BioSpectrum
the business of Bio & Health Sciences
ASIA EDITION

VISTA unveils gaming technology for eye treatment

November 28, 2019 | News

Giving new hope for patients unable to treat their conditions with the usual therapies



VISTA Eye Specialist (VISTA), one of the leading Eye Specialists in Malaysia, announces the launch of a neurorehabilitation software - Vivid Vision - that uses virtual reality (VR) games to help binocular vision disorders such as lazy or squint eye, giving new hope for patients unable to treat their conditions with the usual therapies.

Lazy Eye (Amblyopia), a vision disorder in which the eye fails to achieve normal vision even with prescription glasses or lenses, affects about 5% of people, typically during infancy or early childhood. Lazy Eye causes blurriness of vision or depth perception issues - causing major inconveniences, affects learning and resulting in a loss of confidence or possibly depression. The patient's social and academic life could possibly be affected, as simple chores or activities can be compromised and lead to possibly permanent vision loss.

"Generally, patching (covering the strong eye to work the weaker eye) or Vision Therapy (eye exercises) is introduced to help patients recover vision. However, these are thought to be most effective for kids below 10. After that, the effectiveness drops significantly," adds Dr. Vienne Tai, Consultant Ophthalmologist.

While traditional treatments has proved to be effective in restoring vision, there are challenges - the kid's willingness to comply with the patching regimen and the need to constantly return to the clinic for treatment.