



Buenos Aires – Noviembre 2014

ACTUALIZACION EN TEMAS DE OFTALMOPEDIATRIA TECNOLOGIA Y OJOS

María Vanesa Sors



**BAJA
VISION Y
TIFLOTEC
NOLOGIA**

HRT - OCT
**AMBLIOPIA
Y GAFAS
ELECTRONI
CAS**

**SINDROME VISUAL
INFORMATICO**

SINDROME VISUAL INFORMATICO (SVI)

Computer Vision Syndrome (CVS)



afección temporal

enfocar los ojos en pantalla de computadora durante períodos prolongados e ininterrumpidos de tiempo

SINDROME VISUAL INFORMATICO (SVI)



De acuerdo con el *Instituto Nacional de Salud e Higiene Ocupacional*, el Síndrome Visual Informático afecta a cerca el **90%** de las personas que pasan **más de tres horas** al día frente a una computadora

WSPOS

CHILDREN

80% SAY

their eyes burned, itched, felt tired or blurry after using a device

they take breaks from looking at screens every hour

32% SAY

they use their devices for 7 or more hours each day

18% SAY

30 minutes or less 17%

Does not use on a daily basis 6%

7 or more 3%

5 to 6 hours 7%

3 to 4 hours 30%

AMOUNT OF TIME, ON AVERAGE, PARENTS SAY THEIR CHILD SPENDS USING A DEVICE TO VIEW CONTENT

1 to 2 hours 37%

Not very concerned 16%

Not at all concerned 6%

Extremely concerned 15%

HOW CONCERNED PARENTS ARE THAT THEIR CHILDREN WILL DAMAGE THEIR EYES DUE TO PROLONGED USE

Somewhat concerned 33%

Very concerned 30%

PARENTS

73% SAY

their child uses a computer/tablet on a daily basis

63% SAY

their child uses a computer/tablet to study/do homework

55% SAY

their child has his or her own smartphone/tablet



American Optometric Association



CHILDREN

80%
SAY

their eyes burned, itched,
felt tired or blurry
after using a device

they take
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PARENTS

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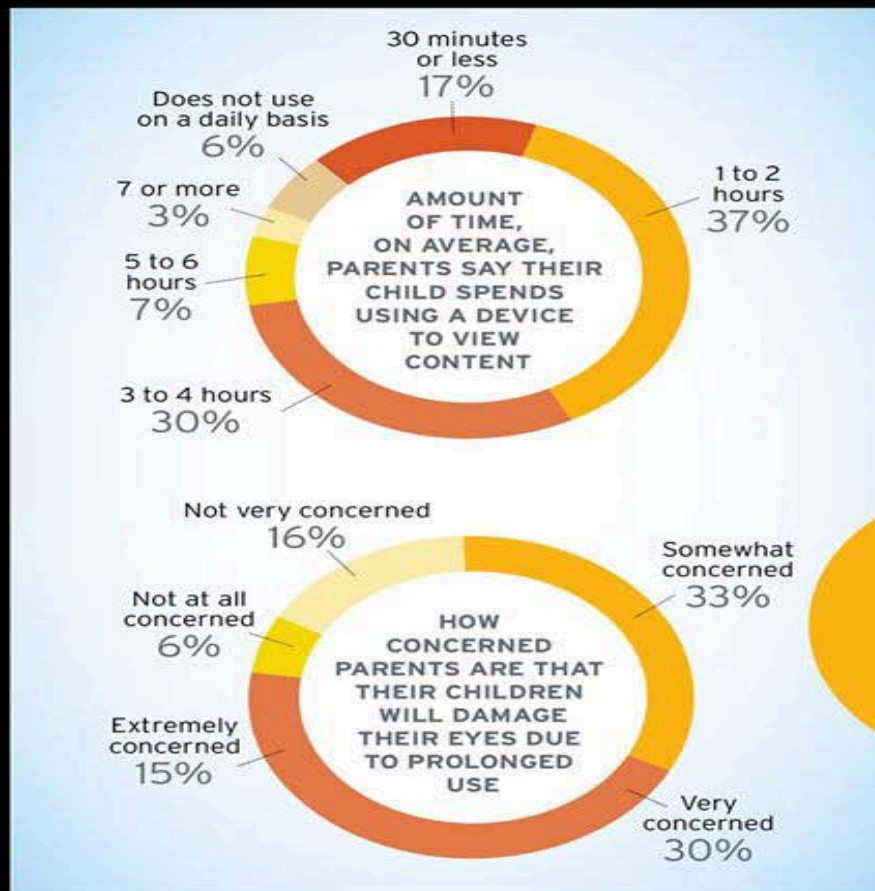
their
child uses
a computer/
tablet on a
daily basis

63%
SAY

their child
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55%
SAY

their child has
his or her own
smartphone/tablet



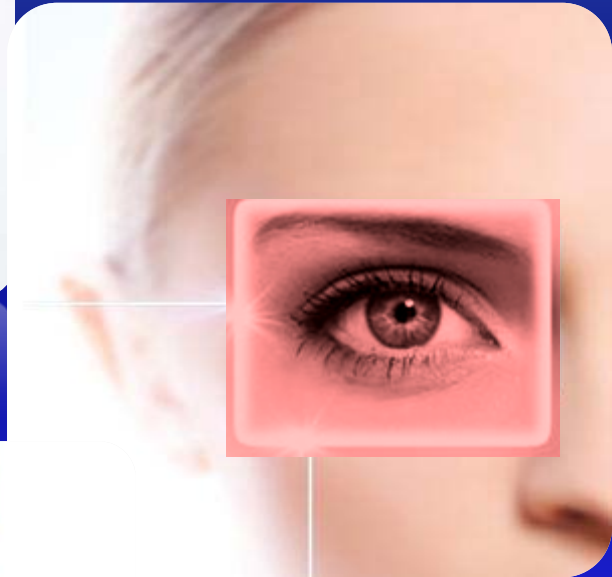
SINDROME VISUAL INFORMATICO (SVI)

FOCUS
FOCUS
FOCUS
FOCUS

Visión borrosa



Fatiga ocular (astenopia)



Irritacion ocular

Ojo seco



Dolores de cabeza , cuello, hombro y espalda

SINDROME VISUAL INFORMATICO (SVI)

Fisiopatogenia del Ojo seco



↓ Frecuencia-Amplitud-Calidad PARPADEO

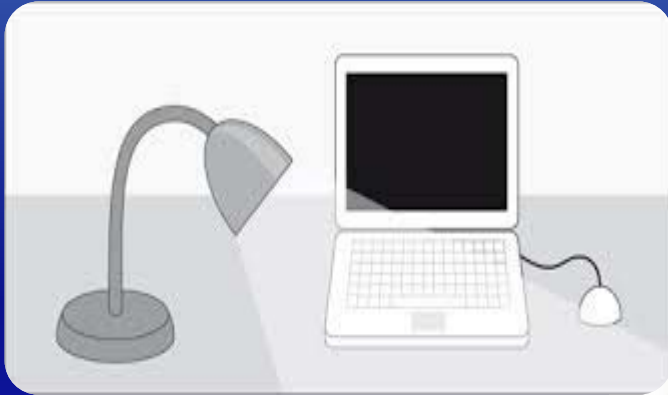


Inestabilidad Film Lagrimal



↑ evaporacion

SINDROME VISUAL INFORMATICO (SVI)



Agravadas por condiciones de **iluminación inapropiadas** (deslumbramiento o luz intensa brillante)



Usuarios de **LC**

Flujo de aire en movimiento más allá de los ojos (por ejemplo, rejillas de ventilación, o el **aire directo** de un ventilador)



SINDROME VISUAL INFORMATICO (SVI)



*INTERFERIR CON
OTRAS
ACTIVIDADES*

SEDENTARISMO Y OBESIDAD



SINDROME VISUAL INFORMATICO (SVI)

RECOMIENDA...



Ojos
cerrados
por 20
segundos,
al menos
cada 30
min .



**parpadear
conscientemente** de vez
en cuando (esto ayuda a
cubrir el ojo de una capa
lagrimal)



lentes de hidrogel de silicona

SINDROME VISUAL INFORMATICO (SVI)

SE RECOMIENDA...

“regla 20-20-20”



DAÑO VISUAL POR LA COMPUTADORA

Después de fijar la vista en un monitor durante horas ¿Ha sentido ardor en los ojos o visión borrosa? Podría padecer Síndrome Visual Informático (SVI). Conozca diez maneras de combatirlo.

¿Cómo evitarlo?

LA CAUSA

Utilizar un monitor de computadora durante horas.

Coloque la pantalla por debajo del nivel de los ojos, unos 10 a 20 grados de inclinación.

Mantenga una distancia de 50 cm entre el monitor y los ojos.

Acuda al oftalmólogo para la corrección adecuada, aunque sea mínima.

LO QUE PROVOCA

- Dolor o irritación en los ojos
- Ojos secos o llorosos
- Visión borrosa o doble
- Sensibilidad a la luz
- Dificultad para enfocar las imágenes
- Dolor en el cuello o cabeza
- Combinación de todos los anteriores

Evite el brillo excesivo y con el máximo contraste.

Use pantallas contra reflejos, filtros antirreflejos o lentes con protección ultravioleta, y con graduación, si la requiere.

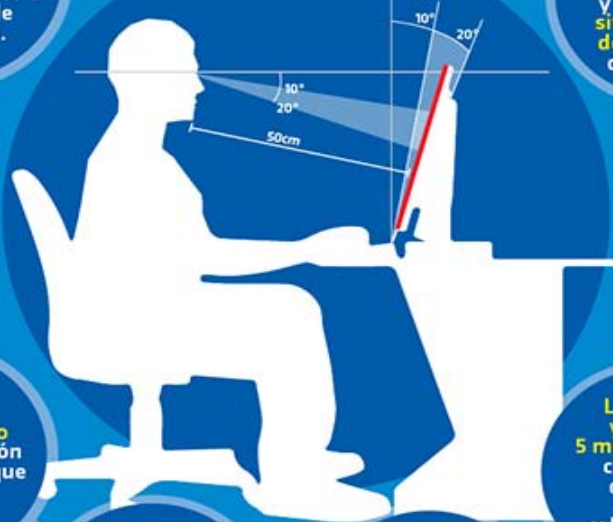
Por cada 20 minutos de trabajo tome 20 segundos y mire objetos situados a más de seis metros de distancia.

Parpadee regularmente para evitar el ojo seco.

Levántese y camine 5 minutos entre cada hora; descanse la vista y la postura.

No se automedique gotas oftalmológicas.

Respire adecuadamente para relajar los músculos de los ojos.



Distancia ojo-monitor de 50-70 cm

Evitar brillo excesivo

Pantallas LCD con antirreflex

Pantalla por debajo del nivel de los ojos: 10°-20° inclinación

SINDROME VISUAL INFORMATICO (SVI)

RECOMIENDA...

