

See-LEVEL

SEASICKNESS NO LONGER A SETBACK FOR WHALE WATCHING INDUSTRY.

September 2023

Whale Watch in New Zealand Emerges as Industry Leaders with the Successful Trial and Installation of See-LEVEL Anti-Seasick Technology; Results Set to Transform the Entire Industry

SEASICKNESS HAS LONG PLAGUED WHALE WATCHING COMPANIES, AS THE WEATHER AND SEA CONDITIONS CANNOT BE AVOIDED TO SUIT PASSENGERS' REQUIREMENTS.



Whales surface regularly from waters as deep as 1200 meters off New Zealand's South Island. The underwater canyon is accessible by high-speed vessels all within 20 minutes from the town of Kaikoura, a globally recognized premier Whale Watch Destination.

Frequently, seasickness inadvertently occurs due to vessel factors too, large visual displays, crew narration and safety briefings, the seating arrangement and engine fumes all contribute. Vessels held a beam during viewing times and the uncontrollable roll while hydrophones are in usage can bring a very uncomfortable movement even in

light seas.

WHALE WATCH KAIKOURA HAS TAKEN A GROUNDBREAKING STEP BY OUTFITTING THEIR NEW FLEET OF VESSELS WITH A COMPREHENSIVE SUITE OF SEE-LEVEL HEADSETS.

The implementation of the system is extremely simple. Each vessel had enough headsets to cover 25% of their passengers. The headsets are battery operated and only need to be charged once a day. There is no Wi-Fi / internet connection needed. Just press the ON button and 15 seconds later the headset is ready to use. A crew member places the headset on the sick passenger, no instructions are needed as these are all done in the visual element that is displayed. Most passengers remove the headset under 12 minutes and are able to resume their experience, some re-apply the headset when the vessel starts moving again for a transit to another whale. The headset rapidly and reliably alleviates nausea, sweating, and anxiety. Many passengers have expressed interest in purchasing a headset for future trips and cruises.

HOW DOES THE VIRTUAL REALITY SEE-LEVEL HEADSET WORK?

In 2017 it was realized that Virtual Reality was also making people very sick too. 25% of customers became dissatisfied and were unable to use their headset in certain gaming conditions. The onset of VR sickness as its now know was powerful and fast. That's where, in 2019, a New Zealand Company trialed using **REVERSE VIRTUAL REALITY**

TECHNOLGY at sea to see if it could reverse seasickness symptoms, and the results far exceeded their R&D teams expectations.

A SEE-LEVEL HEADSET WILL REVERSE SEASICKNESS IN UNDER 12 MINUTES.

In a 2020 study 80% of participants found that See-LEVEL reduced their seasickness symptoms. Nausea was the symptom with the greatest improvement. The average nausea experienced by those who experienced seasickness dropped from 4 to 1.56, on a scale from 1-5 (with 5 being vomiting and 1 being normal). Low levels of nausea were achieved after just 7.6 minutes of wearing the headset, on average. Heartrate was reduced by 15 beats per minute after 1 minute of wearing the headset, on average.



LinkedIn Post August 2023

Abba Kahu – Sales and Innovation Manager at Whale Watch Kaikoura Ltd

A great few days in Tamaki for the Canterbury & West Coast Destination Showcase 🤝
A great opportunity to show our trade partners the newest edition to our vessels, See-LEVEL solution 🧘
A Drug free option for passengers to use on-board our tours to assist in seasickness 🧘
#winning
See-Level Ltd - 🧘

SEE-LEVEL TECHNOLOGY HAS BEEN TRIALLED AND PROVEN BY MULTIPLE DEFENCE FORCES, COAST GUARDS AND COMMERCIAL OPERATORS AROUND THE WORLD.

Following extensive testing and patenting in 2021, See-LEVEL introduced its first seasickness relief headset. Within a few Months the Defense force had contacted See-LEVEL to use it on their landing craft, this resulted in a defense forces edition of the headset that is certified to MIL STD 816.6.