

# TO SEE OR NOT TO SEE: THAT'S THE QUESTION

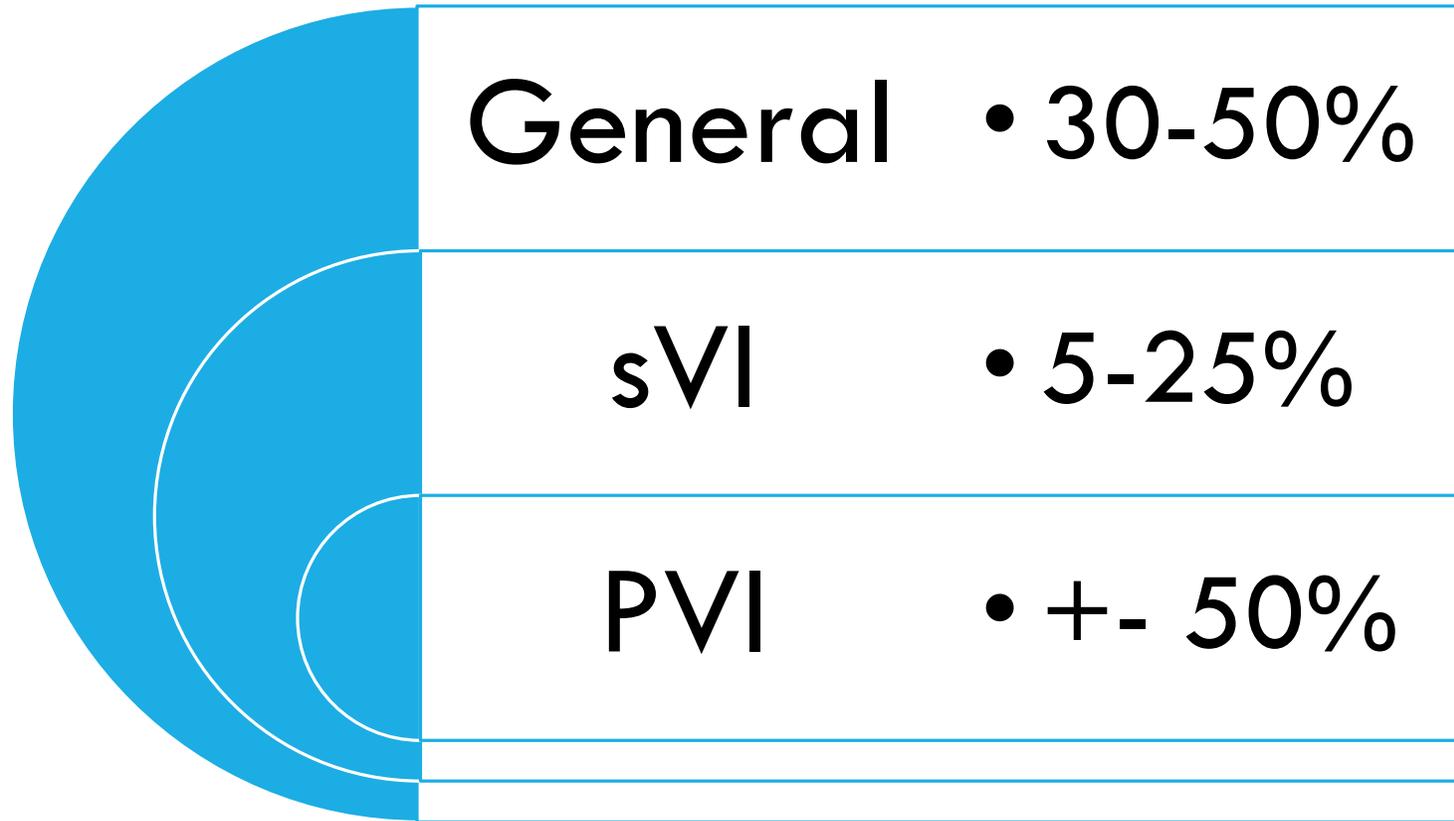
Els Ortibus, MD, PhD  
Child neurologist  
University Hospitals, KU Leuven  
and Center for Developmental  
Disabilities, Leuven, Belgium