- **Menores de 2 años no usar dispositivos informaticos**
- **3-5 años limitar uso a 30-60 minutos/dia**
- **6-9 años limitar uso a 60-120 minutos/dia**
- **Niños mayores mas de 2 horas/dia esta permitido**





[J Pediatr Ophthalmol Strabismus](#). 2014 Mar-Apr;51(2):87-92. doi: 10.3928/01913913-20140128-01. Epub 2014 Feb 4.

Association between video display terminal use and dry eye disease in school children.

[Moon JH](#), [Lee MY](#), [Moon NJ](#).

Abstract

PURPOSE:

To evaluate the risk factors of dry eye disease in school children associated with video display terminal use.

METHODS:

Two-hundred eighty-eight children were classified in either a dry eye disease group or control group according to the diagnostic criteria of dry eye disease. The results of ocular examinations, including best-corrected visual acuity, slit-lamp examination, and tear break-up time, were compared between groups. The results of questionnaires concerning video display terminal use and ocular symptoms were also compared.

RESULTS:

Twenty-eight children were included in the dry eye disease group and 260 children were included in the control group. Gender and best-corrected visual acuity were not significantly different between the two groups. **Smartphone use was more common in the dry eye disease group (71%)** than the control group (50%) ($P = .036$). The daily duration of smartphone use and total daily duration of video display terminal use were associated with increased risk of dry eye disease ($P = .027$ and $.001$, respectively), but the daily duration of computer and television use did not increase the risk of dry eye disease ($P = .677$ and $.052$, respectively).

CONCLUSIONS:

The results showed that **smartphone use is an important dry eye disease risk factor in children**. Close observation and caution regarding **video display** terminal use, especially smartphones, are needed for children.



Hippokratia. 2009 Oct-Dec; 13(4): 230-231.

PMCID: PMC2776336

Impact of computer use on children's vision

N Kozeis

Abstract

Today, millions of children use computers on a daily basis. Extensive viewing of the computer screen can lead to eye discomfort, fatigue, blurred vision and headaches, dry eyes and other symptoms of eyestrain. These symptoms may be caused by poor lighting, glare, an improper work station set-up, vision problems of which the person was not previously aware, or a combination of these factors.

Children can experience many of the same symptoms related to computer use as adults. However, some unique aspects of how children use computers may make them more susceptible than adults to the development of these problems. In this study, the most common eye symptoms related to computer use in childhood, the possible causes and ways to avoid them are reviewed.

Points to consider for children using a computer

An eye examination. This makes sure that the child can see clearly and comfortably. For regular computer users, at least an **annual eye examination** is required. When necessary, refractive correction and / or orthoptic exercises (eg. in convergence insufficiency), should be provided.

Reduction of the amount of time that a child can continuously use the computer.

A **ten-minute break for every hour** work, will minimize the development of accommodative problems and eye irritation.

Carefully check the position of the computer.

The computer monitor and the keyboard are positioned and adjusted according to child's body parameters. The screen should not be positioned in a too high level in the child's field of view; the chair should not be positioned in too low level and the desk not in a too high level. An **adjustable chair** is a good solution. A **foot stool** may be necessary to support the child's feet.

Carefully check the lighting for glare on the computer screen.

Windows or other light sources could create glare on the screen. When this occurs, the desk or the computer screen should be turned to another direction.

Reduce the amount of lighting in the room.

In some cases, a dimmer light is preferred instead of the bright overhead light.

TIFLOTECNOLOGIA

("tiflo" del griego: ciego)



Conjunto de técnicas, conocimientos y recursos encaminados a proveer, a las personas con **discapacidad visual**, los **medios** oportunos para la correcta **utilización de la tecnología**.





285 millones de personas con discapacidad visual

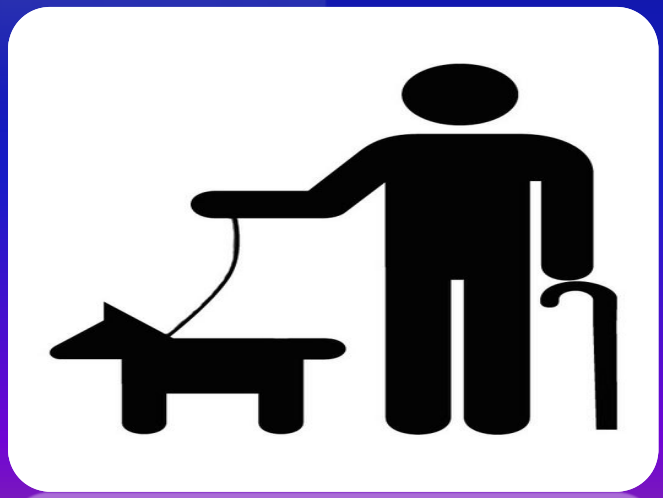


Organización
Mundial de la Salud

Mundial de la Salud



246 millones presentan baja visión.



39 millones son ciegos



1,4 millones de niños son ciegos

principales **causas de ceguera** entre los niños son las **cataratas, la retinopatía del prematuro y la carencia de vitamina A**

40-50% patología prevenible o tratable
con pronóstico favorable si el diagnóstico es precoz

TIFLOTECNOLOGIA

PROGRAMAS INFORMATICOS

Lectores de Pantalla (voz, iconos sonoros, salida braille)

Magnificadores de Pantalla (amplia los caracteres y configura colores dependiendo de la necesidad)



TIFLOTECNOLOGIA

PROGRAMAS INFORMATICOS

Navegadores de internet parlantes

Reconocimiento de textos impresos OCR (*Optical Character Recognition*) parlantes

Conversores Braille

Software libre: Calculadora y Aprendizaje de mecanografía



Tiflotecnología
Soluciones tecnológicas para débiles visuales

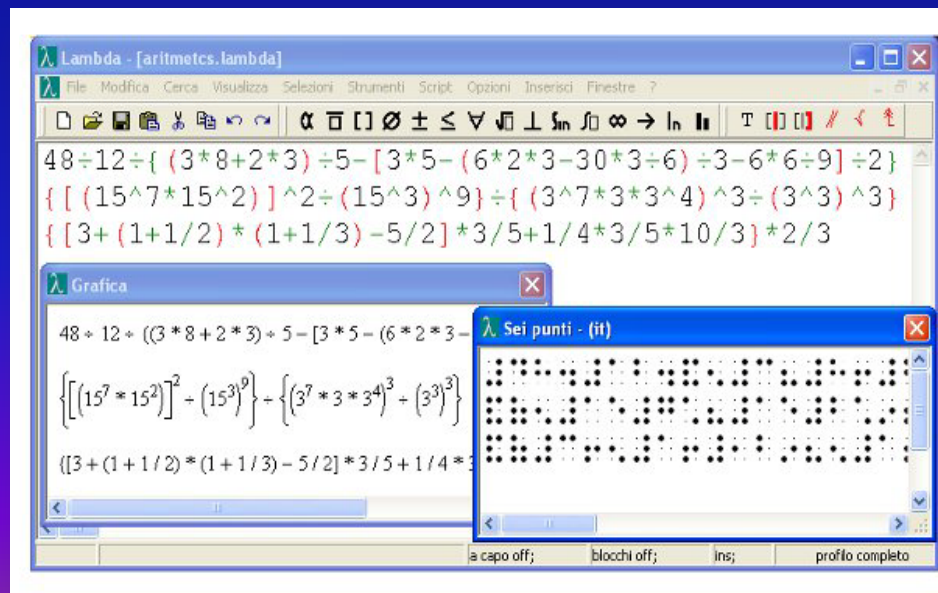
MOUNTBATTEN PRO
Máquina de escribir braille electrónica.
Transcritora de braille
Impresora en braille

EMPRINT VISION
Impresión con relieve sobre papel

TOPAZ
Amplificador de imágenes

SARA CE
Escáner parlante

SOFTWARE JAWS 12.0 EN ESPAÑOL
Convierte el contenido de la pantalla en sonido



Lambda - [aritmetcs.lambda]

File Modifica Cerca Visualizza Selezioni Strumenti Script Opzioni Inserisci Finestre ?

$$48 \div 12 \div \{ (3 * 8 + 2 * 3) \div 5 - [3 * 5 - (6 * 2 * 3 - 30 * 3 \div 6) \div 3 - 6 * 6 \div 9] \div 2 \}$$
$$\{ [(15^7 * 15^2)]^2 \div (15^3)^9 \} \div \{ (3^7 * 3 * 3^4)^3 \div (3^3)^3 \}$$
$$\{ [3 + (1 + 1/2) * (1 + 1/3) - 5/2] * 3/5 + 1/4 * 3/5 * 10/3 \} * 2/3$$

Grafica

$$48 \div 12 \div ((3 * 8 + 2 * 3) \div 5 - [3 * 5 - (6 * 2 * 3 -$$
$$\{ [(15^7 * 15^2)]^2 + (15^3)^9 \} + \{ (3^7 * 3 * 3^4)^3 + (3^3)^3 \}$$
$$\{ [3 + (1 + 1/2) * (1 + 1/3) - 5/2] * 3/5 + 1/4 * 3/5 * 10/3 \} * 2/3$$

Sei punti - (it)

a capo off; blocchi off; ins; profilo completo

TIFLOTECNOLOGIA

TERMINALES DE LECTURA, TECLADOS E IMPRESORAS BRAILLE (se conectan a la computadora)

ANOTADORES PARLANTES

ANOTADORES ELECTRÓNICOS PARLANTES



Sonobrilie

Dispositivos electrónicos con teclado braille para almacenar información y recuperarla mediante voz o braille. Tienen además utilidades de agenda, calendario, calculadora, reloj, etc.

PROGRAMAS PARA INGRESAR INFORMACIÓN A TRAVÉS DE LA VOZ

✓ **Via voice**

✓ **Dragon**



Requieren entrenamiento, destreza, excelente dicción y aún deben continuar evolucionando

Dispositivos standard que favorecen o posibilitan el acceso



TIFLOTECNOLOGIA

TELEFONOS CELULARES

- Mobile speak. **Lector de pantalla** para teléfonos móviles.
- Mobile magnifier. **Magnificador de pantalla** para teléfonos móviles.
- Mobile speak pocket. Lector de pantallas para PDAs que utilicen Windows Mobile.
- Talks . Lector de pantalla para teléfonos móviles



AUDIOJUEGOS

Víbora 3D es el tradicional juego de la serpiente que se encuentra en la mayoría de los celulares

<http://www.tipete.com/userpost/juegos-gratis/audiojuegos-para-chicos-con-deficiencia-visual-y-ceguera-juego-gratis>

Ahorcado también un juego tradicional juego de descubrir la palabra oculta.

