**VIRTUAL REALITY AS NEW CONCERT SPACE**

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• What is the research problem addressed by each paper?  
• Why is the problem considered challenging in the research domain?  
• Why is it important to address such problem?  
• What is the proposed solution for each paper?  
• How is mixed reality increasing immersion in the context?  
• What concept or ideas did you gain from the papers to design your virtual world?  
• What are the several dimensions of collaborative space?  
• What are the key characteristics of previous designs with respect to your envisioned  
solution?  
• What are the key elements of a good collaboration space concept?

1. What is the research problem addressed by the paper?  
   The study investigates how audiences experience VR concerts, with a focus on aspects such as users motivations to attend, the advantages/disadvantages of VR concerts compared to physical ones, and the sense of presence and virtual togetherness in VR settings.
2. Why is the problem considered challenging in the research domain?  
   This topic is challenging because VR concerts are relatively new, and research on audience engagement and social experiences in VR concert settings is quite limited. Traditional research a this point leaves a gap in understanding how virtual environments replicate or diverge from real-world experiences.
3. Why is it important to address such a problem?  
   Understanding audience experiences in VR concerts is important because VR is becoming a big part of entertainment. Developers can create more engaging and immersive virtual concerts and environments in general that meet audience expectations by identifying what works and what doesn't as well as opening up opportunities for accessibility, allowing people who might not be able to attend physical concerts to experience them.
4. What is the proposed solution for the paper?  
   The paper proposes designing VR concert environments that enhance the audience experience by focusing on factors like visual effects, artist proximity, variation in sound, social interaction tools and more. It suggests that customizable avatars, interactive features like dance battles, and realistic livestreaming of artists can improve the VR concert experience. The study also shows the importance of zero latency in real-time interaction between artists and audiences.
5. How is mixed reality increasing immersion in the context?  
   Icl, idk how to answer this yet
6. What concept or ideas did you gain from the paper to design your virtual world?  
   Key ideas include:
   * Customizable avatars to enhance individual engagement.
   * Creating interactive social spaces.
   * Using real-time video streams of artists to maintain a connection between performers and the audience.
   * Implementing visual effects and impossible experiences (e.g., floating stages, surreal environments) to differentiate VR concerts from physical ones and elevate them.
   * Accessibility through user-friendly technology and affordable pricing models.
7. What are the several dimensions of collaborative space?
   * Virtual Togetherness and social presence: The sense and awareness of being with others in a shared virtual environment.
   * Social Interaction
8. What are the key characteristics of previous designs with respect to your envisioned solution?  
   Previous designs focused heavily on visual spectacle and accessibility but struggled with creating authentic social experiences. Many VR concerts lacked the sense of togetherness and real-time interaction with the artist.
9. What are the key elements of a good collaboration space concept?
   * Easy of Communication.
   * Shared Activities
   * Personalized avatars
   * Immersive Design