# CONTEXT

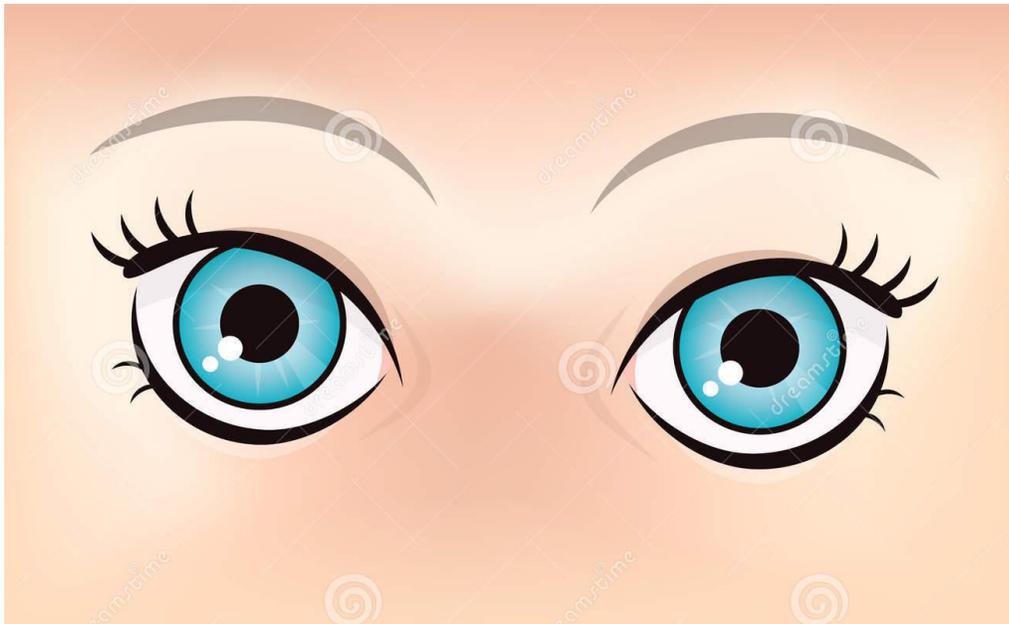


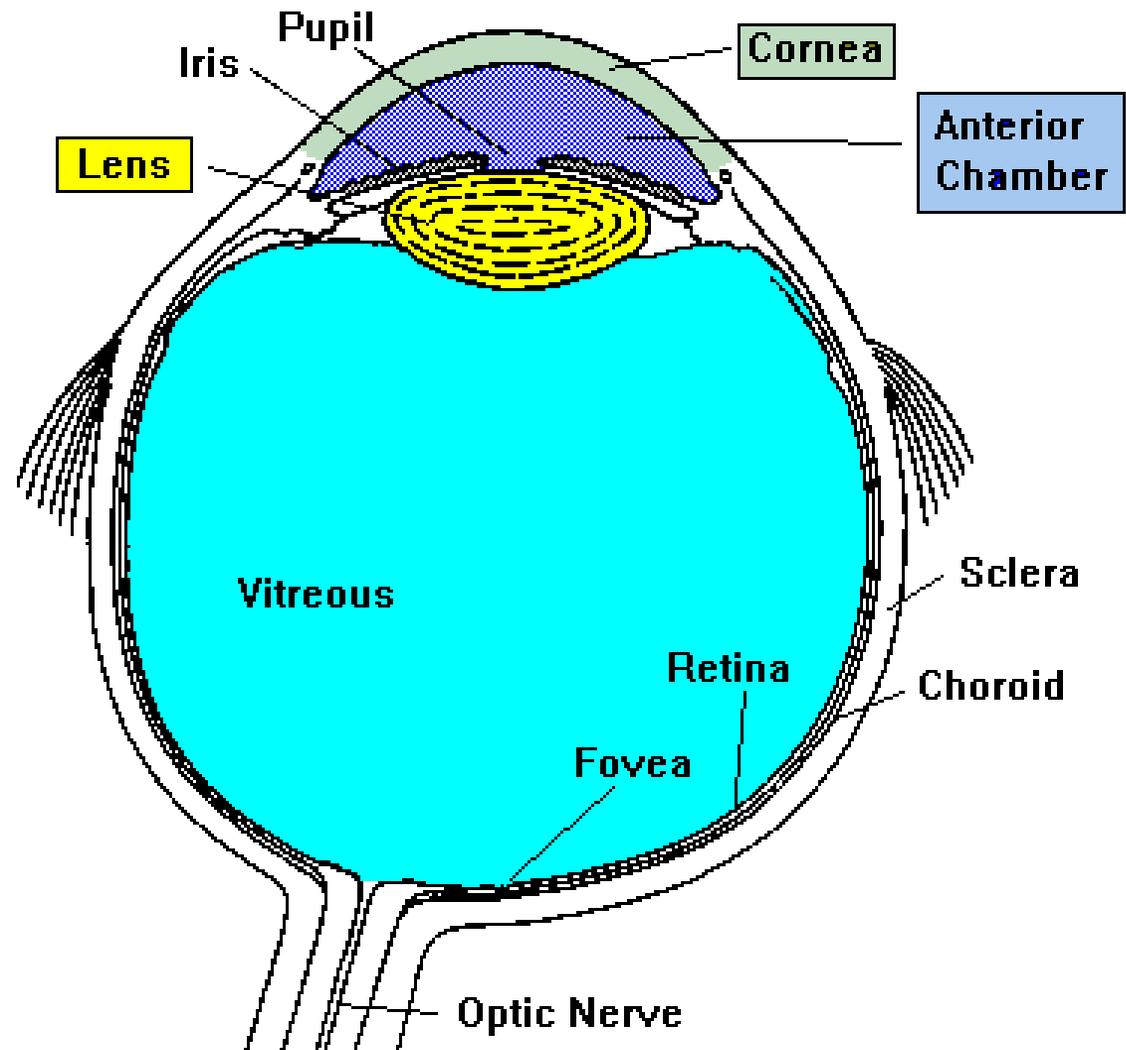


# PREVALENCE

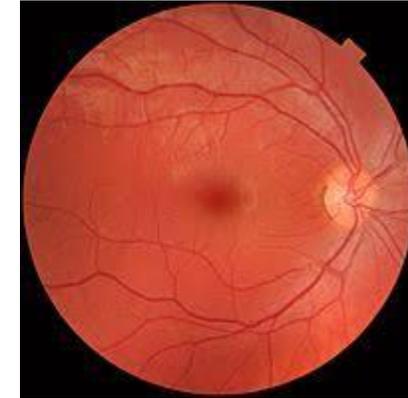


## 2 ORIGINS OF VISUAL PROBLEMS

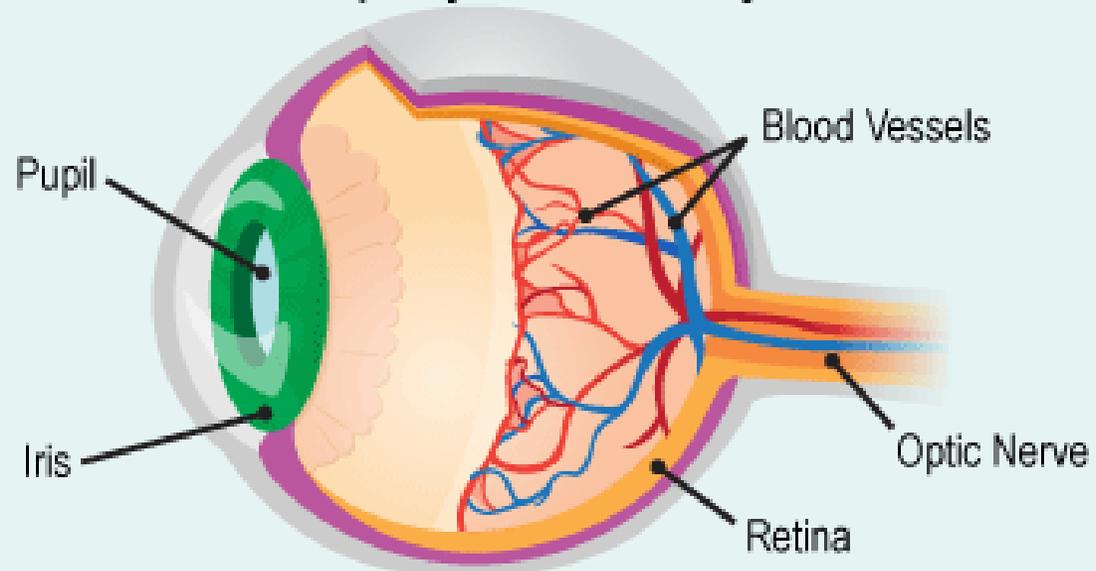




# REFRACTION PROBLEMS

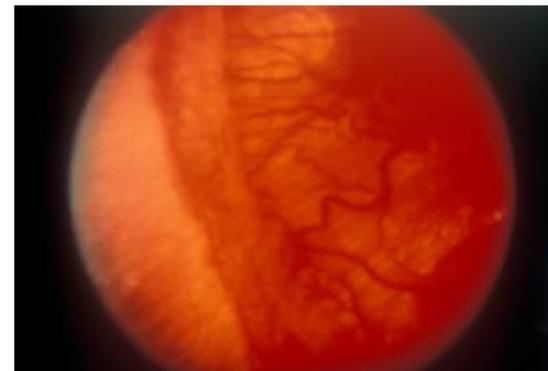
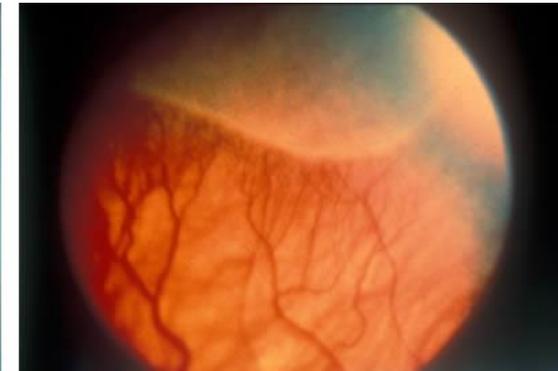


## Retinopathy of Prematurity

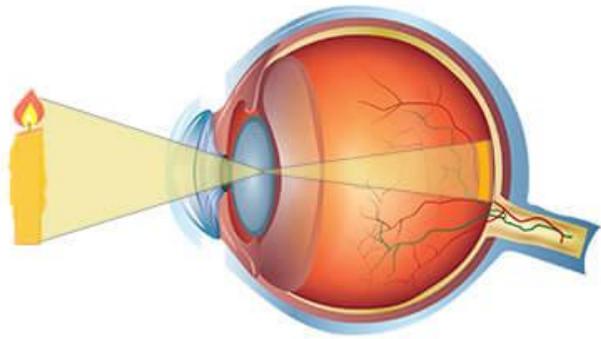


Retinopathy of prematurity causes blood vessels to grow abnormally in the retina.

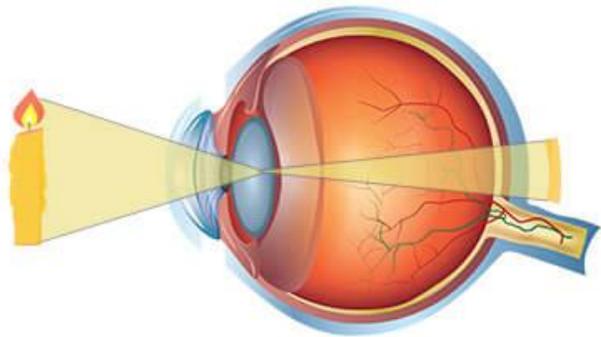
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# REFRACTION



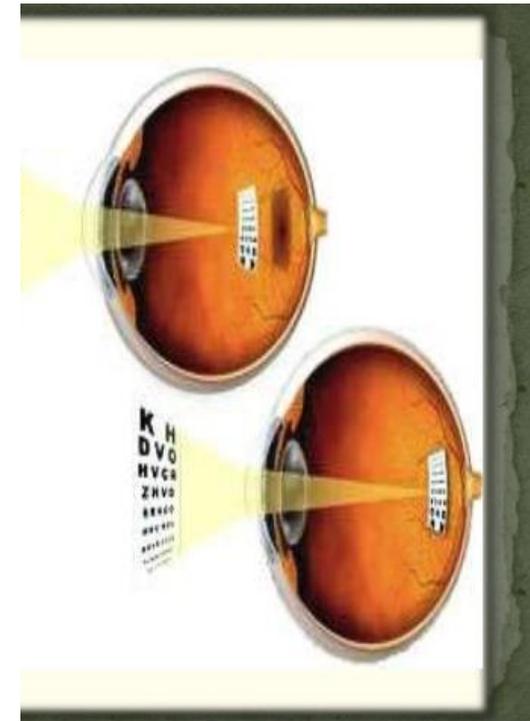
Normal Vision



Farsighted



anisometropia



# STRABISMUS

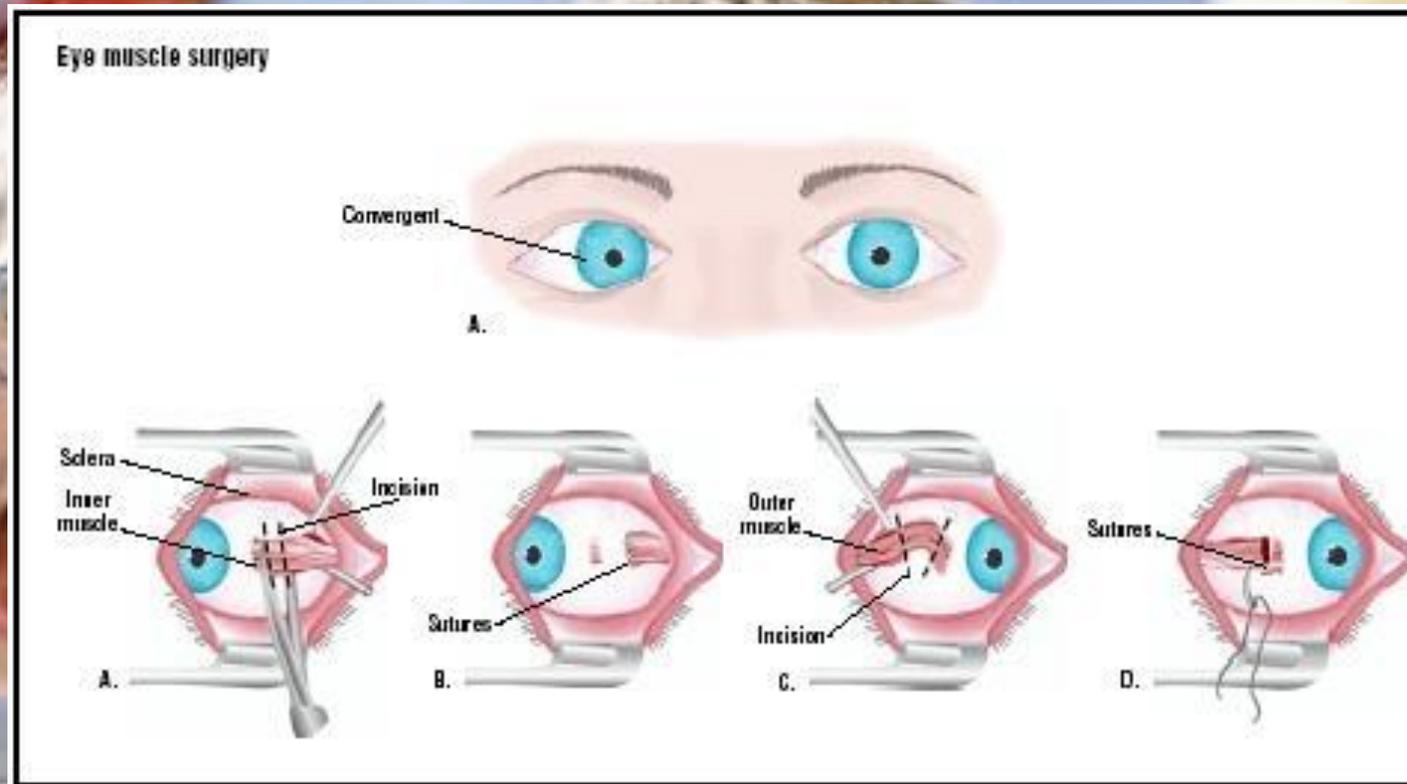
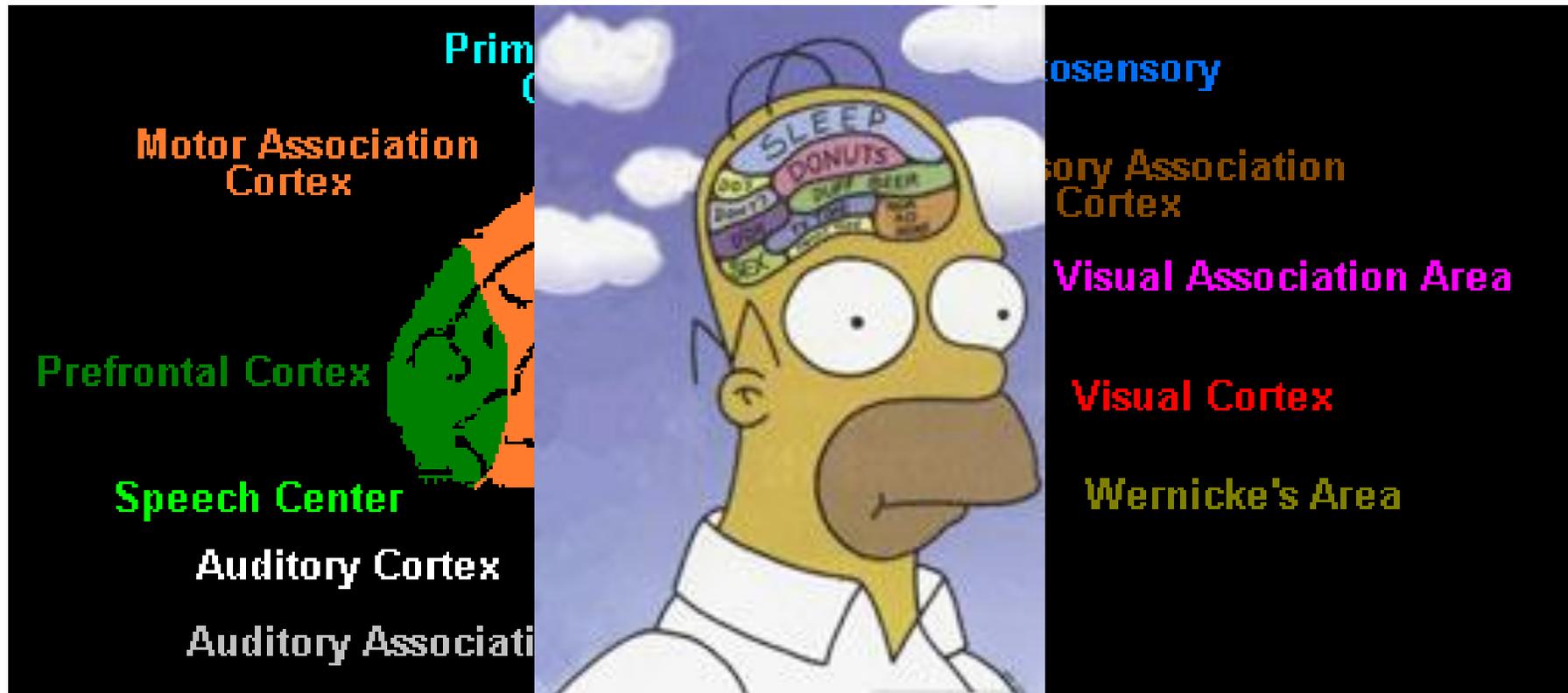