<http://cidat.once.es/home.cfm?id=59&nivel=2>



TALLER DE TIFLOTECNOLOGÍA

Lic. Patricia López

Lic. Ana María Müller



-se trabaja con **niños y adolescentes con baja visión o ceguera**

-**evaluación** oftalmológica y funcional

-sugiere el uso de **recursos tiflotecnológicos**

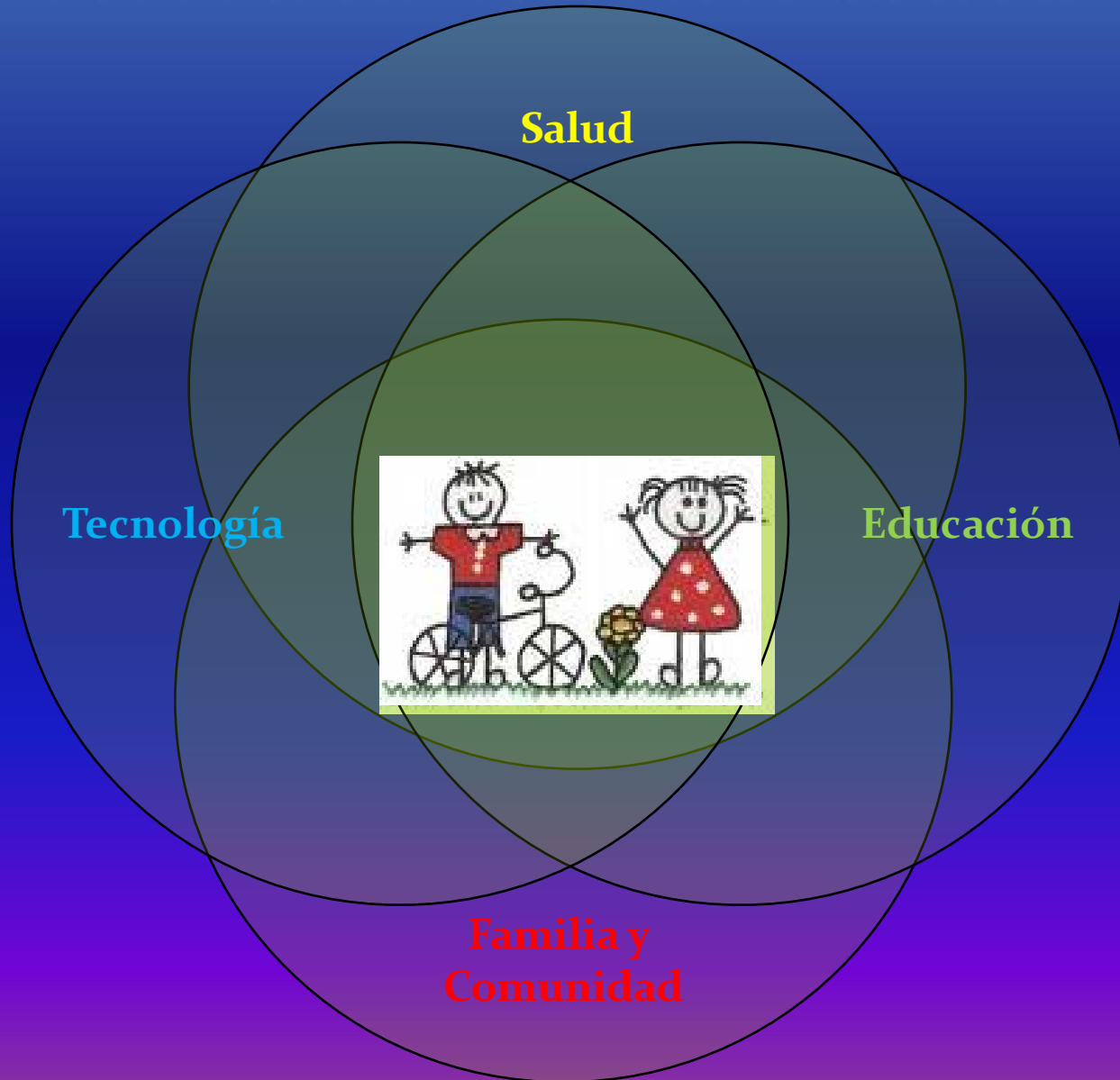
-**acceso a la lecto-escritura**

-configura el equipamiento de los niños o se entregan los recursos de software

- **asesoramiento a la familia** para posibilitar la instalación y el acompañamiento durante el uso en el hogar



TALLER DE TIFLOTECNOLOGÍA

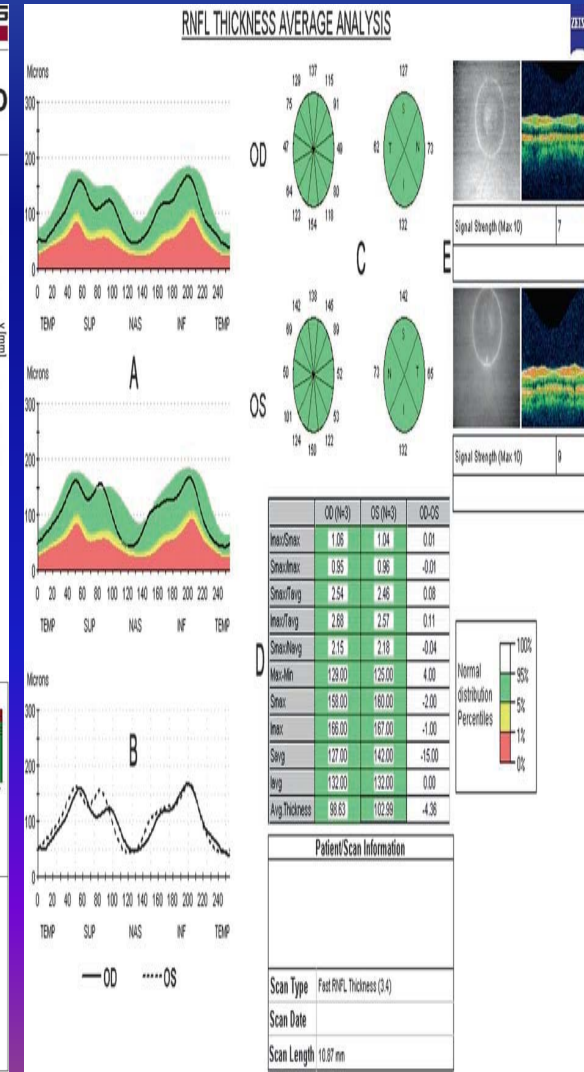
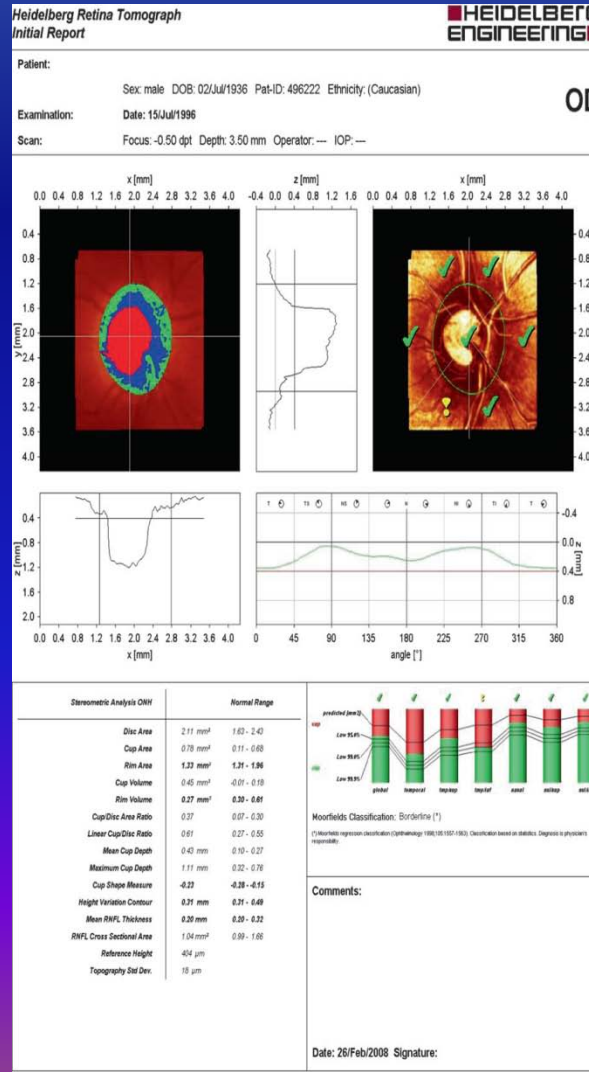


ESTUDIOS COMPLEMENTARIOS HRT - OCT

Posibilidad de
evaluación objetiva
del **disco óptico**,
**capa de fibras
nerviosas**, retina y
macula

Alta resolución

Alta reproductibilidad

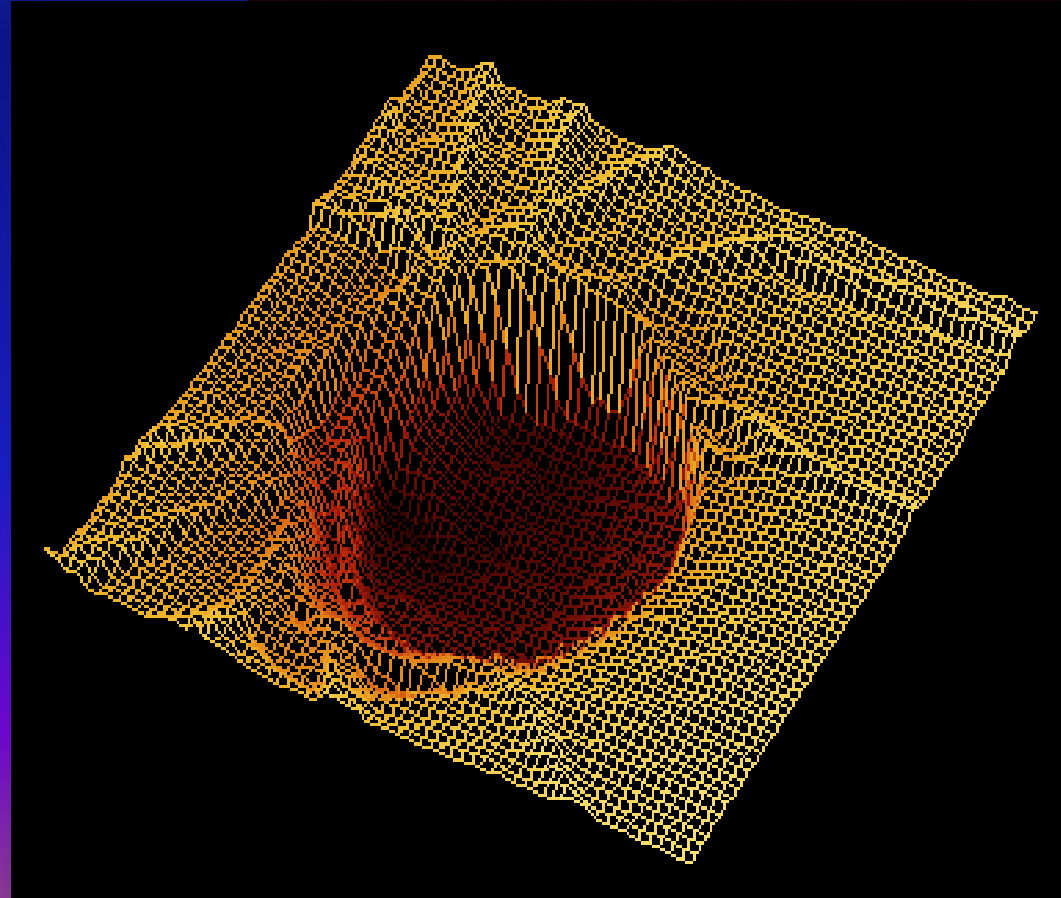
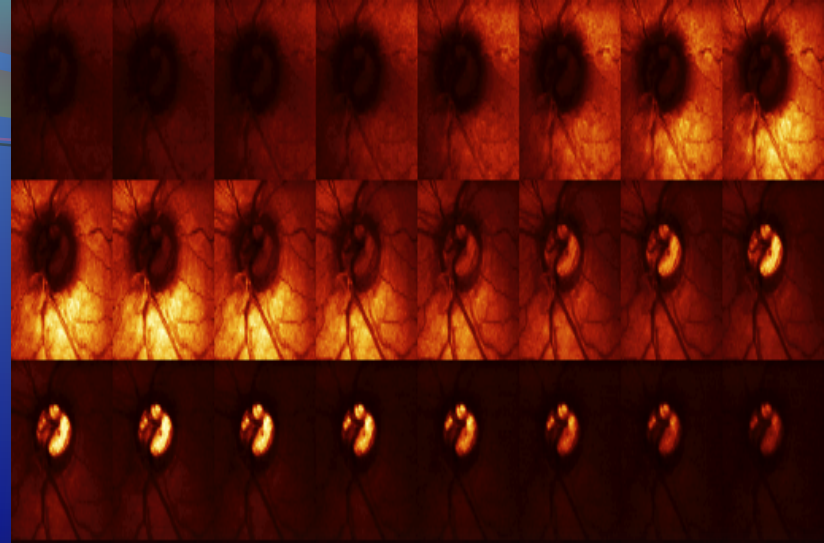


