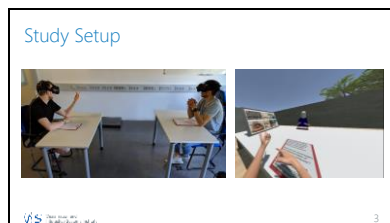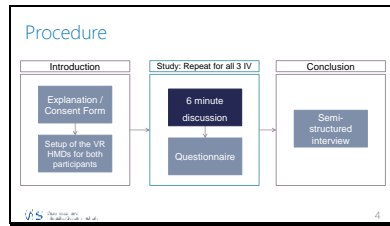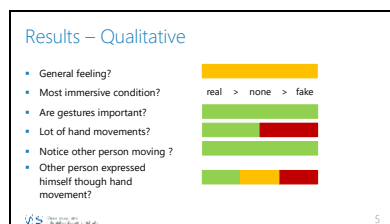Slide 1



Slide 2



Slide 3



- 12 participants
- 11 male, 1 female
- 23 – 28 years old (M = 24.5)
- 11: previous VR experience, 1 none

**Slide 4**



- klick for every box to appear (introduction, study, conclusion)
- Procedure: told them to discuss topics → not tell them study about hand movement
- 3 sessions ▢ 6 min discussion for each condition

**Slide 5**



- General feeling: most participants liked ability to move hands, but criticised technical implementations (transmission problems, hands disappearing)
- which condition most immersive? real movement > no movement > fake movement
- gestures important? yes
- participant uses many gestures? 50% yes, 50% no/not really
- notice other person moving? yes
- expressed other person through movement? 33% yes, 33% not at all, 33% strange movements → now and then yes but mostly no

Slide 6
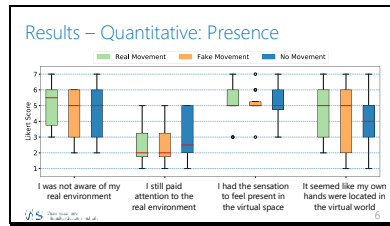


- Q1 & I was not aware of my real environment
- Q2 & I still paid attention to the real environment
- Q3 & I had the sensation to feel present in the virtual space
- Q4 & It seemed like my own hands were located in the virtual world
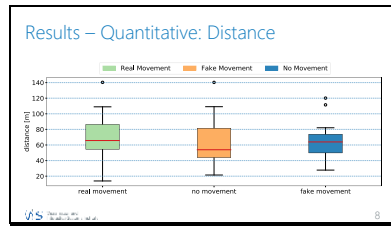
- no significant differences

Slide 7
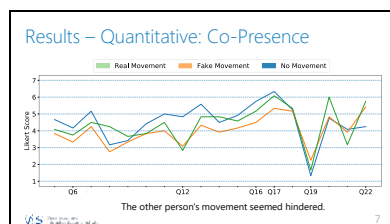


significant questions: → klick to ausblenden not significant ones klicken um jeweils die frage einzublenden ☐ t-test ergebnis sagen und nächste frage
- Q6: The person's behaviour had an influence on my mood. → t-test: no x real
- Q12: I was able to interpret the person's reactions. → fake x real & no x real
- Q16: I had the impression that the person noticed me in the virtual space. → no x real
- Q17: I was aware that other people were with me in the virtual room. → no signif. diff.
- Q19: I felt alone in the virtual environment. → no x real
- Q22: The other person's movement seemed hindered. → fake x real

Slide 8



calculation: using Euclidean distance
→ no significant difference