Fig. 2 Child with esotropia of the right eye.

# FROM THE RETINA TO THE CORTEX

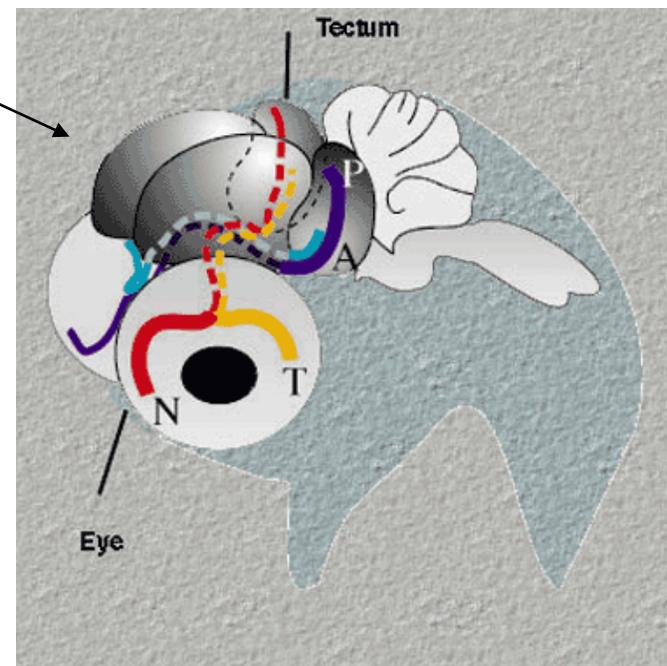
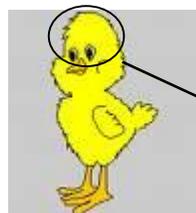


# 2 VISUAL SYSTEMS

Primary/retinocortical system

Subcortical/retinotectal visual system

# RETINOTECTAL SYSTEM



# RETINOTECTAL SYSTEM

Orienting behaviors

Seeing what you don't see?

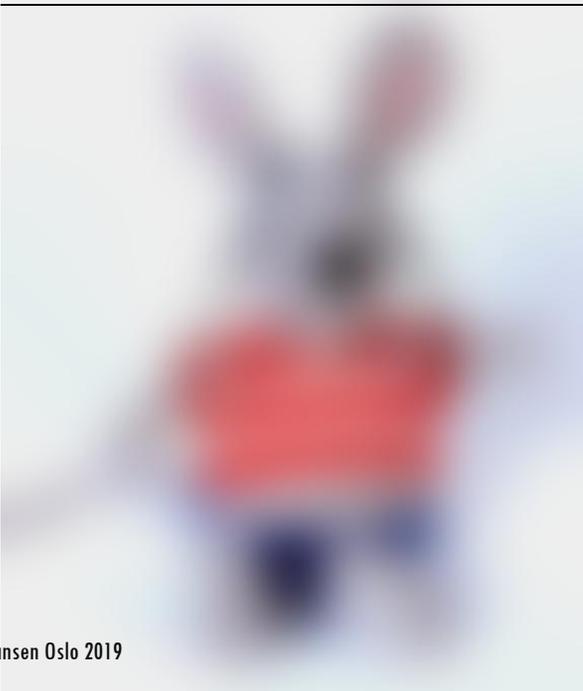
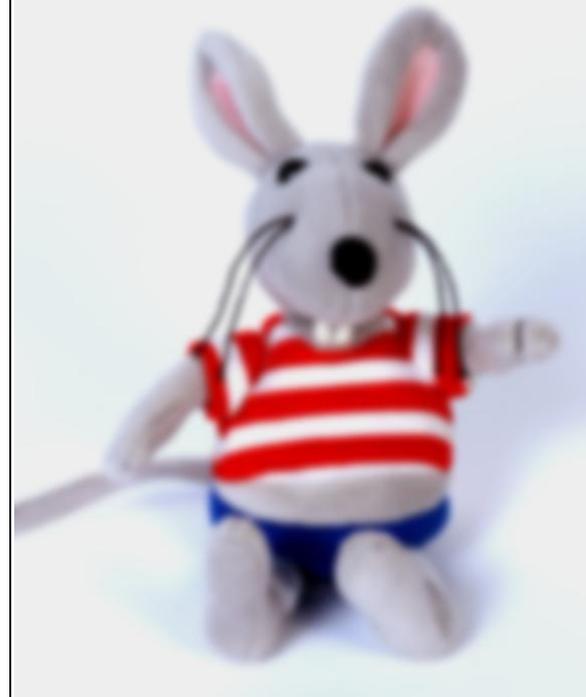