Secuencia de barrido de la superficie retinal en multiples planos focales



Construcción de una imagen tridimensional

Acceso cuantitativo de la topografía retiniana y del disco óptico



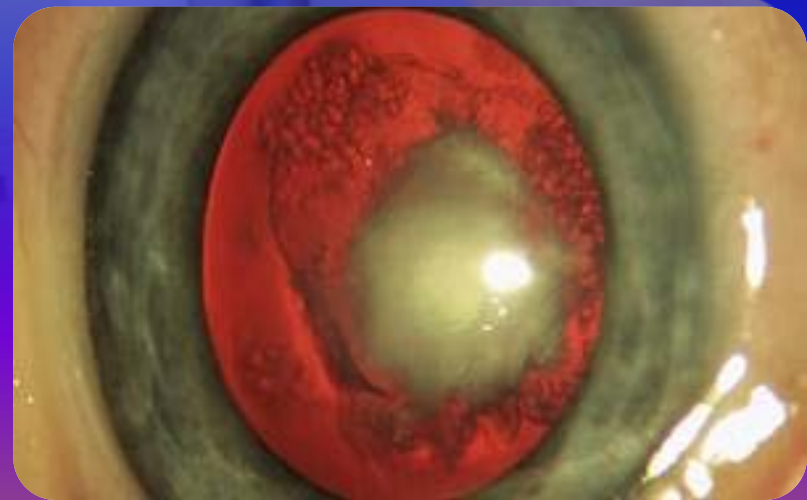
HRT/OCT

VENTAJAS

- No invasivo (util en niños)

DESVENTAJAS

- Opacidad de medios
- Operador dependiente





HRT/OCT

¿Cuándo usarlos?

.Dificultades en el **DIAGNÓSTICO**

.CVC no confiable

.**SEGUIMIENTO / PROGRESIÓN**

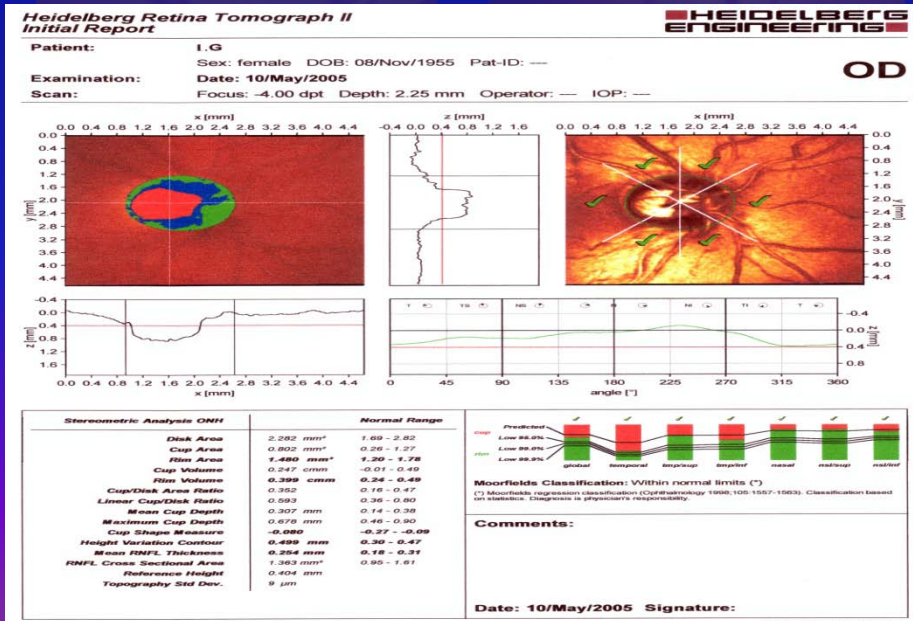


HRT/OCT ¿Cuándo usarlos?

Sospecha de Glaucoma por el aspecto de Papila Optica, diagnostico y seguimiento



Una gran excavación en el contexto de un disco óptico grande puede ser normal, mientras que una pequeña excavación en un disco óptico pequeño puede ser indicativa de daño glaucomatoso.
(Caprioli / Jonas et al)



Stereometric Analysis ONH	Normal Range
Disk Area	2.282 mm ² 1.69 - 2.82
Cup Area	0.802 mm ² 0.26 - 1.27
Rim Area	1.480 mm² 1.20 - 1.78
Cup Volume	0.247 cmm -0.01 - 0.49
Rim Volume	0.399 cmm 0.24 - 0.49
Cup/Disk Area Ratio	0.352 0.16 - 0.47
Linear Cup/Disk Ratio	0.593 0.36 - 0.80
Mean Cup Depth	0.307 mm 0.14 - 0.38
Maximum Cup Depth	0.678 mm 0.46 - 0.90
Cup Shape Measure	-0.080 -0.27 - -0.09
Height Variation Contour	0.499 mm 0.30 - 0.47
Mean RNFL Thickness	0.254 mm 0.18 - 0.31
RNFL Cross Sectional Area	1.363 mm ² 0.95 - 1.61
Reference Height	0.404 mm
Topography Std Dev.	9 μm

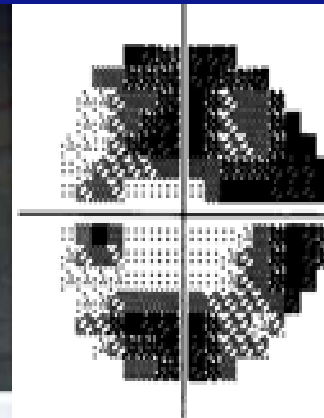
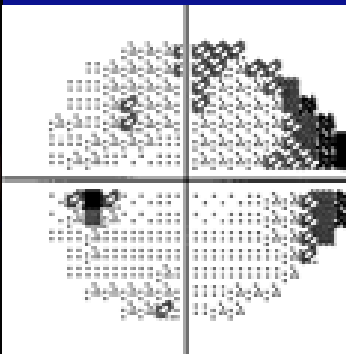
Glaucoma Juvenil : Seguimiento con OCT

AÑO 2002

Varón, 15 años

TO: OD 25 mmHg

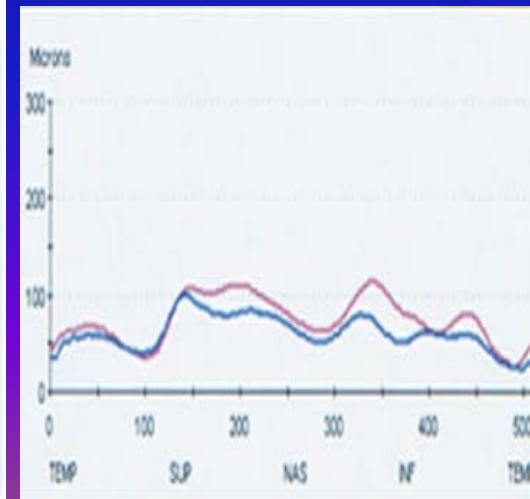
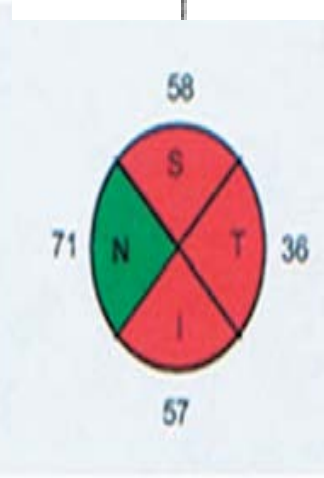
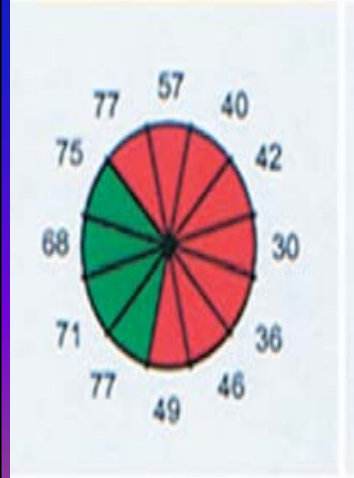
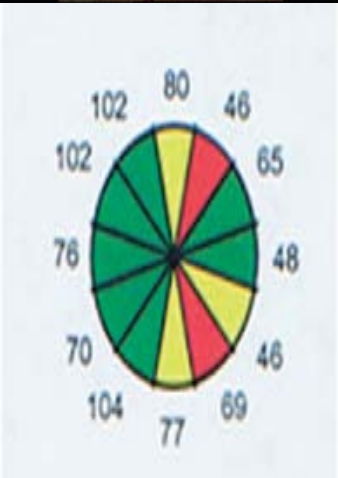
OI 28 mmHg



AÑO 2006

TO: OD 25 mmHg

OI 32 mmHg



HRT/OCT ¿Cuándo usarlos?

