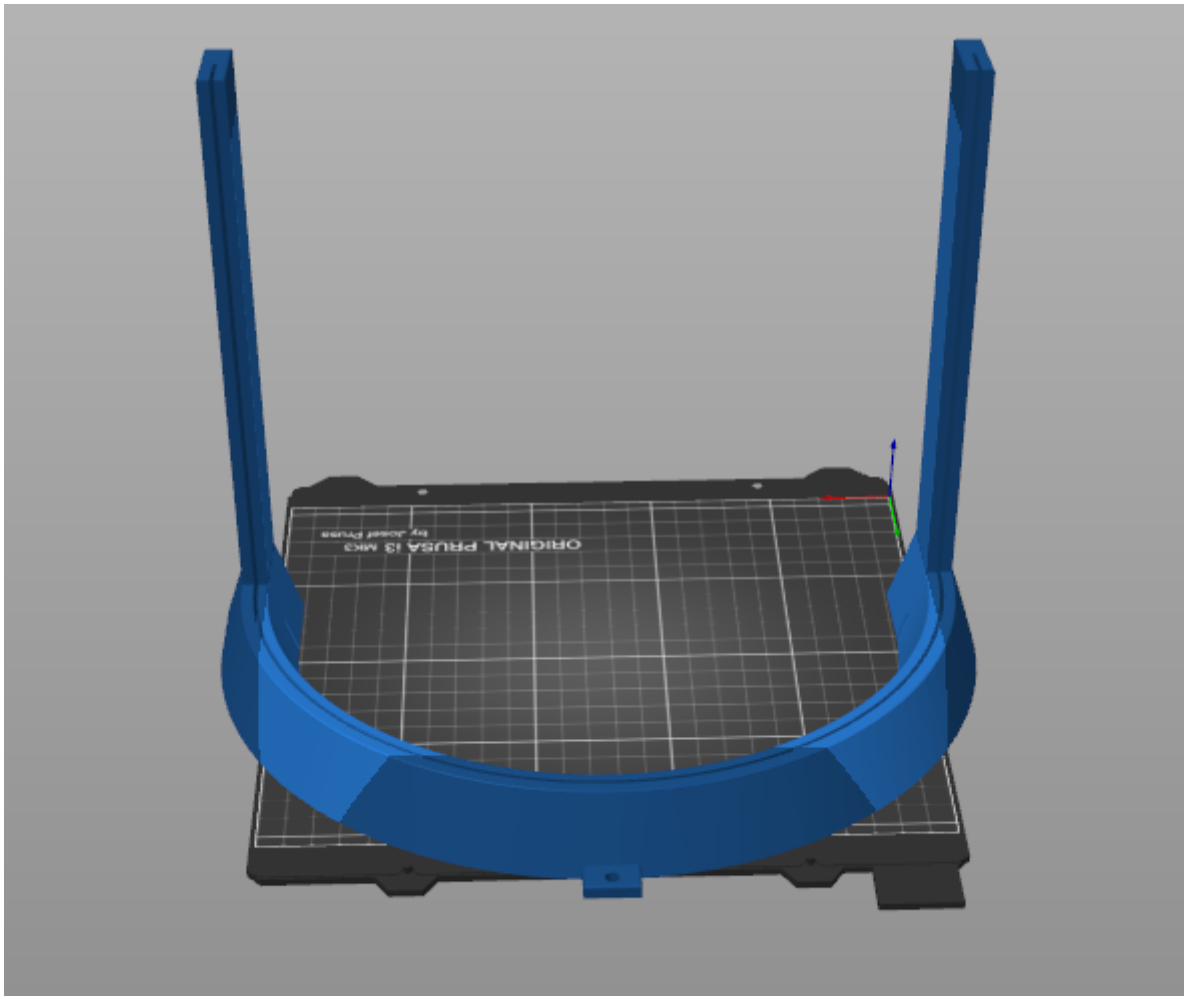


# Set up for virtual reality in BEES - Screen Holder

In the team "Insect Cognitive Neuroethology (ICON)" at the IBPS, we are interested in assessing visual learning in *Apis mellifera* (honeybees) under virtual reality conditions.

The current 3D project is a part of the set-up



For more information, take a look at these publications:

Geng, H., Lafon, G., Avarguès-Weber, A. et al. Visual learning in a virtual reality environment upregulates immediate early gene expression in the mushroom bodies of honey bees. *Commun Biol* 5, 130 (2022). <https://doi.org/10.1038/s42003-022-03075-8>

Lafon, G., Howard, S.R., Paffhausen, B.H. et al. Motion cues from the background influence associative color learning of honey bees in a virtual-reality scenario. *Sci Rep* 11, 21127 (2021). <https://doi.org/10.1038/s41598-021-00630-x>

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