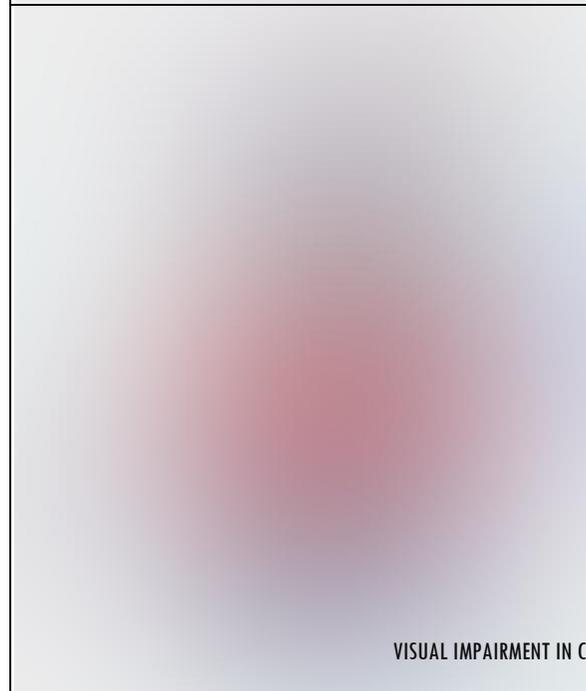
6/6

6/18



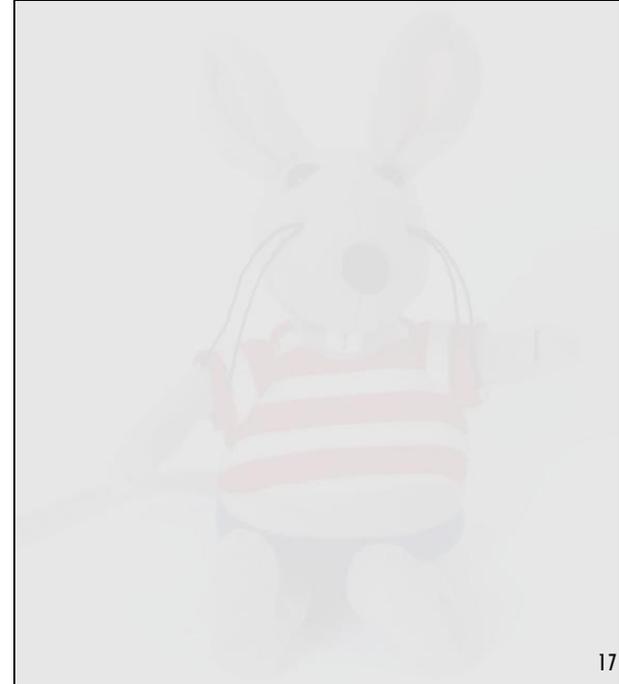
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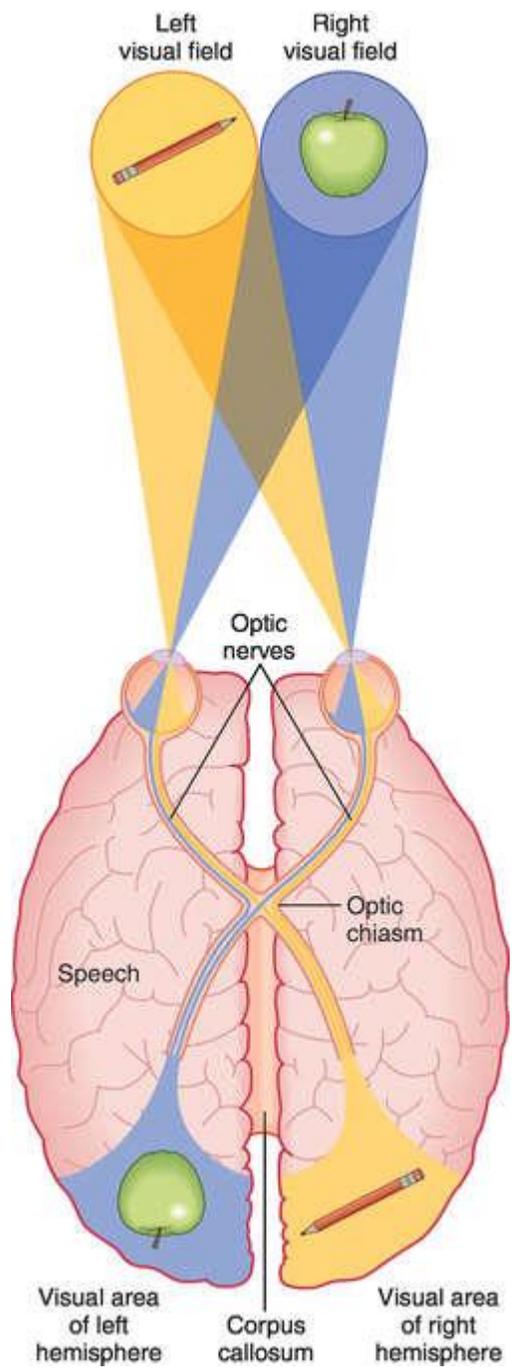
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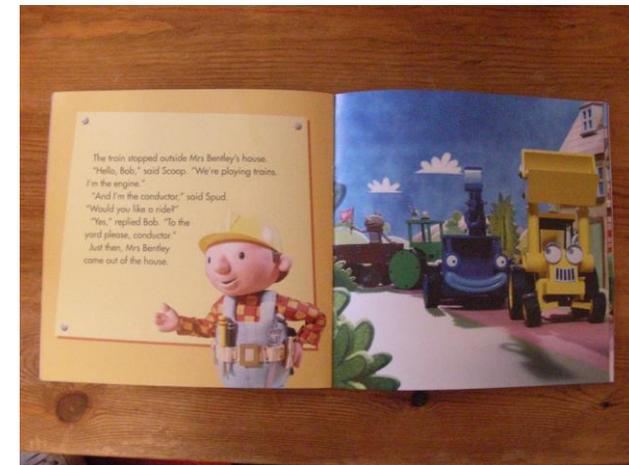
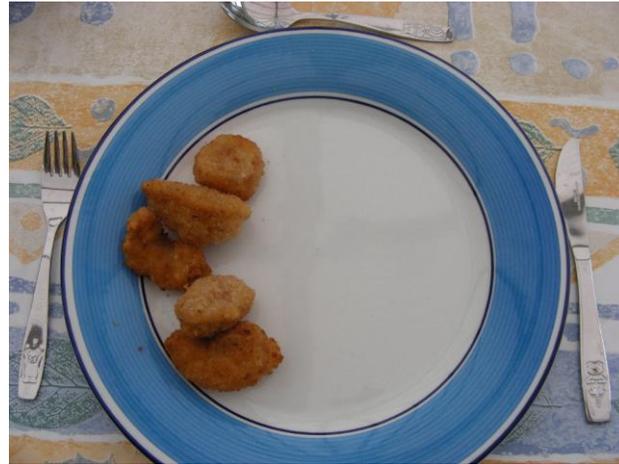


**THESE SIMULATED  
CONTRAST  
SENSITIVITIES SHOW  
THAT THE DETAIL IS  
PRESENT, BUT THE  
PICTURE IS 'WASHED  
OUT'.**

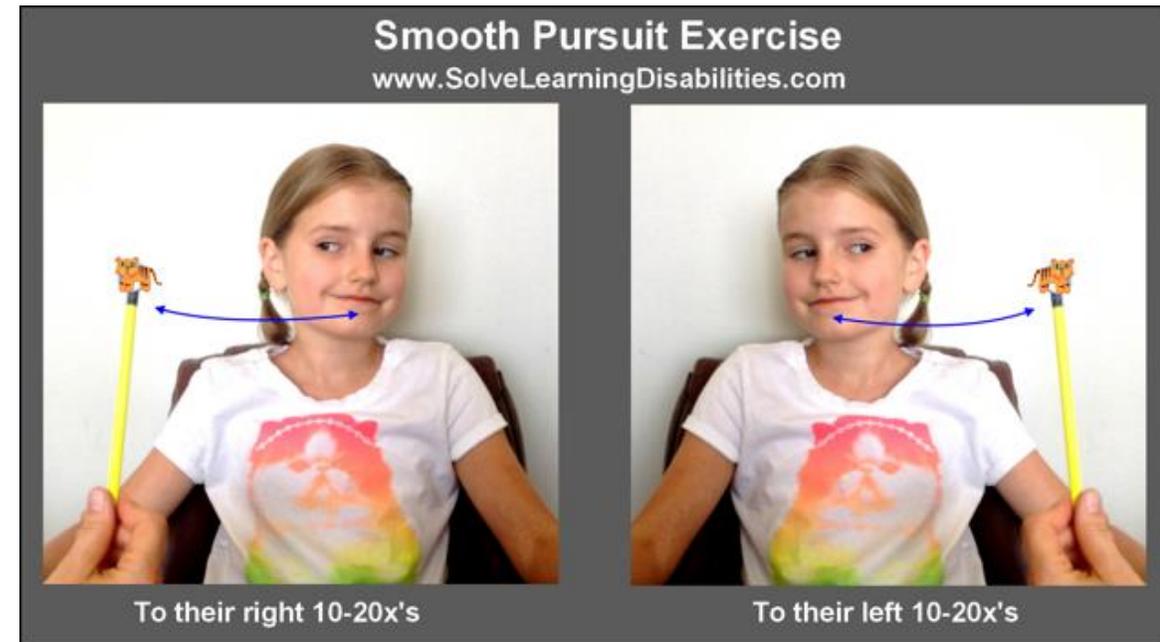
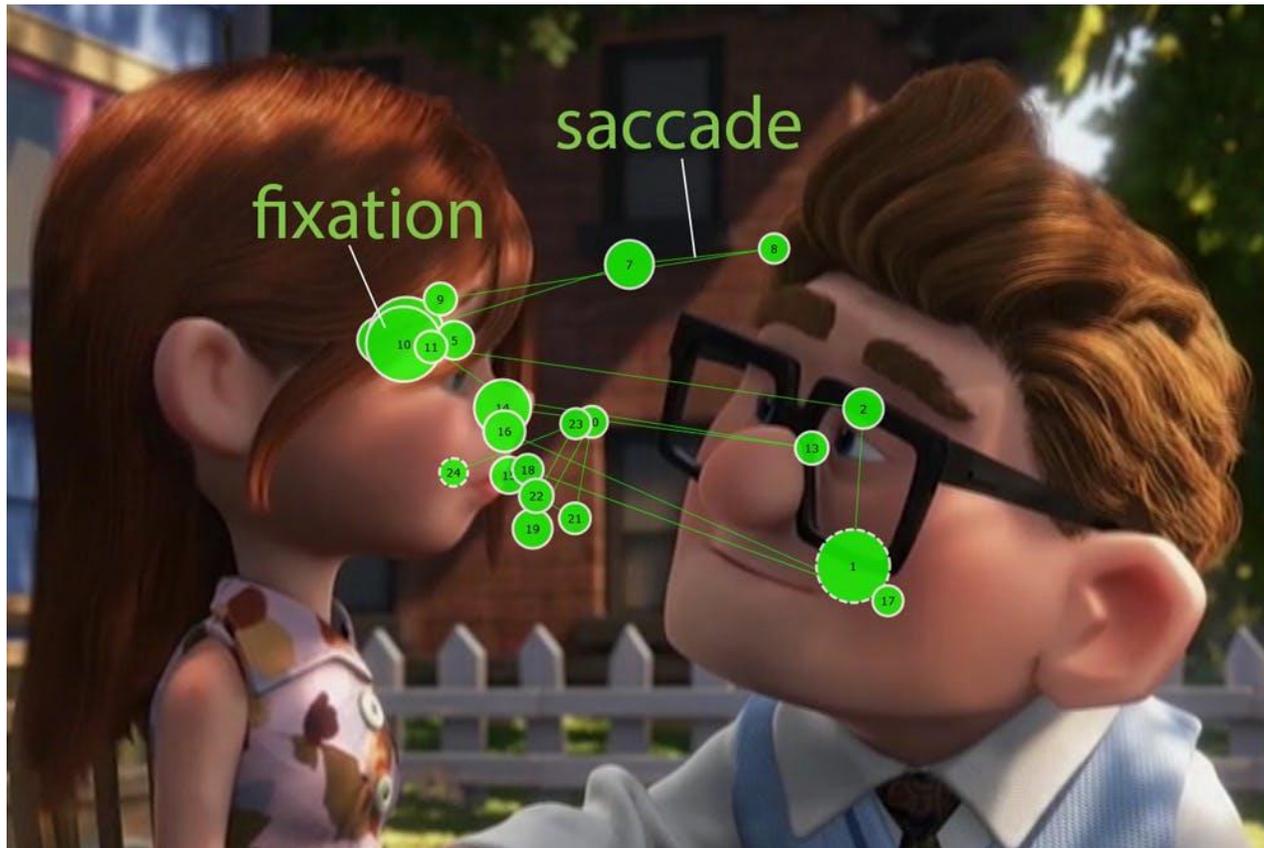