Megalopapila

Niño 6 años

Control

OD 10/10 sc

OI 10/10 sc

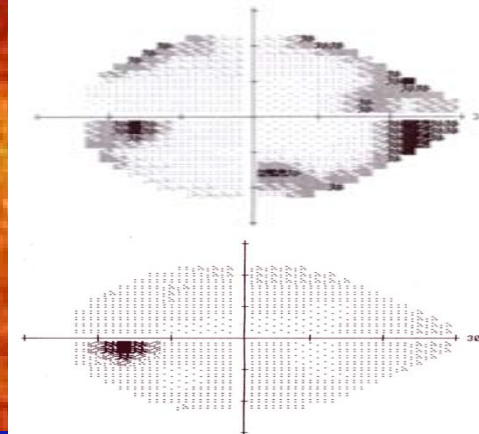
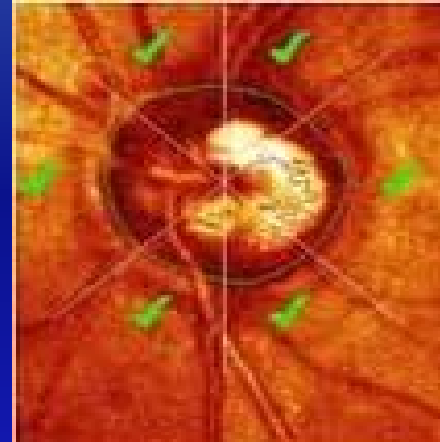
FO: OD normal

OI Megalopapila

TO: 11 AO

Paqui: 540 / 550

Ex.Neurolog.Normal

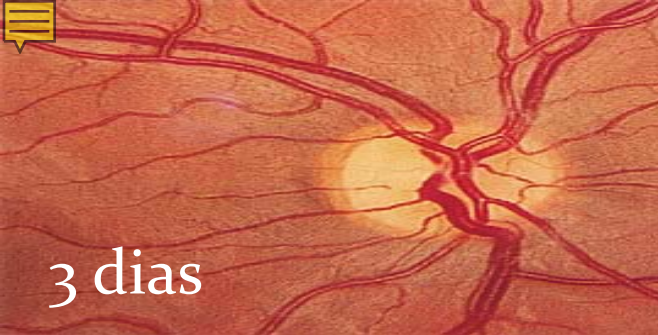


Stereometric Analysis Disk

Disk Area:	3.238 mm ²
Cup Area:	1.625 mm ²
Cup/Disk Area Ratio:	0.502
Rim Area:	1.613 mm ²
Cup Volume:	0.714 cmm
Rim Volume:	0.188 cmm
Mean Cup Depth:	0.389 mm
Maximum Cup Depth:	0.792 mm

Stereometric Analysis Disk

Cup Shape Measure:	-0.041
Height Variation Contour:	0.146 mm
Mean RNFL Thickness:	0.099 mm
RNFL Cross Section Area:	0.631 mm ²
Reference Height: (Std)	0.130 mm



3 dias

Neuropatía Óptica Traumática

.Varón 14 años,
accidente de moto

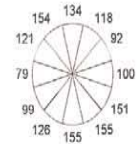
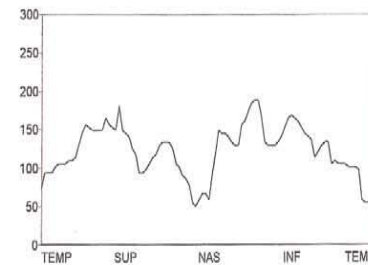
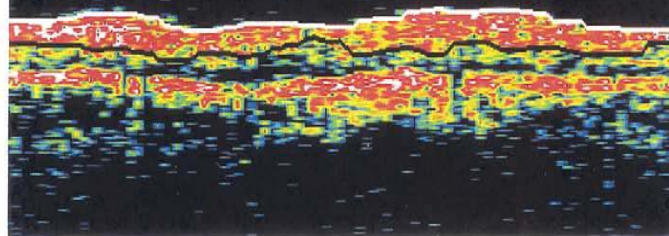
.OD V.luz / DPAR



70 dias

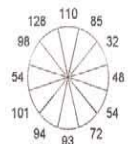
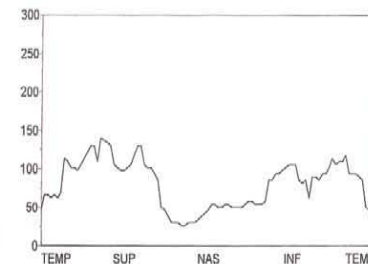
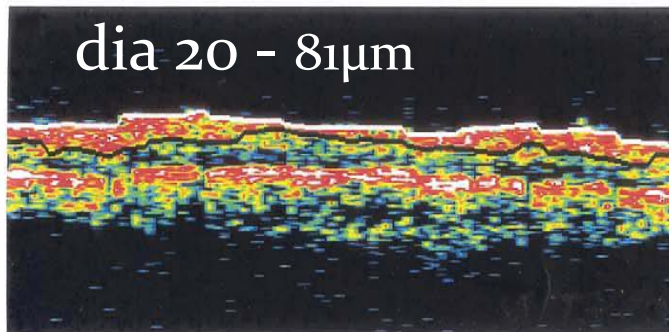
A

dia 3 - 135 μ m



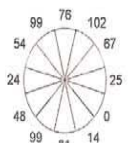
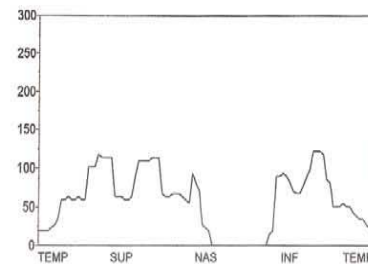
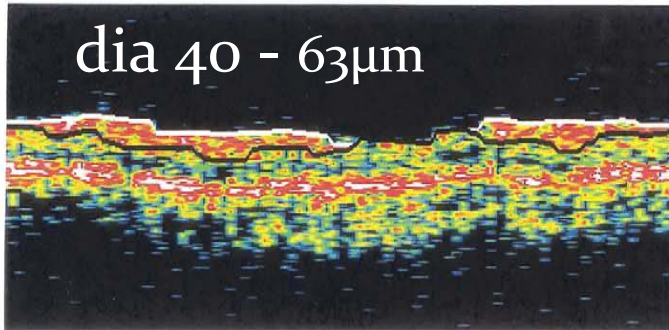
B

dia 20 - 81 μ m



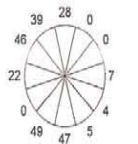
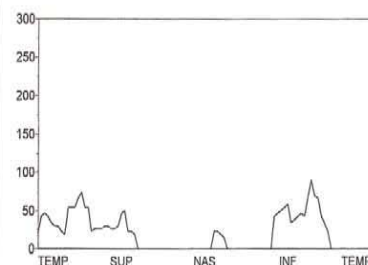
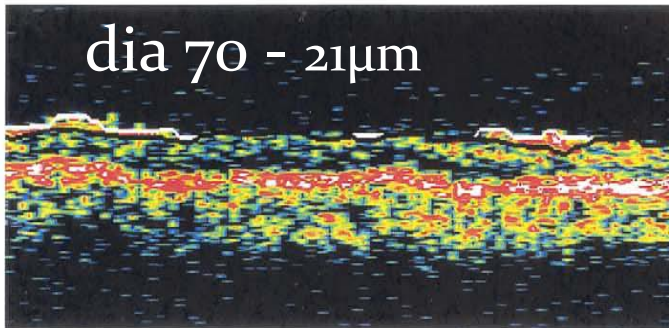
C

dia 40 - 63 μ m



D

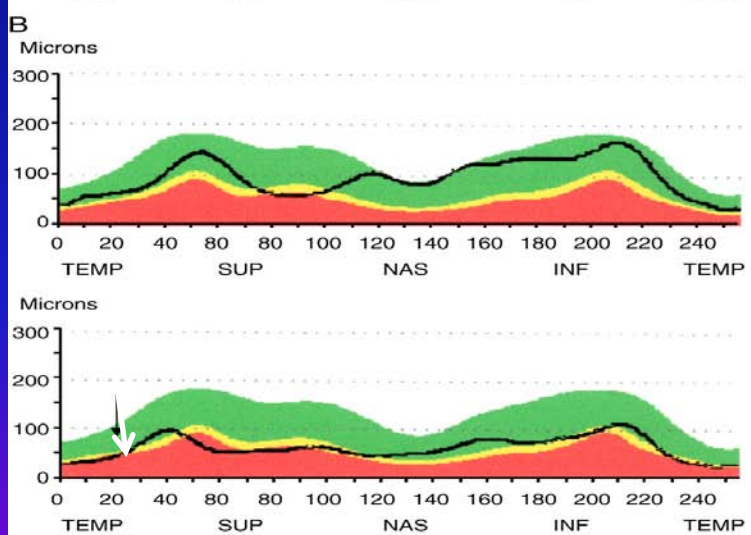
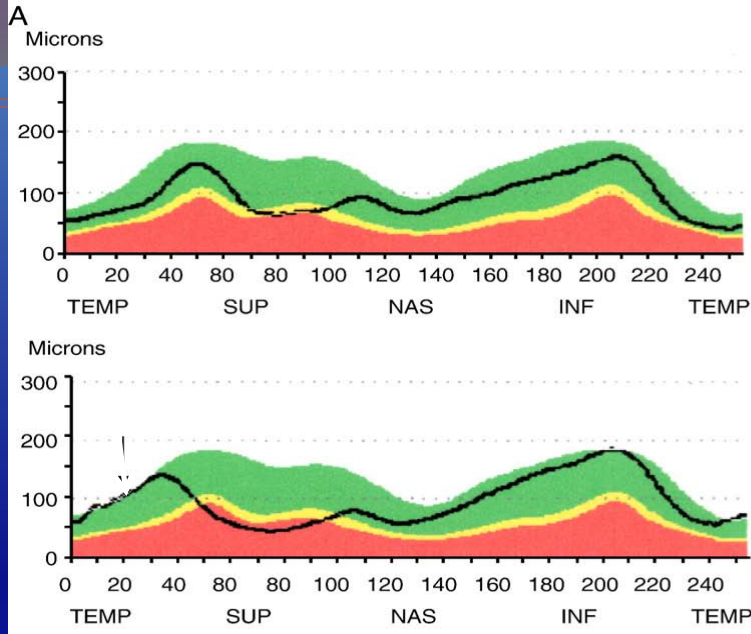
dia 70 - 21 μ m



