The sentiment of a virtual rock concert

1. What is the research problem addressed by each paper?
2. Why is the problem considered challenging in the research domain?
3. Why is it important to address such problems?
4. What is the proposed solution for each paper?
5. How is mixed reality increasing immersion in the context?
6. What concept or ideas did you gain from the papers to design your virtual world?
7. What are the several dimensions of collaborative space?
8. What are the key characteristics of previous designs with respect to your envisioned solution?
9. What are the key elements of a good collaboration space concept?
10. The main problem addressed by the paper was to understand the response of participants with a virtual audience during a VR concert and the ways that the results and methods that could be used to improve similar scenarios in the future, both in participant sentiments and concert reconstructions in general.
11. This was a challenging problem in the research domain due to how a large variety of factors affected the reactions of participants during both studies, such as the actions of the virtual audience they were placed in creating negative sentiment among them, and differing outcomes based on gender as shown in the second study.
12. It is important to address this problem as previous methods of (re)constructing virtual concerts could have the unintentional effect of making the experience unpleasant for different people based on a variety of factors, especially as relying solely on specific concepts and methods previously proposed by other researchers may not reflect actual experiences. This can be demonstrated through the introduction of plausibility and its effects on participants.
13. The solution proposed in this paper was co-design for VR scenarios, and the use of sentiment analysis in the process instead of solely relying on traditional methods such as questionnaires.
14. In the context of the paper, immersion is increased through the enhancement of plausibility and presence. Plausibility was enhanced with responsive events and spontaneous reactions when the virtual characters in the audience respond to every action that the participant takes, meeting their expectations when compared to the real world. Presence was enhanced using spatial audio and realistic animations, both contributing to the increased presence of the participants.
15. With the previous question in mind, the main idea that we can use in designing a virtual world would be to focus on achieving high levels of plausibility and presence, such as through realistic audience responses, especially if real people are present. Another idea that could be taken would be to improve the realism of the virtual environment, which can be done through realistic appearances and spatial sound. One final idea that can be taken would be to have a user-centric design and involving potential users to make sure that the virtual world meet their requirements.

7 – 9. ..?