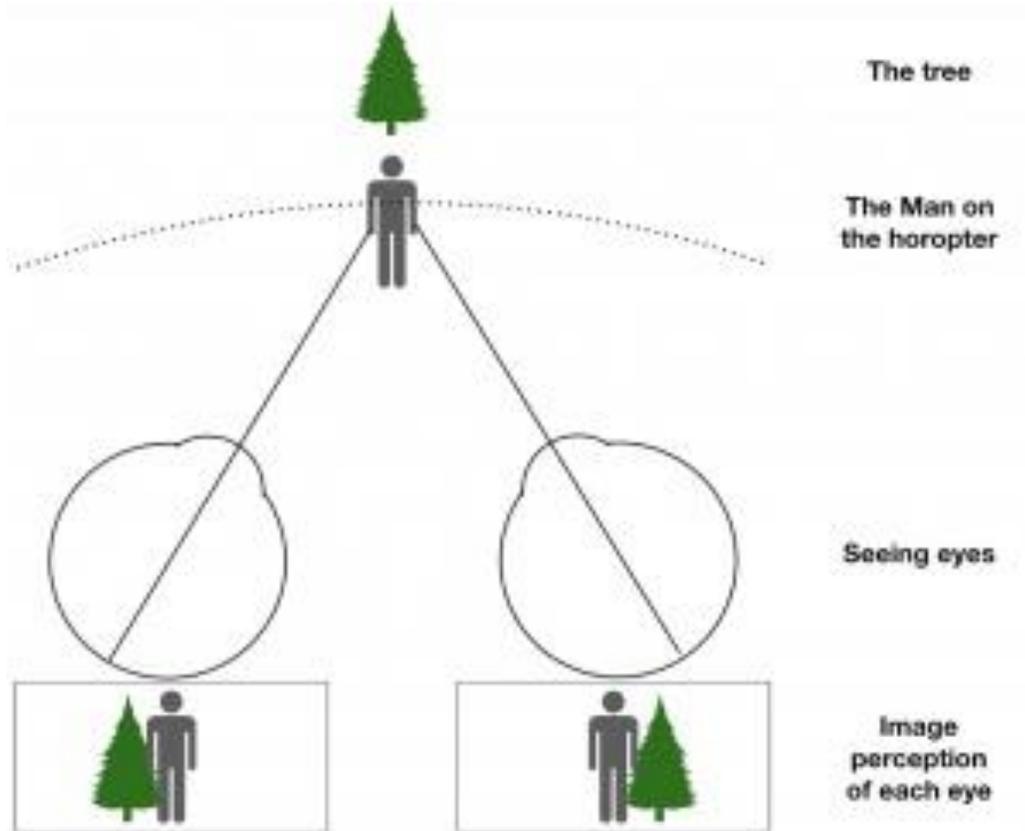
# HEMIANOPIA



# FIXATION — SACCADES — PURSUIT



# STEREOPSIS AND DEPTH PERCEPTION



# STEREOPSIS AND DEPTH PERCEPTION

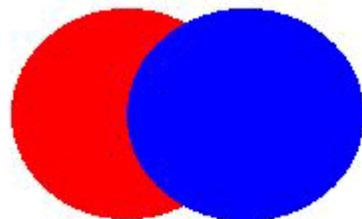
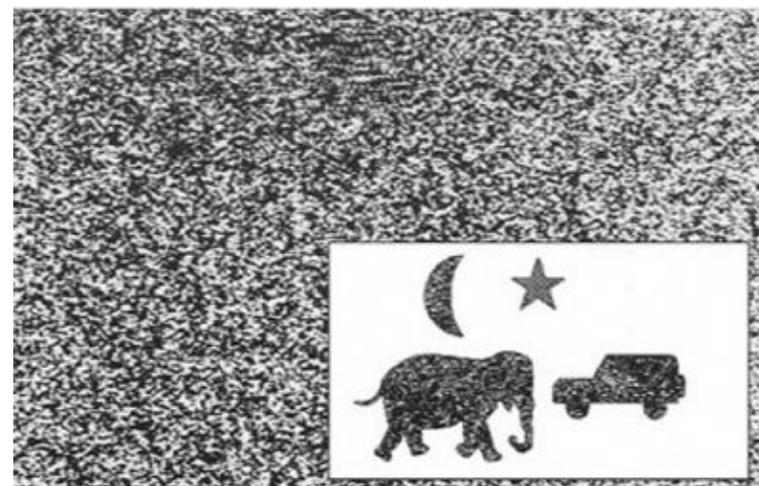
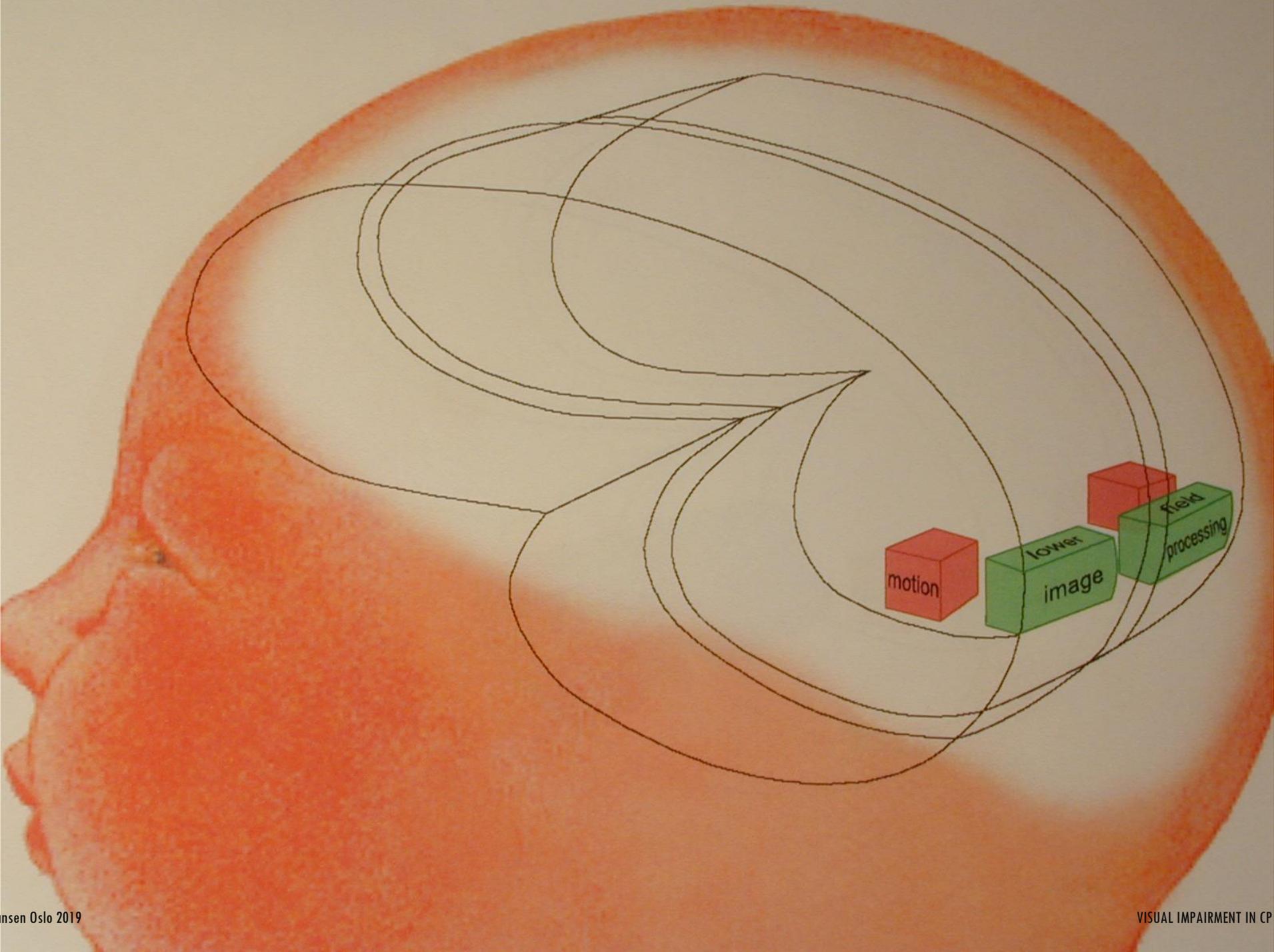


Figure 8. Titmus Fly Stereotest





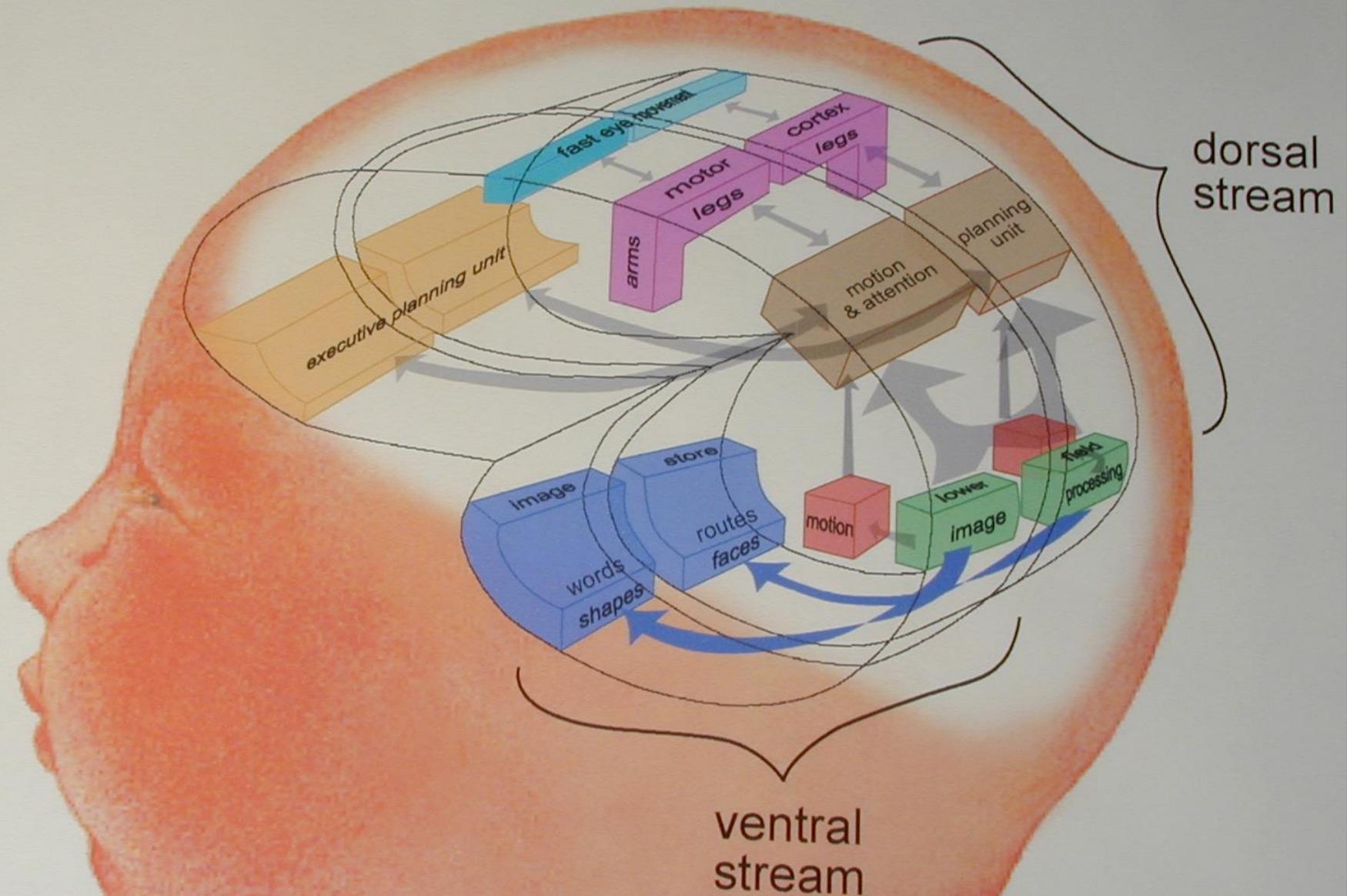
# AKINETOPSIA

Akinetopsia is an inability to detect motion, so that a moving object such as a car will appear to “jump” from one stationary position to another.



