CLAIMS

1. A method of assessing the visual performance of a subject, the method comprising presenting a video game to a subject whereby the subject interacts with the game, and using the results of the interaction to determine at least one aspect of a visual performance based on an interpretation of physical user information using position sensors.

2. The method of claim 1 comprising interpretation of virtual user information.

3. The method of claim 1 wherein the physical user information includes at least one of gaze tracking and pupillary movement tracking.

4. The method of claim 1 wherein physical user information includes one or more of the set comprising positional tracking, rotational tracking of the user's entire body and tracking individual body parts such as the head.

5. The method of claim 1 comprising gathering physical user information from orientation sensors.

6. The method of claim 1, comprising gathering user information using brain-computer interfaces.

7. The method of claim 1 wherein the video game includes one or more of performance tracking and score tracking.

8. The method of claim 1 wherein the video game has automated gradual increments in task difficulty tailored to individual user performance.

9. A system for assessing the visual performance of a subject, the system being configured to present at least a video output of a game to the subject, whereby the subject interacts with the game, the system being configured to use the results of the interaction to determine at least one aspect of a visual performance of the subject based on an interpretation of physical user information using position sensors.

10. A system for assessing the visual performance of a subject, the system being configured to present at least a video output of a game to the subject, whereby the subject interacts with the game, the system being configured to provide data indicative of the user's reaction to game play whereby at least one aspect of a visual performance of the subject may be determined based on an interpretation of physical user information using position sensors.

11. A device configured to provide signals representing at least the video of a game for viewing by a subject, the device further configured to receive information concerning interaction of a subject with the game, whereby a visual performance by the subject may be assessed based on an interpretation of physical user information using position sensors.

12. A game configured, when a video from the game is presented to a subject who interacts with the video, to allow assessment of a visual performance of the subject based on an interpretation of physical user information using position sensors.

13. A computer program product comprising instructions which, when executed by a computing device, cause the computing device to carry out the method of any of claims 1 to 8.

14. A computer program comprising instructions which, when executed by a computing device, cause the computing device to carry out the method of any of claims 1 to 8.