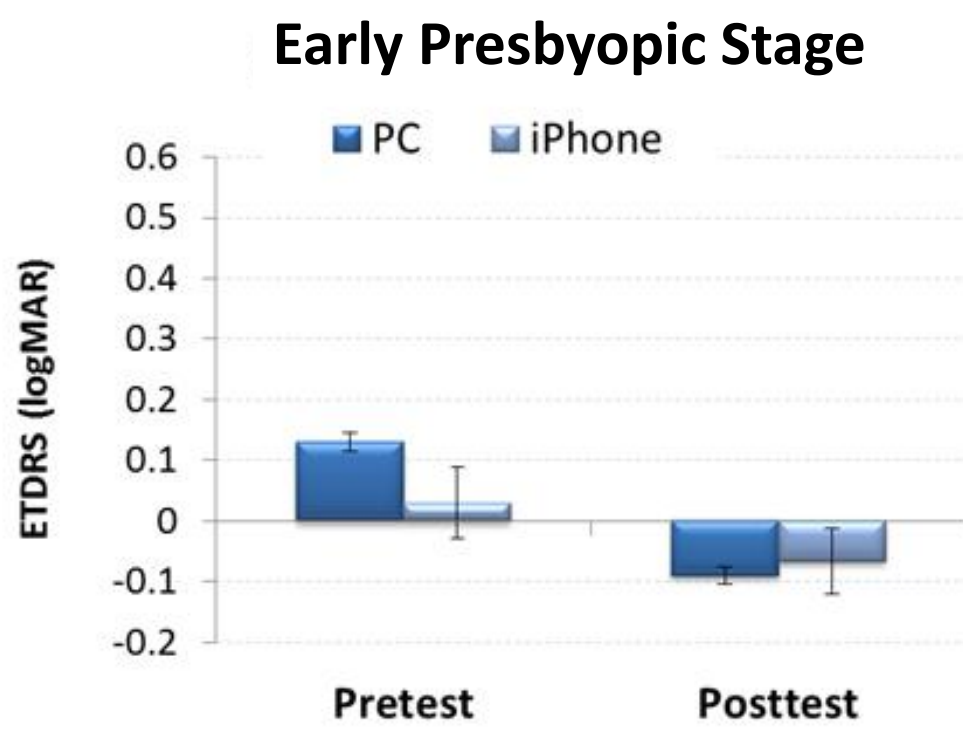
PC & iPhone users

Divided into two subgroups:
1. "Early Presbyopic Stage"
2. "Advanced Presbyopic Stage"
depending on their initial near acuity (cutoff at 0.2 logMAR)

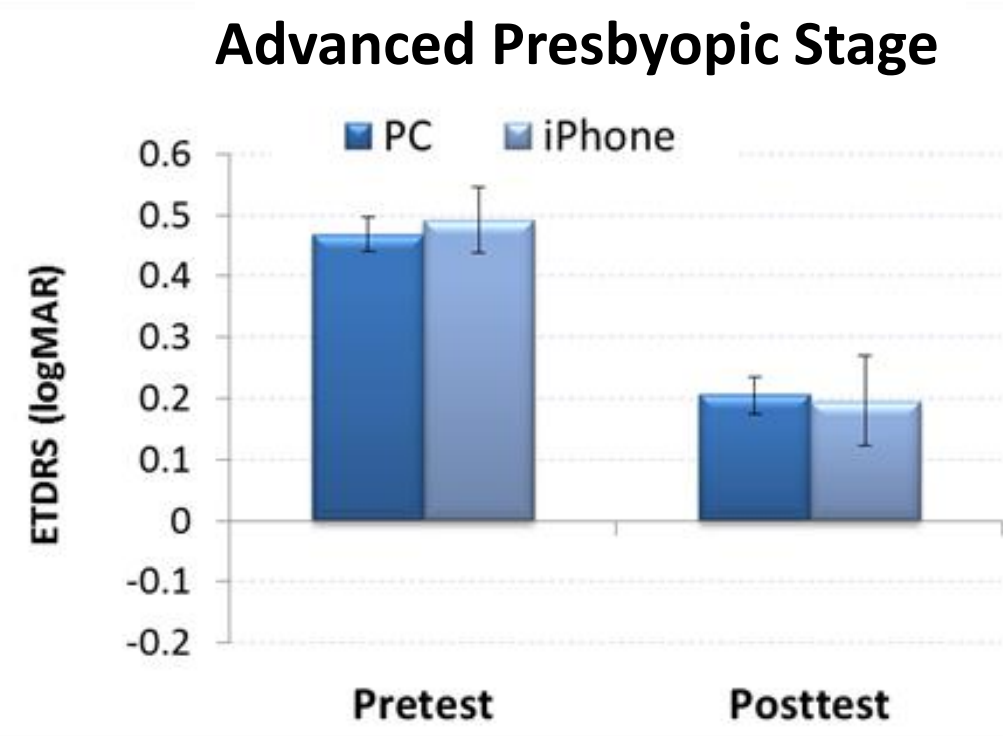


	PC	iPhone
SESSION DURATION	25-30 min	12-15 min
TRAINING FREQUENCY	2-3 sessions / week	2-3 sessions / week
VIEWING DISTANCE	40 cm	40 cm
LOCATION	home / office	anywhere
RESPONSE VIA	mouse	touch
HIGHEST SPATIAL FREQUENCY	5.3 cpd	8 cpd