**Figure 5.27** For the patient with motion blindness, the world appears as if viewed through a strobe light. Rather than see the liquid rise continuously in the teacup, the patient reports seeing the liquid jump from one level to the next.

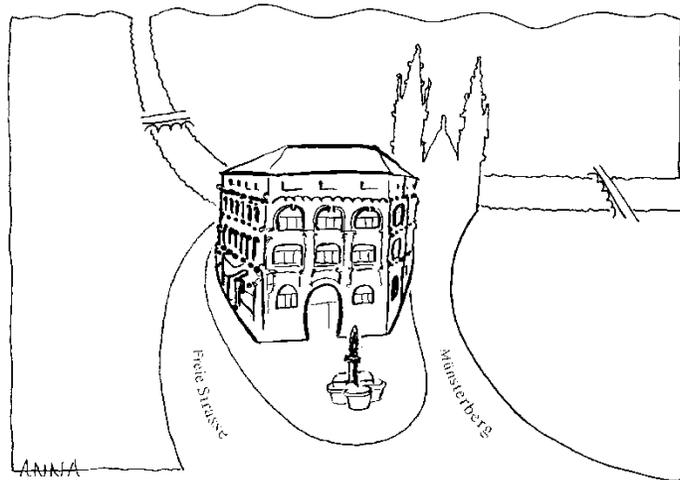
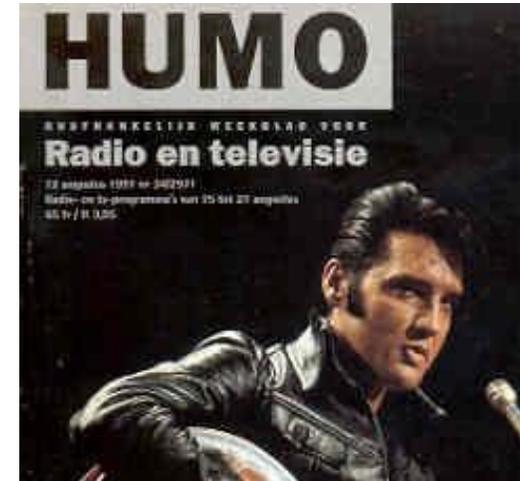




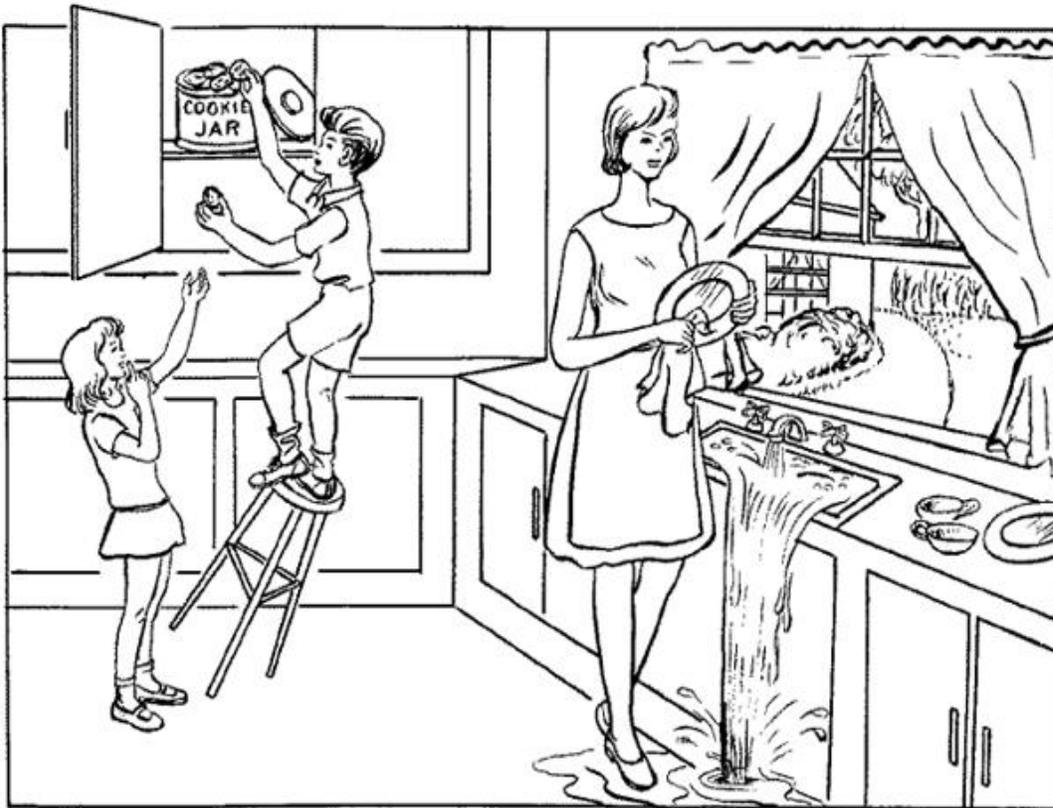
dorsal stream

ventral stream

# VENTRAL STREAM DYSFUNCTION



# DORSAL STREAM DYSFUNCTION



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# Visualization Ability

## Spatial Visualization

Ability to process visual information about spatial relations between objects or their parts and, perform mental spatial transformations and manipulations

## Object Visualization

Ability to process visual information about appearances of objects and scenes in terms of their pictorial properties (e.g., shape, color and texture)

### Allocentric

Ability to mentally manipulate objects from a stationary point of view

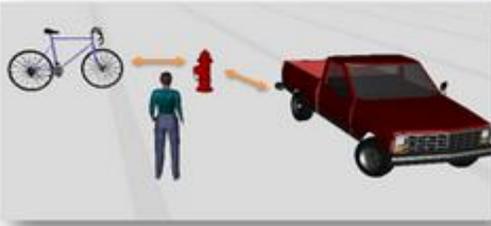
### Egocentric

Ability to imagine taking a different perspective in space

# Spatial Coding Systems

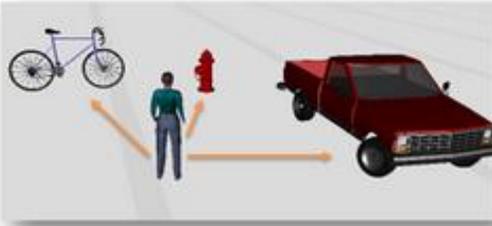
## Allocentric (object-to-object)

Encodes information about the location of one object or its parts with respect to other objects. The location of one object is defined relative to the location of other objects.



## Egocentric (self-to-object)

Represents the location of objects in space relative to the body axes of the self (left-right, front-back, up-down).



Kozhevnikov et al, 2001, 2006, 2010  
Belmonti et al, 2016

# CVI-PROBLEMS IN DAILY LIFE...

focussing

finding a white object on a white background

pictures

- preferring simple pictures
- difficult to listen and look at the same time

recognising people

- in group
- with new clothes, new haircut

# CVI-PROBLEMS IN DAILY LIFE...

finding an object on a patterned background

making work sheets

getting lost in crowded locations

# BUT ALSO...

visual fatigue

social problems

learning problems

motor problems

# SCREENING AND DIAGNOSIS

## Neurobiological level

- Brain imaging (structural and functional)
- EEG
- Eye tracking

## Neurocognitive level

- Visual perceptual testing
- Visuomotor testing
- Link between both

## Behavioural level

- Questionnaires/surveys
- Observations

*Frith, 2001*

# FLEMISH CVI QUESTIONNAIRE

### Bibliography

DOI <http://dx.doi.org/10.1055/s-0031-1285908>

Published online:

September 12, 2011

Neuropediatrics 2011;

42: 138–147

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Stuttgart · New York

ISSN 0174-304X

- 3 Tilts head to look at objects**
- 22 Does not recognize everyday objects such as an apple, bike, ..**
- 23 Recognizes familiar objects only when they are drawn in color**
- 31 Has no interest in complex pictures**
- 34 Cannot find the chocolate spread on the table**
- 40 Manipulates an object rather than looks at it**
- 47 Tries to compensate by talking a lot**



**Quick screener during routine public health school controls?**

# QUESTIONNAIRES

- 0-3y/MDVI
- 3-6y
- 6-12y

• [www.teachcvi.net](http://www.teachcvi.net)



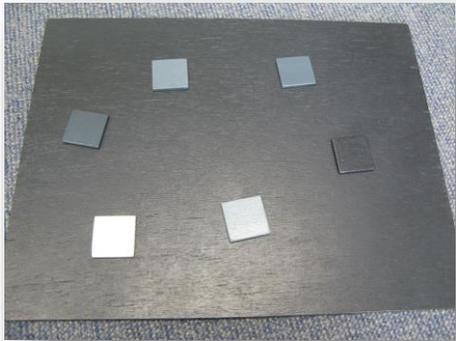
TEACH  
ERAS  
MUS I +



Erasmus+



# OPHTHALMOLOGICAL AND ORTHOPTIC ASSESSMENT



Be creative



# NEUROPSYCHOLOGICAL WORK UP

- ❖ Visual attention
- ❖ Object recognition
- ❖ Visuospatial abilities
- ❖ Visuomotor abilities

