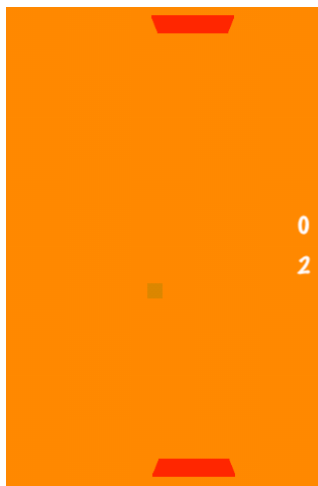


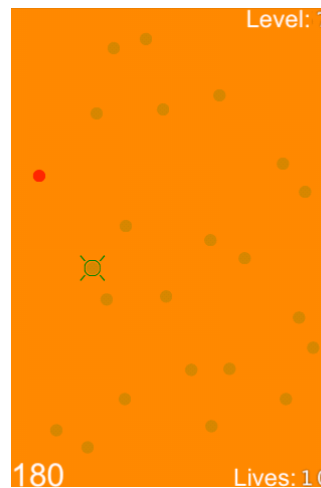
Falling Blocks



Balloons



Pong



Labyrinth

e-Supplement 1. Images of the 4 iPad games. All games used the same anaglyphic approach to separate monocular images. Game pieces (blocks, balloons, balls, paddles) were presented on an orange background composed of the red and green primaries in the RGB color space of the LED iPad display and chromaticities matched to the red and green anaglyphic filters in the glasses. Red and green components of the orange background had equal luminance. Red game pieces were matched to the red chromaticity and luminance of the red component of the orange background; green game pieces were matched to the green chromaticity and the luminance of the green component of the orange background. Therefore, when viewed through the green filter (amblyopic eye), green game pieces had 0% contrast and were invisible but red game pieces appeared black. Likewise, when viewed through the red filter (fellow eye), red game pieces had 0% contrast and were invisible but green game pieces appeared gray or black, depending on the contrast setting.