Neuritis Optica Retrobulbar

OCT

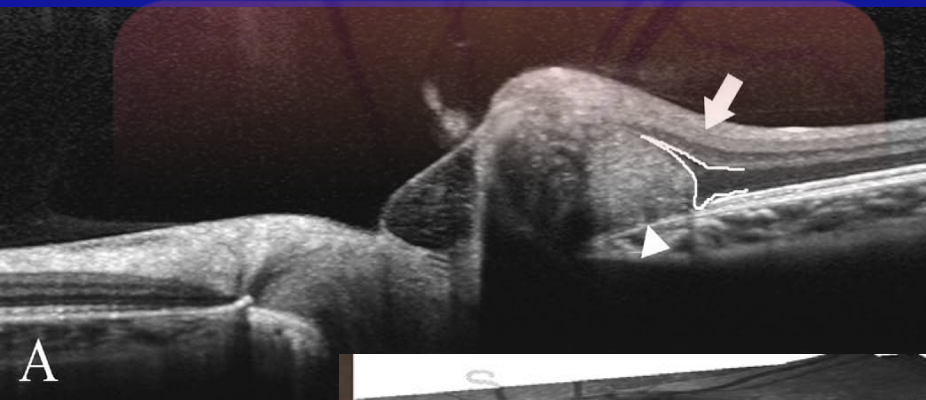
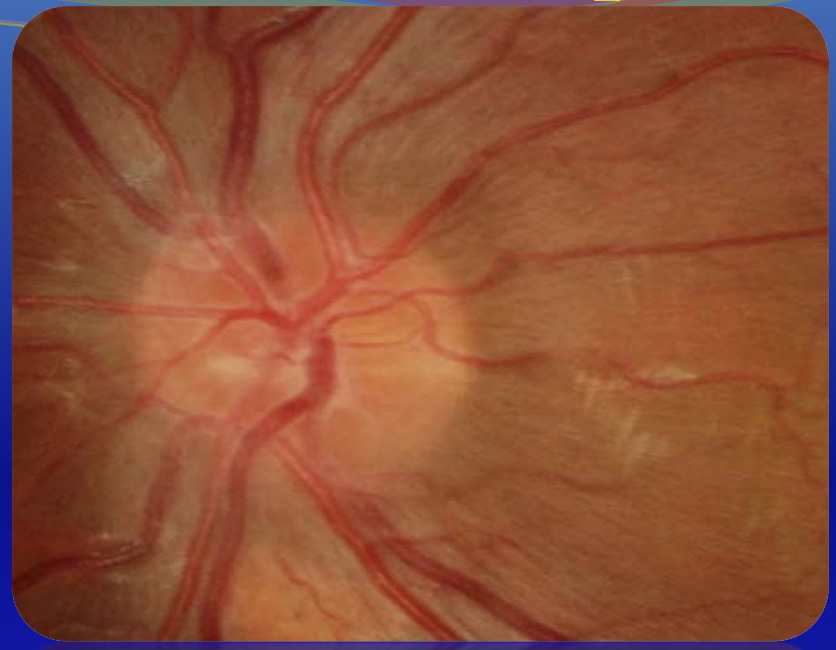
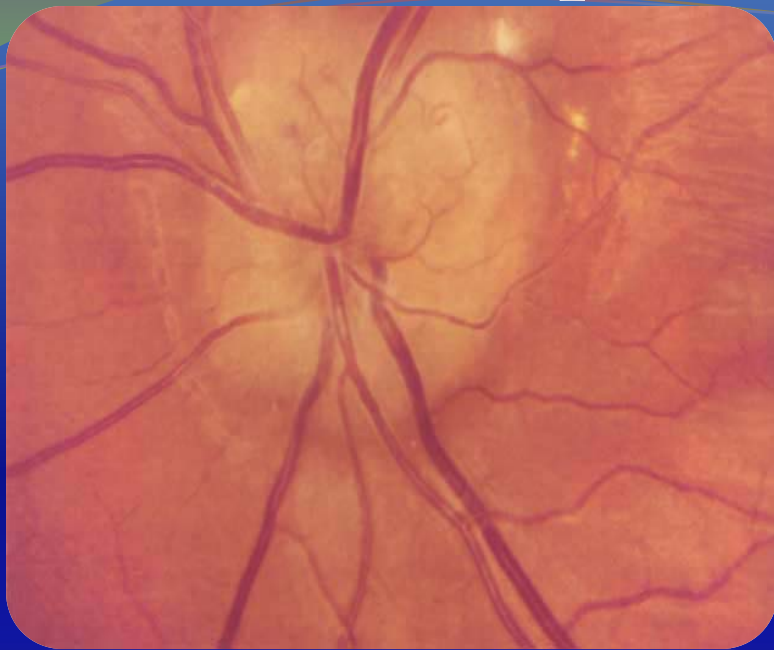
Mujer 16 años
Dism AV OI
OD 20/20
OI 20/40
FO: AO normal
3 meses...
OI 20/20



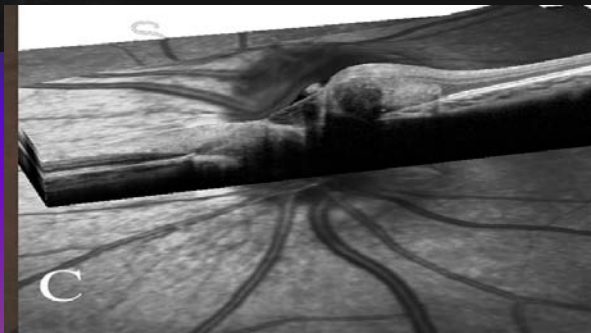
Drusen de Papila

vs

Edema de Papila

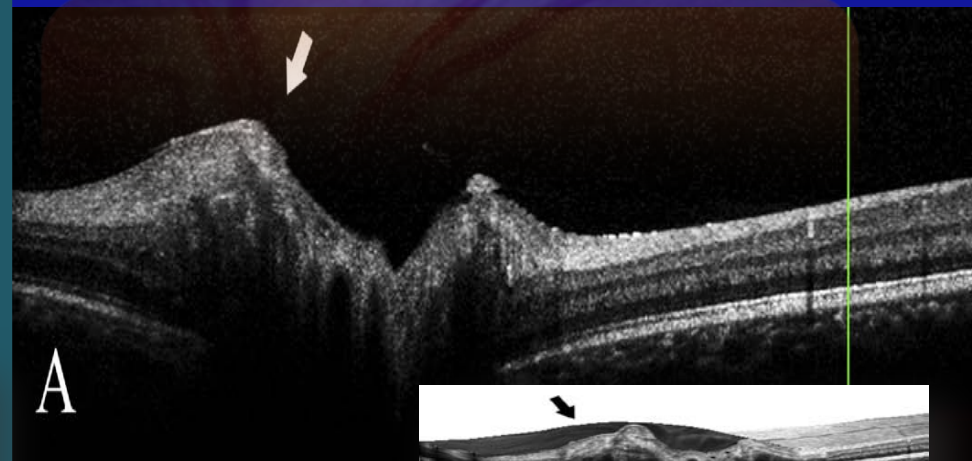


A

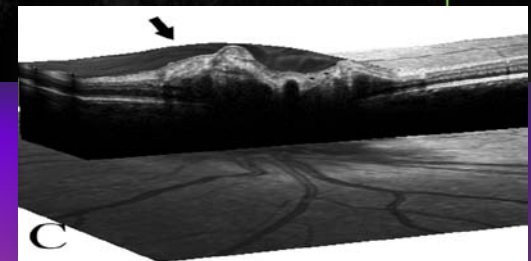


C

B



A



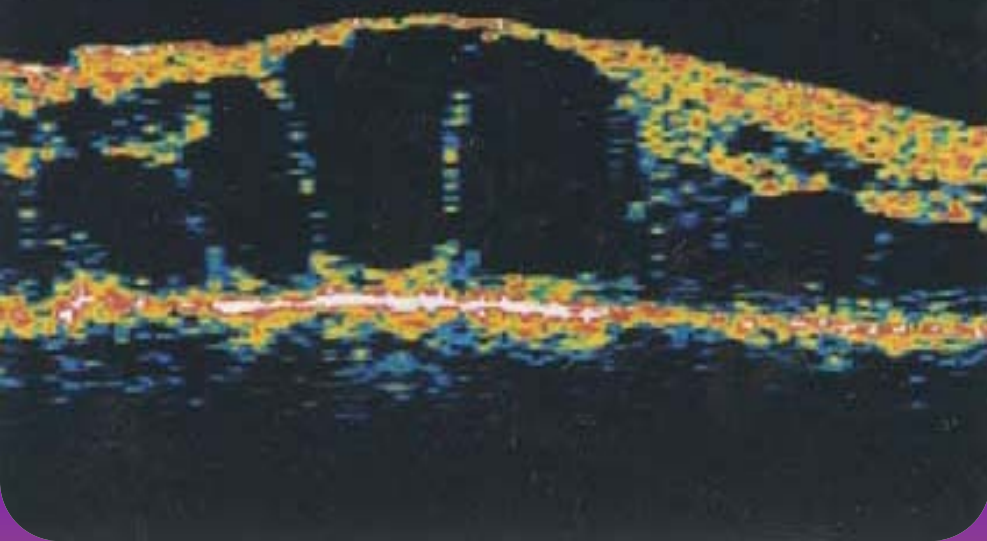
C

OCT

UVEITIS *intermedia*

Edema macular cistoideo

(Espesor Macular 459 μm)