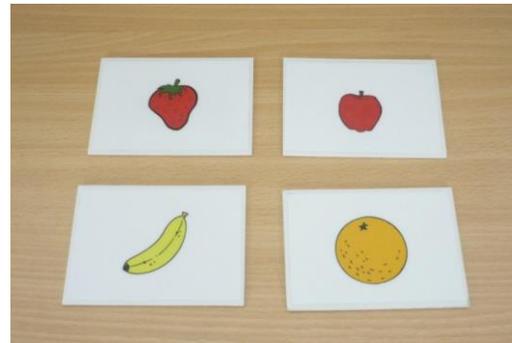
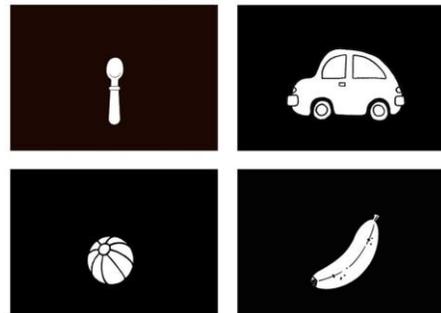
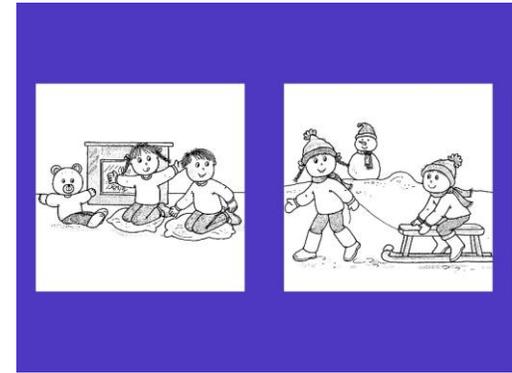
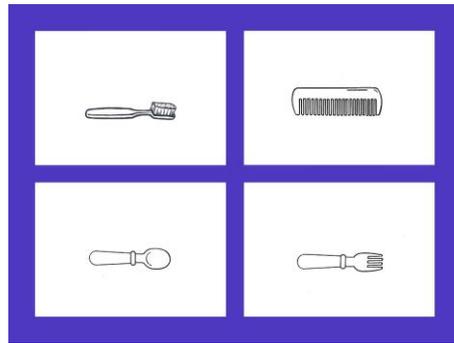
| Domain                     | Tea-Ch Subtests   | TEA-Ch2 J (Junior)<br>(ages 5:0 - 7:11)<br>Equivalent Subtests | TEA-Ch2 A (Adolescent)<br>(ages 8:0 - 15:11)<br>Equivalent Subtests |
|----------------------------|-------------------|--|---|
| <b>Selective Attention</b> | Sky Search        | Balloon Hunt   | Hector Cancellation   |
|                            | Sky Search DT     |  | Troy Dual Task  |
|                            | Map Mission       | Hide & Seek Visual   | Hecuba Visual Search  |
| <b>Sustained Attention</b> | Score             | Barking  | Vigil   |
|                            | Score DT          | SART   | SART  |
|                            | Walk Don't Run    | Simple RT (SRT)  | Simple RT (SRT)   |
|                            | Code Transmission | Hide & Seek Auditory   | Cerberus  |
| <b>Switching Attention</b> | Creature Counting | N/A  | Red & Blues, Bags & Shoes (RBBS)                                    |
|                            | Opposite Words    | N/A  |   |

# OBJECT RECOGNITION

| < 3y   | 3y – 6y  | 6y – 12y | 12y – 18y  | > 18y  |
|--|--|----------|--|--|
| <ul style="list-style-type: none"><li>• BSID-II</li><li>• G.CVI.Tods</li></ul> | <ul style="list-style-type: none"><li>• CVIT 3-6</li><li>• L94</li></ul> |          | <ul style="list-style-type: none"><li>• L-Post</li></ul> | <ul style="list-style-type: none"><li>• BORB</li><li>• Poppelreuter-Ghent's Overlapping Figures Test</li><li>• VOSP</li><li>• L-Post</li></ul> |

# G.CVI.TODS

## GANSPOEL CVI TODDLERS



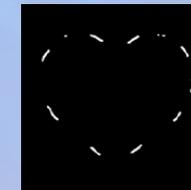
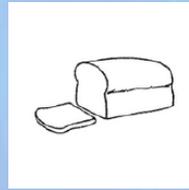
# The test

## CVIT 3-6

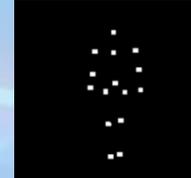
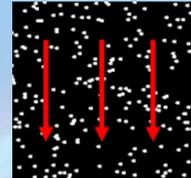
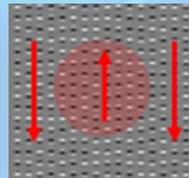
Object  
Recognition



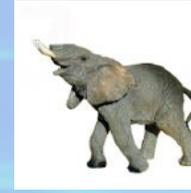
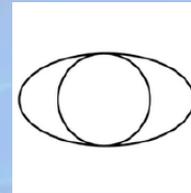
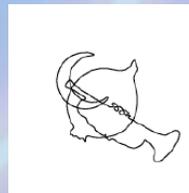
Degraded  
Object  
Recognition



Motion  
Perception



Global –  
Local  
Processing

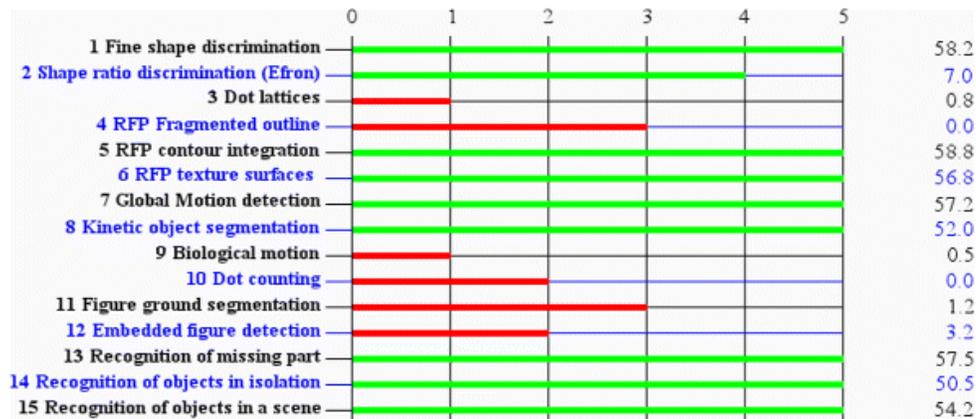


# L- POST

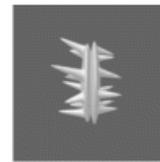
|                      |                     |
|----------------------|---------------------|
| Name clinician       | Example clinician   |
| Date test (YY-MM-DD) | 2012-12-21          |
| Patient ID           | Example participant |
| Year of birth        | 1960                |

In total 56 out of 75 correct, thus 74.66 %. Number of subtests below the threshold of the 10th percentile: 6 (percentile 0.4). If 4 or more subtests are scored below the threshold, there are indications of problems in perceptual organization because only 10% (or less) of the healthy norm group will get this score.

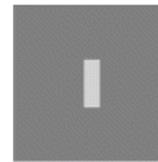
Scores for each subtest.



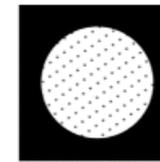
1 Fine shape discrimination



2 Shape ratio discrimination (Efron)



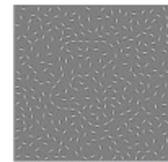
3 Dot lattices



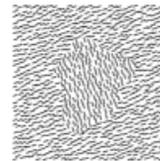
4 RFP fragmented outlines



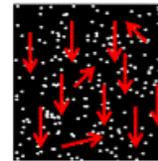
5 RFP contour integration



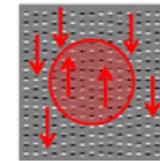
6 RFP texture surfaces



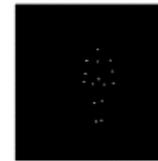
7 Global motion detection



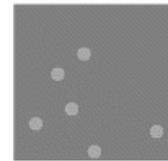
8 Kinetic object segmentation



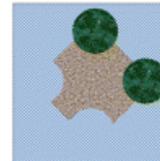
9 Biological motion



10 Dot counting



11 Figure-ground segmentation



12 Embedded figure detection



13 Recognition of missing part



14 Recognition of objects in isolation



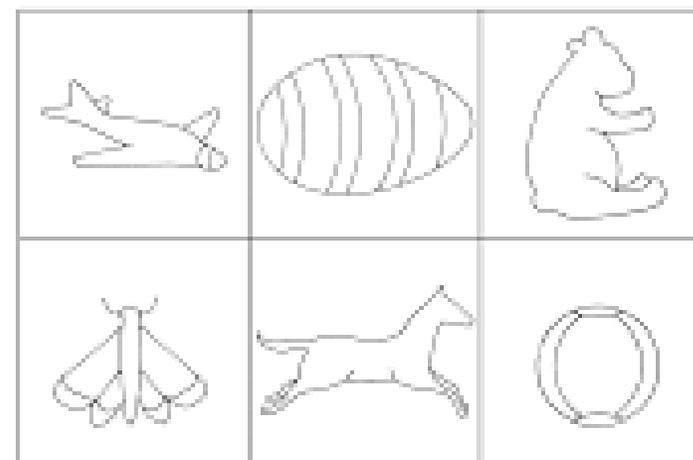
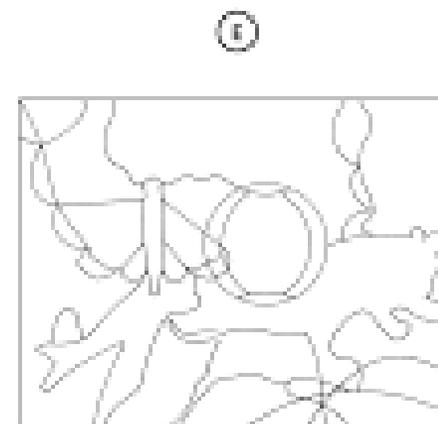
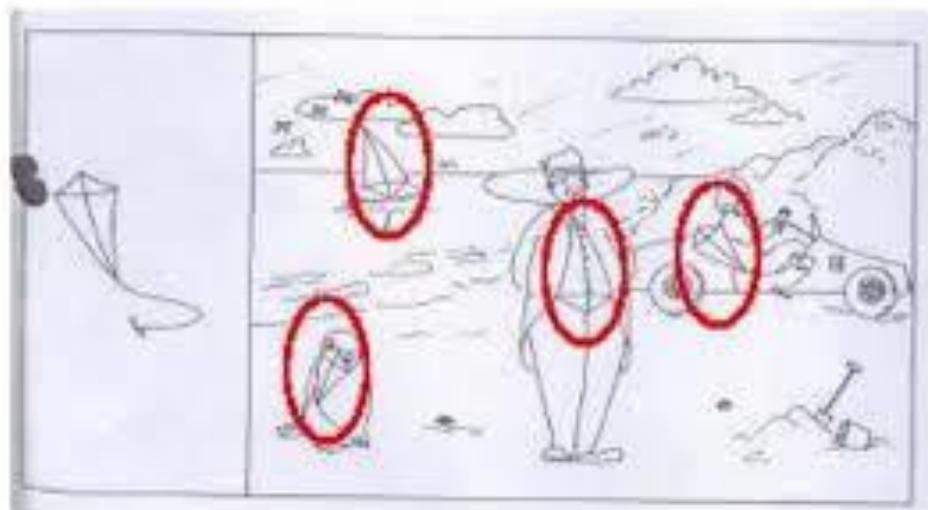
15 Recognition of objects in a scene



