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## Using virtual spatial audio to aide visually impaired atheletes

R. Becwar

D. Sieron

K. McMullen

C. Gardner

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al audio technology our system maps the position of the not teammates and opponents, the boundaries of the firm is goal to different sound cues.

I ear audio cues based on their physical location (active)

ear audio cues based on their physical location (active of their head (Gyroscope) relative to the detected move on of other players, the goal, and field boundaries.