Niña 7 años

Disminución progresiva
AV OI

OCT - SHAKEN BABY SYNDROME

Varón de 7 meses

Convulsiones

Fractura de cráneo, hemorragia subdural, hematoma en el cuello

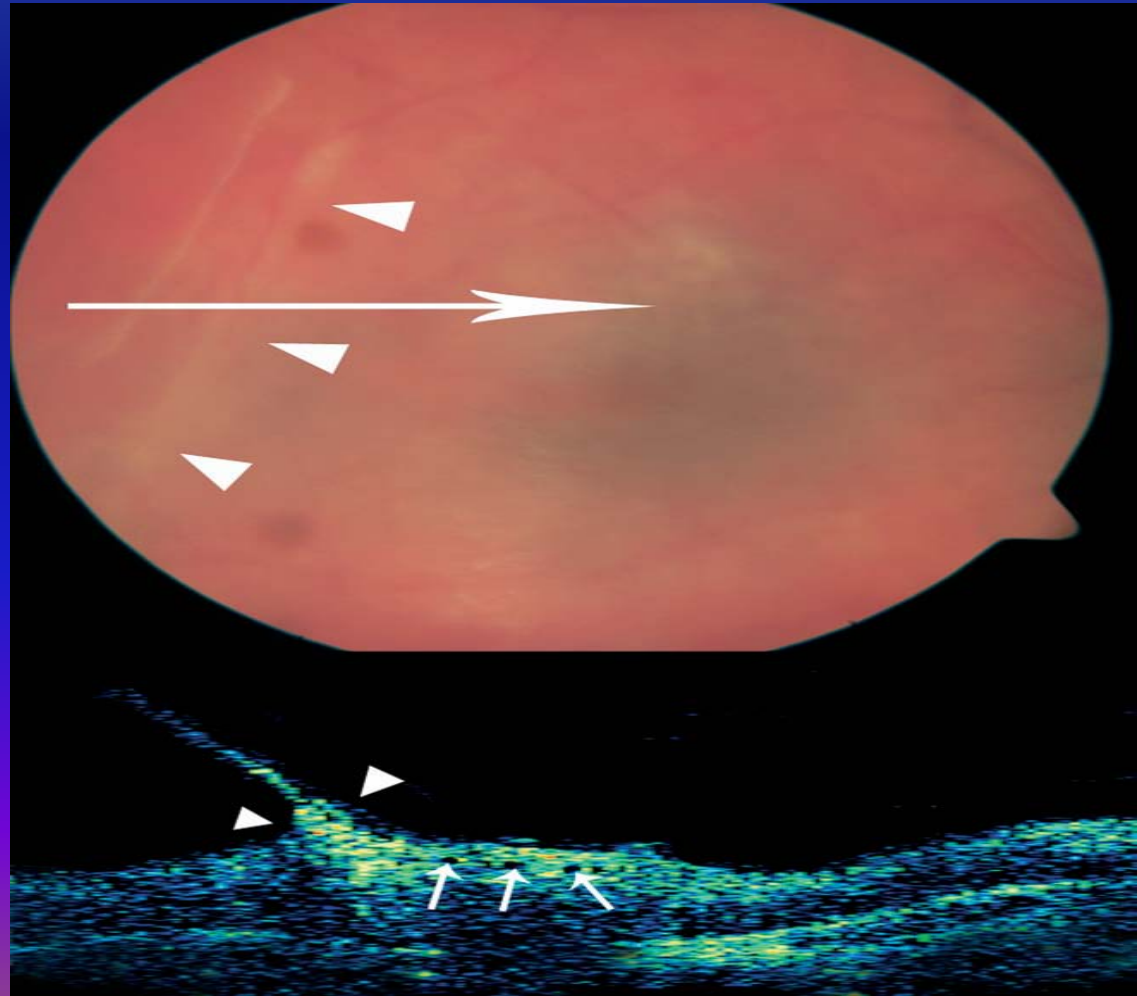
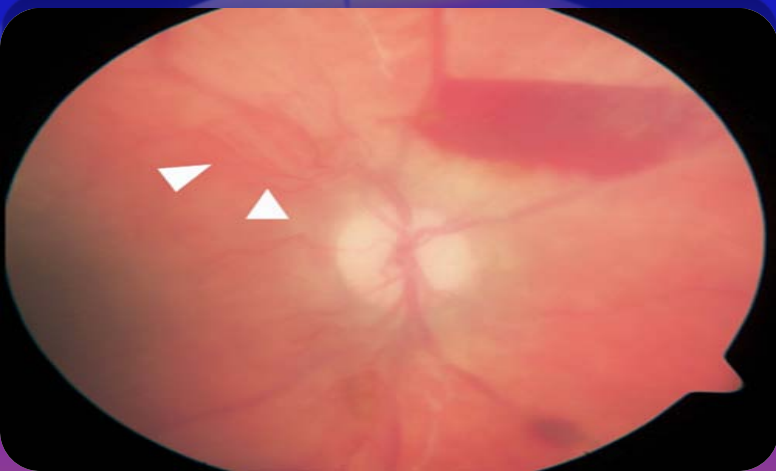
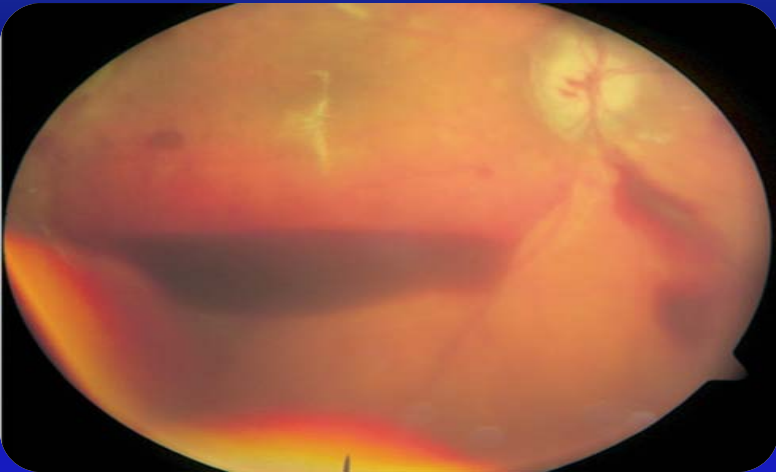
Mal Pronostico

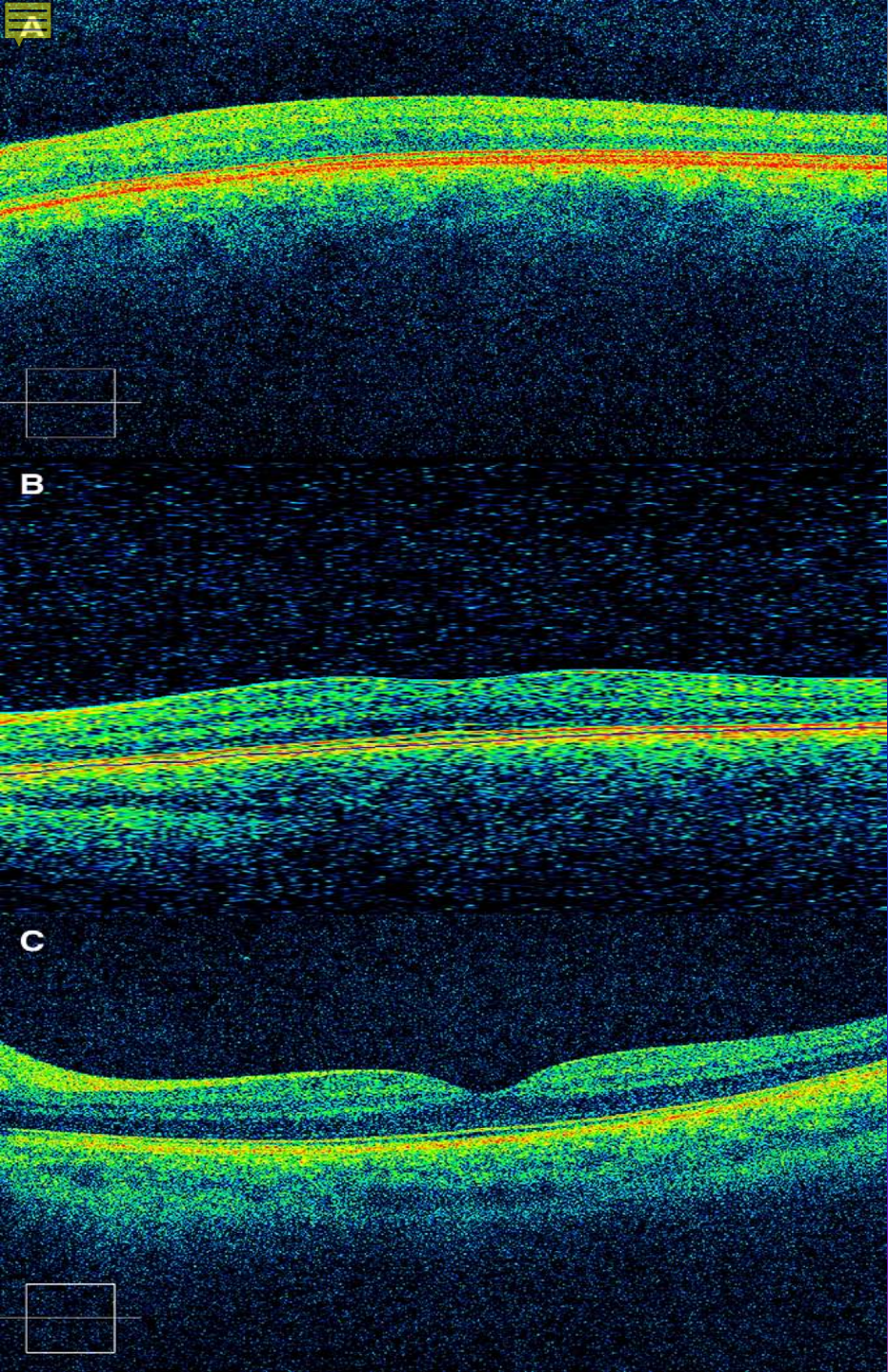
Pliegue retinal perimacular

Retinosquiasis Macular

Agujero Macular

Membrana epiretinal





OCT y NISTAGMUS

Albinismo Oculocutaneo

Fovea plana

Albinismo Oculocutaneo

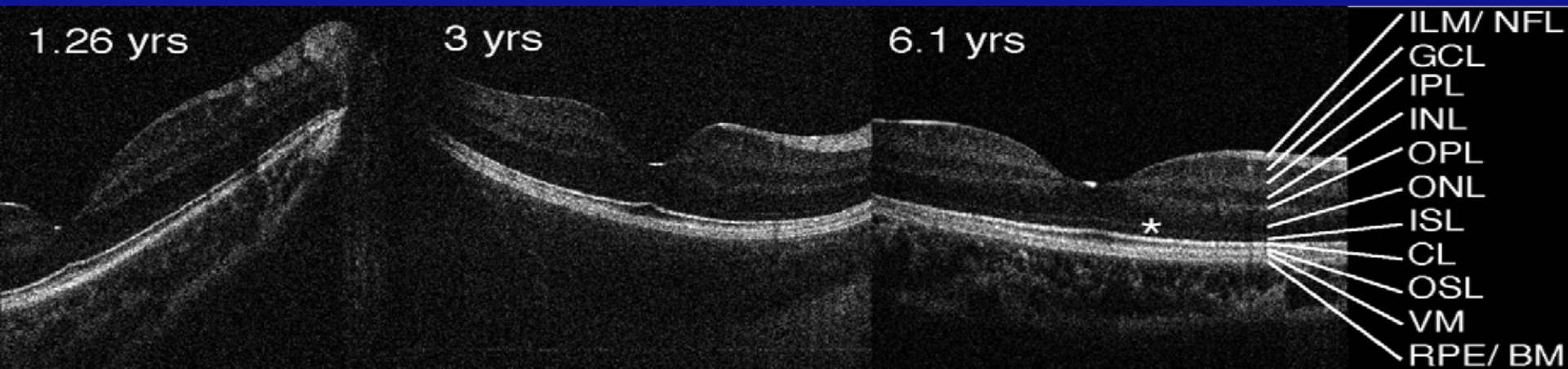
Diferenciación Foveal minima

Síndrome Nistagmus Infantil

Fovea normal

OCT / HRT

Si bien los parámetros aun no estan estandarizados para la población pediátrica, existen varios trabajos que muestran su **utilidad en niños**



Espesor Foveal : Niños (221 μ m) > Adultos (182 μ m)