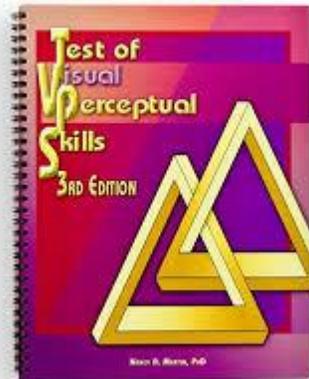
Vancleef et al, J Neuropsychol, 2015

# FIGURE GROUND

## IV. SONR-R: Zoekplaten

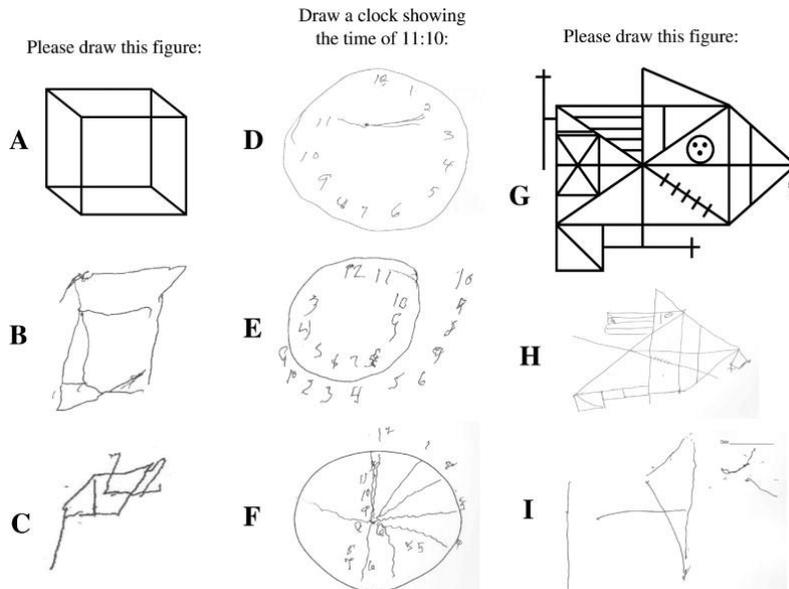
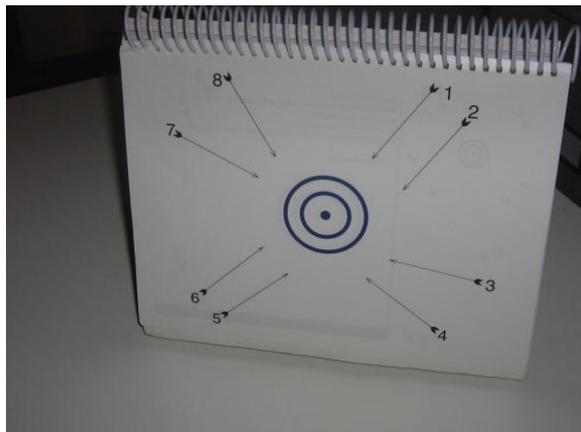
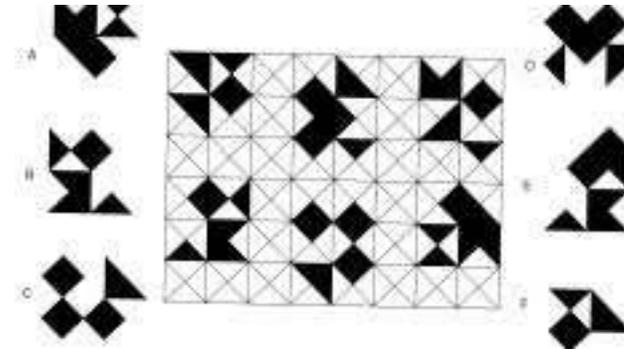
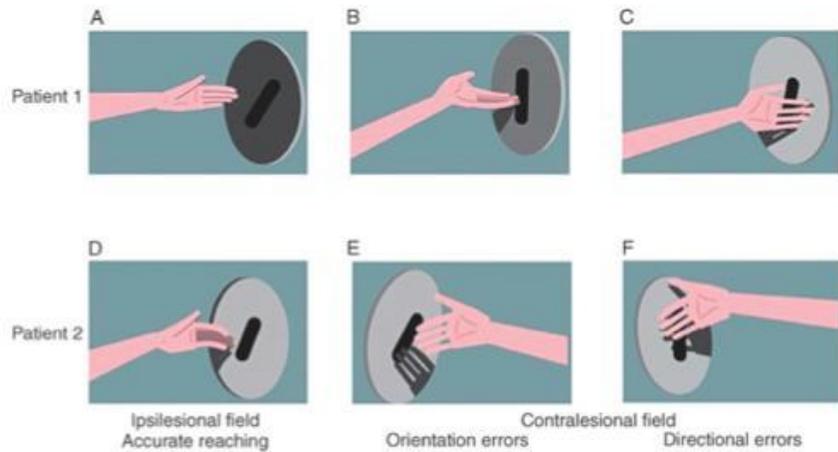


# PERCEPTION OF ABSTRACT MATERIAL

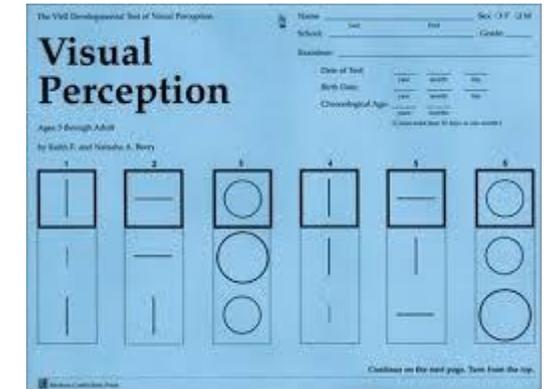
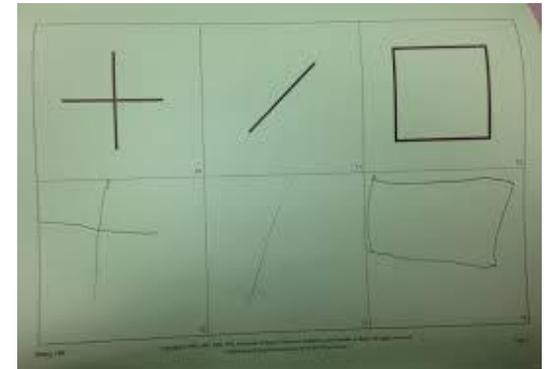
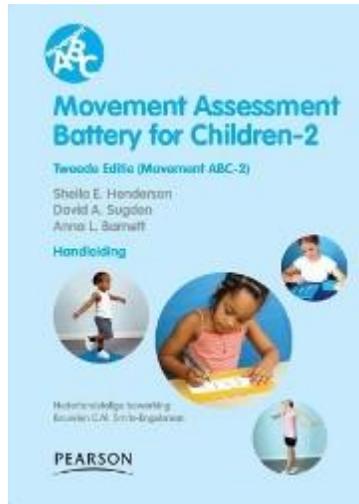
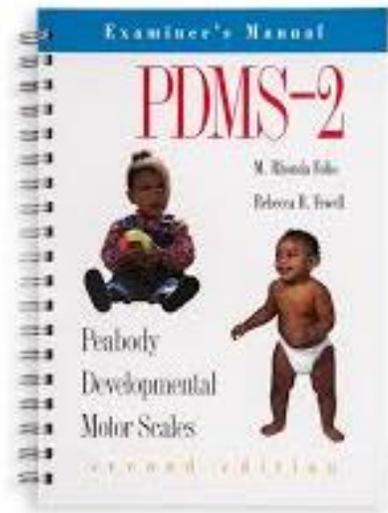


| Visual skill             | Example | Relevance  |
|--------------------------|---------|--|
| Visual Discrimination    |         | <ul style="list-style-type: none"> <li>- Ability to determine similarities between objects</li> <li>- needed for sorting objects eg Silverware, laundry</li> </ul> |
| Visual Form Constancy    |         | <ul style="list-style-type: none"> <li>- recognize object despite change in size/ location</li> </ul>  |
| Visual Figure Ground     |         | <ul style="list-style-type: none"> <li>- find object of interest from background</li> <li>- finding milk in the fridge</li> </ul>                                  |
| Visual Closure           |         | <ul style="list-style-type: none"> <li>- fill in information to complete visual image</li> <li>- Finding objects in busy environment e.g. messy room</li> </ul>    |
| Visual Spatial Relations |         | <ul style="list-style-type: none"> <li>- tell how objects relate to each other</li> <li>- Telling time on a clock</li> </ul>                                       |
| Visual Memory            |         | <ul style="list-style-type: none"> <li>- recall a visual image</li> <li>- recognizing faces, objects, remembering where items were left in a room</li> </ul>       |
| Visual Sequential Memory |         | <ul style="list-style-type: none"> <li>- recall a visual sequence</li> <li>- phone numbers/ spelling</li> </ul>  |

# VISUOSPATIAL - VISUOMOTOR

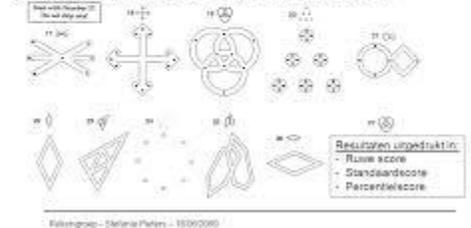


# VISUOMOTOR - VISUOSPATIAL



## Beery VMI

### 3. MOTORISCHE COORDINATIE TAAK: tussen de lijntjes tekenen



Resultaten interpretatie:  
 - Raw score  
 - Standardecore  
 - Percentilecore

# RECOMMENDATIONS FOR VISUAL FOLLOW UP

## Regular check with the ophthalmologist

- 1st year
- 2nd year
- 5 years of age
- More frequent if problems

## Screening for CVI

- Observation, Questionnaires, Assessment tools
- As soon as possible
- Up into adolescence

# VISUAL FUNCTIONS AND FUNCTIONAL VISION

|                 | <b>Visual Functions</b><br><i>How the visual system functions</i>                  | <b>Functional Vision</b><br><i>How the person functions</i>                                    |
|-----------------|--|--|
| <i>Examples</i> | <i>Visual acuity, visual field, contrast, visual adaptation, color vision etc.</i> | <i>Orientation and Mobility, Daily Living Skills, Communication, Sustained near activities</i> |
| <i>Measured</i> | <i>For each eye separately</i>   | <i>For the person as a whole</i>   |
| <i>Method</i>   | <i>Variable stimulus; fixed, threshold performance.</i>                            | <i>Standardized task; variable performance or difficulty.</i>                                  |
| <i>Tests</i>    | <i>Single variable, under controlled conditions.</i>                               | <i>Multiple variable, under complex, real-life conditions.</i>                                 |
| <i>Criteria</i> | <i>Threshold performance.</i>  | <i>Sustainable, supra-threshold performance.</i>   |
| <i>Involves</i> | <i>Visual parameters only.</i>   | <i>May also reflect non-visual factors.</i>  |

# THE CVI TEAM

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