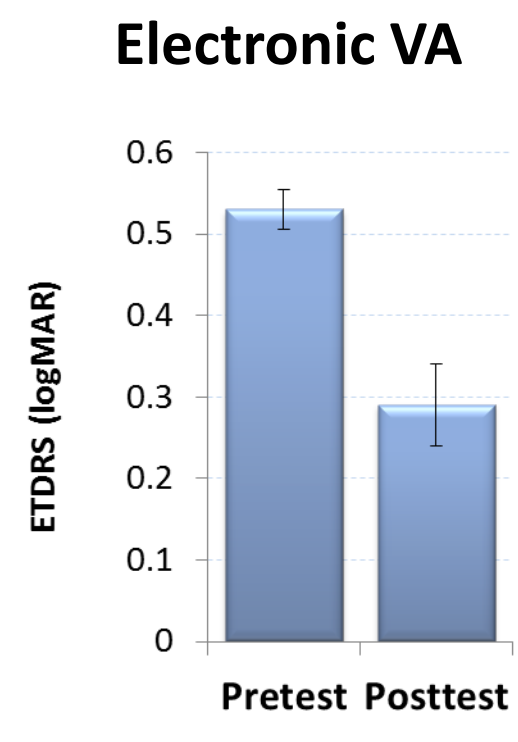
iPhone users in Early Presbyopic Stage subgroup had better initial acuity, still they achieved improved acuity of 1 ETDRS line below 20/20 similar to PC users, most likely due to a "flooring" effect ($p < .001$):



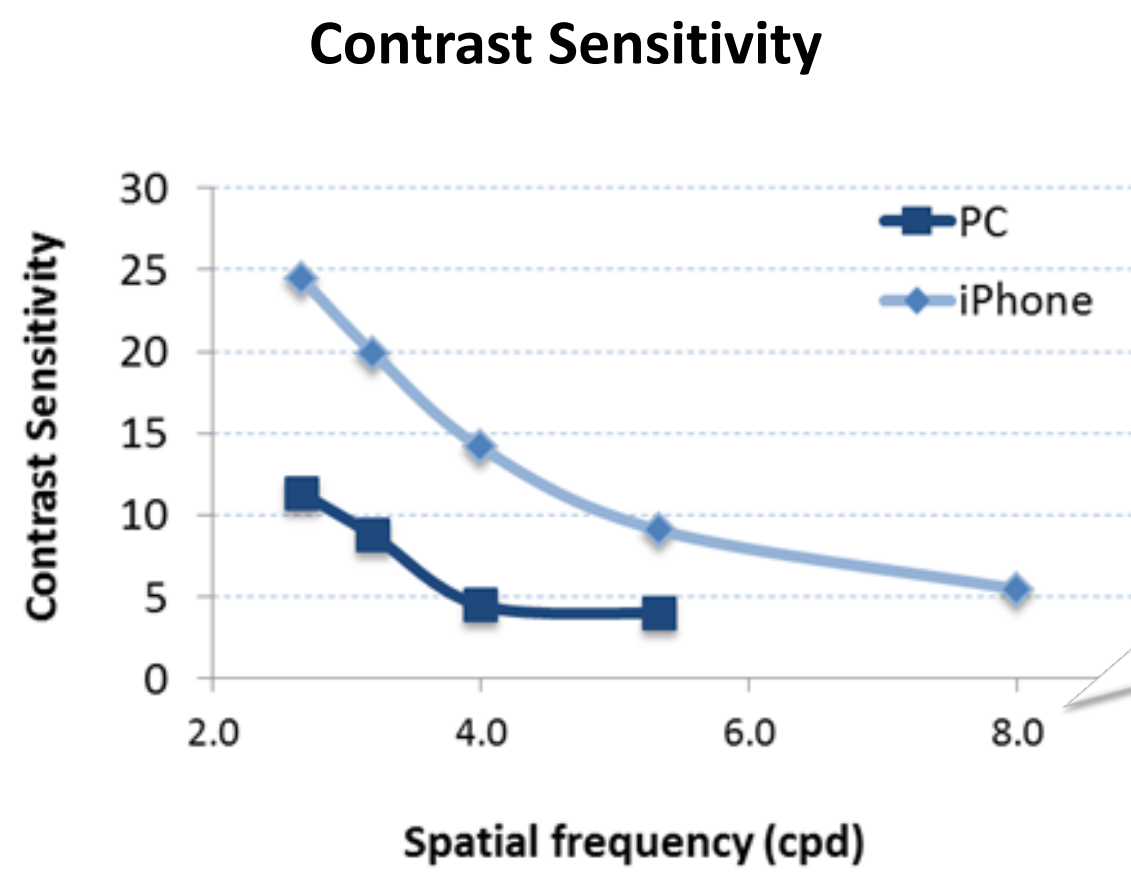
iPhone and PC users in Advanced Presbyopic Stage subgroup achieved similar improvement of above 2.5 ETDRS lines ($p < .005$):



iPhone users showed comparable acuity improvement using dynamic Electronic VA test ($p < .00001$):



Contrast sensitivity of iPhone users is better by a factor of ~2.5 compared to PC users ($p = .07$):



Effective sensitivity range, i.e. ratio between highest and lowest sensitivity, is increased from **2.8 on PC** to **4.46 on iPhone**, including highest spatial frequency (**8 cpd**) that was engaged in training on iPhone, but could not be used with PC due to screen resolution limitations.

Conclusions

- Our training method is effective in improving visual functions in people with presbyopia by enhancing the image representation in the brain
- The results show that smartphones and mobile devices can be used as an effective solution for training near visual functions

Financial interest: Ucansi Inc. www.glassesoff.com

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