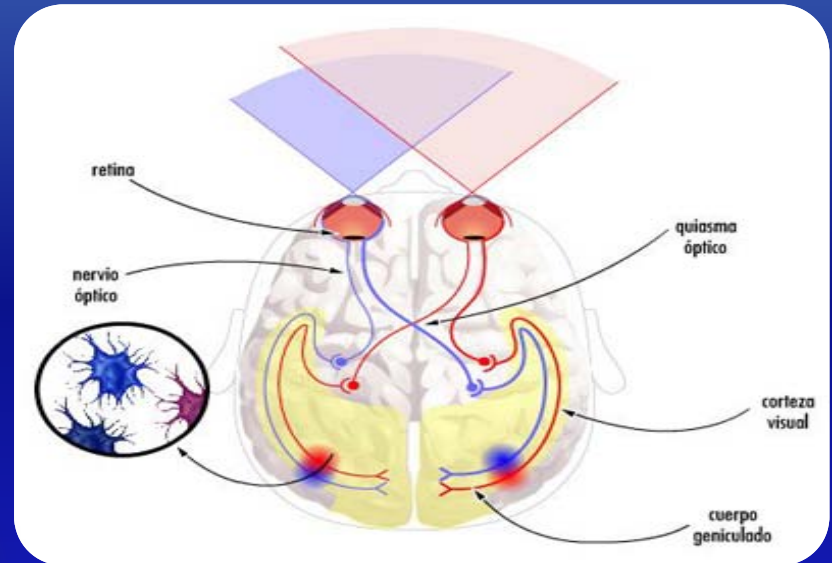
Espesor CFNR : Niño = Adultos

AMBLIOPIA Y GAFAS ELECTRONICAS

AMBLIOPÍA u “Ojo Vago”

↓AV causada por un desarrollo visual anormal

Falta de estimulación visual adecuada desde el nacimiento hasta los 7-8 años



Defectos refractivos (hipermetropía, miopía u astigmatismo), anisometropía, estrabismo y catarata congénita u opacidad corneal

Generalmente es unilateral

3 a 5% de la población

AMBLIOPIA Y GAFAS ELECTRONICAS

Tratamiento tradicional

Corrección óptica con gafas

Un tercio de los niños curarán su ojo vago sólo con llevar las gafas adecuadas

Dos tercios restantes necesitarán tratamiento rehabilitador



OCCLUSION (tapar con un parche el ojo sano)



PENALIZACION (instilar gotas de atropina que dilatan la pupila y provocan vision borrosa)



AMBLIOPIA Y GAFAS ELECTRONICAS

Tratamiento alternativo al tradicional parche en el ojo...



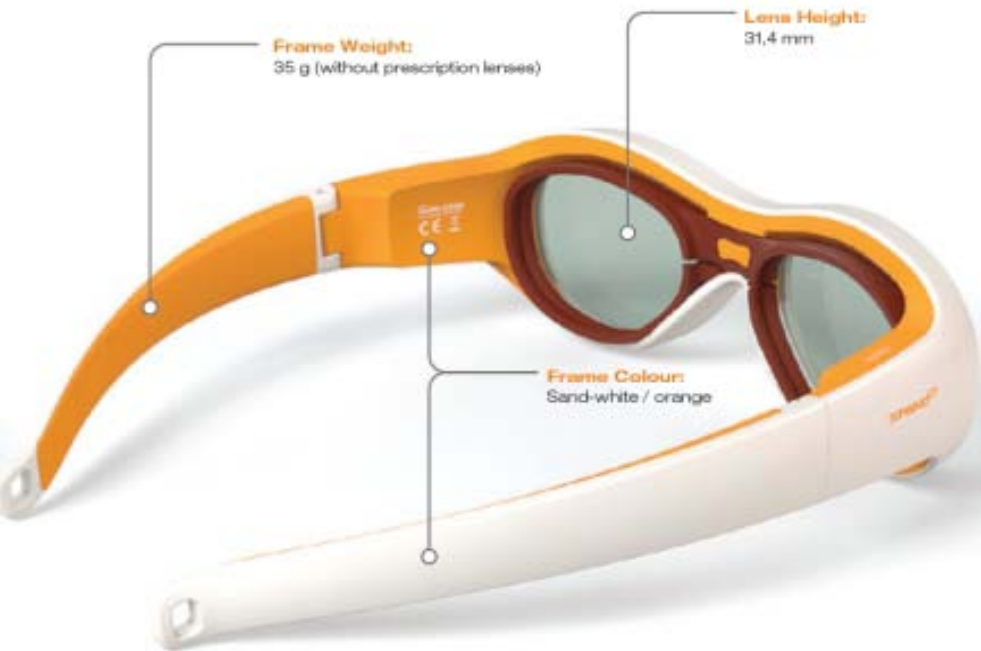
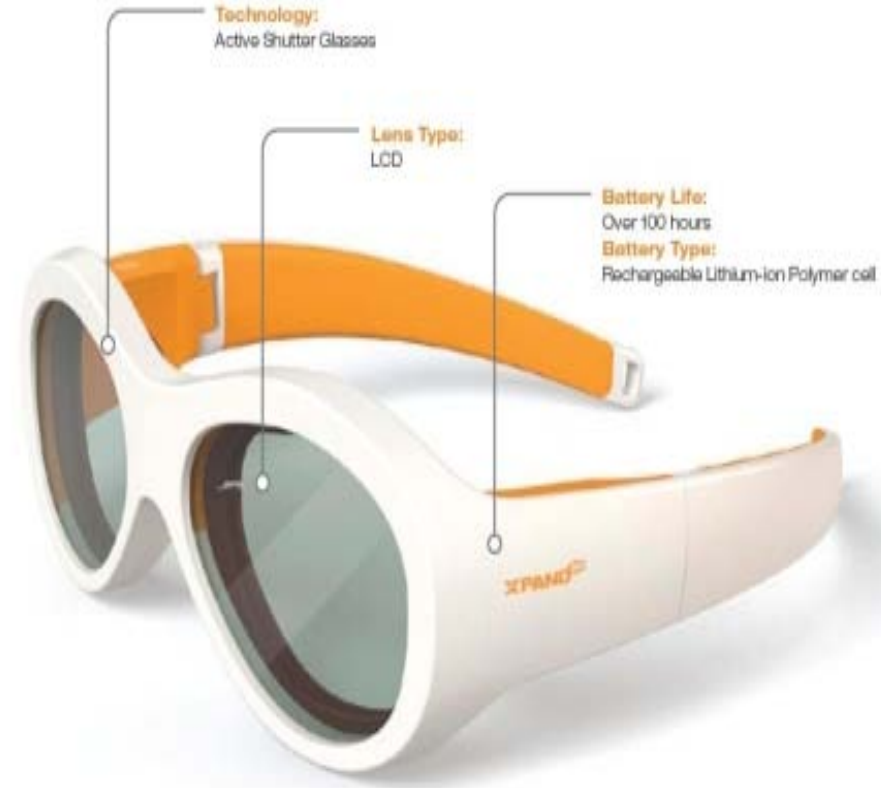
Amblyz™ Glasses

AMBLIOPIA Y GAFAS ELECTRONICAS

tecnología **LCG (Liquid Crystal Glasses)**

permite **oscurecer hasta ocluir la visión de uno de los dos ojos** y forzar de esta manera al otro a trabajar

batería disimulada en una de las varillas de la gafa le permite tener una autonomía de hasta 100 horas



programar la lente que debe ocluirse, durante cuanto tiempo y con cual frecuencia

obturador electrónico que está controlado por un microchip preprogramado e integrado a una lente óptica refractiva situada ante el “ojo sano”

Clin Ophthalmol. Dec 2007; 1(4): 403–414.

PMCID: PMC2704537

Current concepts in the management of amblyopia

[Blanca Ruiz de Zárate](#) and [Jaime Tejedor](#)

Amblyopia treatment

Liquid crystal glasses

Liquid crystal glasses have recently been developed as a *new treatment for amblyopia*. Liquid crystal glasses with the appropriate correction provide an electronic, controlled, intermittent occlusion of the sound eye allowing for visual stimuli input to the amblyopic fellow eye. A liquid crystal glass in the sound eye is used as an intermittent flickering shutter switched between “on”, or occlusion, and “off”, or light transmission. The flickering sequence can be adapted to the depth of amblyopia, the length of treatment, and the patient’s age.

In a short evaluation of the new treatment, ten amblyopic children fulfilled the study. After 5 weeks wearing this type of glasses near mean visual acuity had been improved reaching statistical significance. No control patients were included in the study ([BenEzra et al 2007](#)).

[Invest Ophthalmol Vis Sci.](#) **2010 Jul**;51(7):3395-8. doi: 10.1167/iovs.09-4568. Epub 2010 Feb 17.

Treating Amblyopia with Liquid Crystal Glasses: A Pilot Study

[Abraham Spierer^{1,2}](#), [Judith Raz^{2,3}](#), [Omry BenEzra⁴](#), [Rafi Herzog⁴](#), [Evelyne Cohen⁵](#), [Ilana Karshai⁵](#) and [David BenEzra⁵](#)

[±](#) Author Affiliations

From the ¹Goldschleger Eye Institute, Sheba Medical Center, Tel Hashomer and Sackler Faculty of Medicine, Tel Aviv University, Tel Aviv, Israel; the ³Pediatric Ophthalmology Unit, Sapir Medical Center, Kfar Saba, Israel; ⁴OphthoCare Ltd., Bat Shlomo, Israel; and the ⁵Pediatric Ophthalmology Unit, Hadassah Hebrew University Hospital, Jerusalem, Israel. Corresponding author: Abraham Spierer, Goldschleger Eye Institute, Sheba Medical Center, 52621 Tel-Hashomer, Israel; spierera@post.tau.ac.il.

[↵2](#) Contributed equally to the work and therefore should be considered equivalent authors.

Abstract

Purpose. To evaluate the use of liquid crystal glasses (LCG) for the treatment of amblyopia caused by refractive errors, strabismus, or both.

Methods. In this noncomparative, prospective, interventional case series, **28 children (age range, 4–7.8 years)** with monocular amblyopia participated, of which 24 completed the study. In the LCG, the occluding and nonoccluding phases of the flicker were electronically set in all patients at a fixed rate. The rate was set so that accumulated occlusion was 5 hours during 8 hours' wear time. Occlusion was applied only to the good eye. All 24 children were followed up regularly for 9 months. Best corrected VA for distance and near, fixation patterns, and binocular function were measured. VA for distance was measured with the Snellen chart and for near with the Rossano/Weiss chart.

Results. Mean VA for distance at the end of the study (after 9 months) was 0.59 (SD, 0.16) compared with 0.27 (SD, 0.09) at the beginning ($P < 0.001$). Most of the children (92%) complied well with the treatment. (Good compliance was defined as wearing the LCG for at least 8 hours per day.) Stereopsis at the end of treatment was good (better than 60 sec arc) in 21% of the children compared with 8% at the beginning. No serious adverse events were recorded.

Conclusions. The use of LCG in patients with amblyopia yielded an **improvement in near and distance VA and in stereopsis.** Treatment was **well accepted by children and parents.**



No invasivo – Diagn-Tto –Seguim

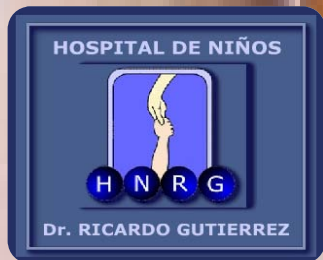
BAJA
VISION Y
TIFLOTEC
NOLOGIA

HRT - OCT

AMBLIOPIA Y
GAFAS
ELECTRONICAS



*Tratamiento alternativo al
tradicional parche en el ojo...*



SINDROME VISUAL
INFORMATICO





MUCHAS GRACIAS!!