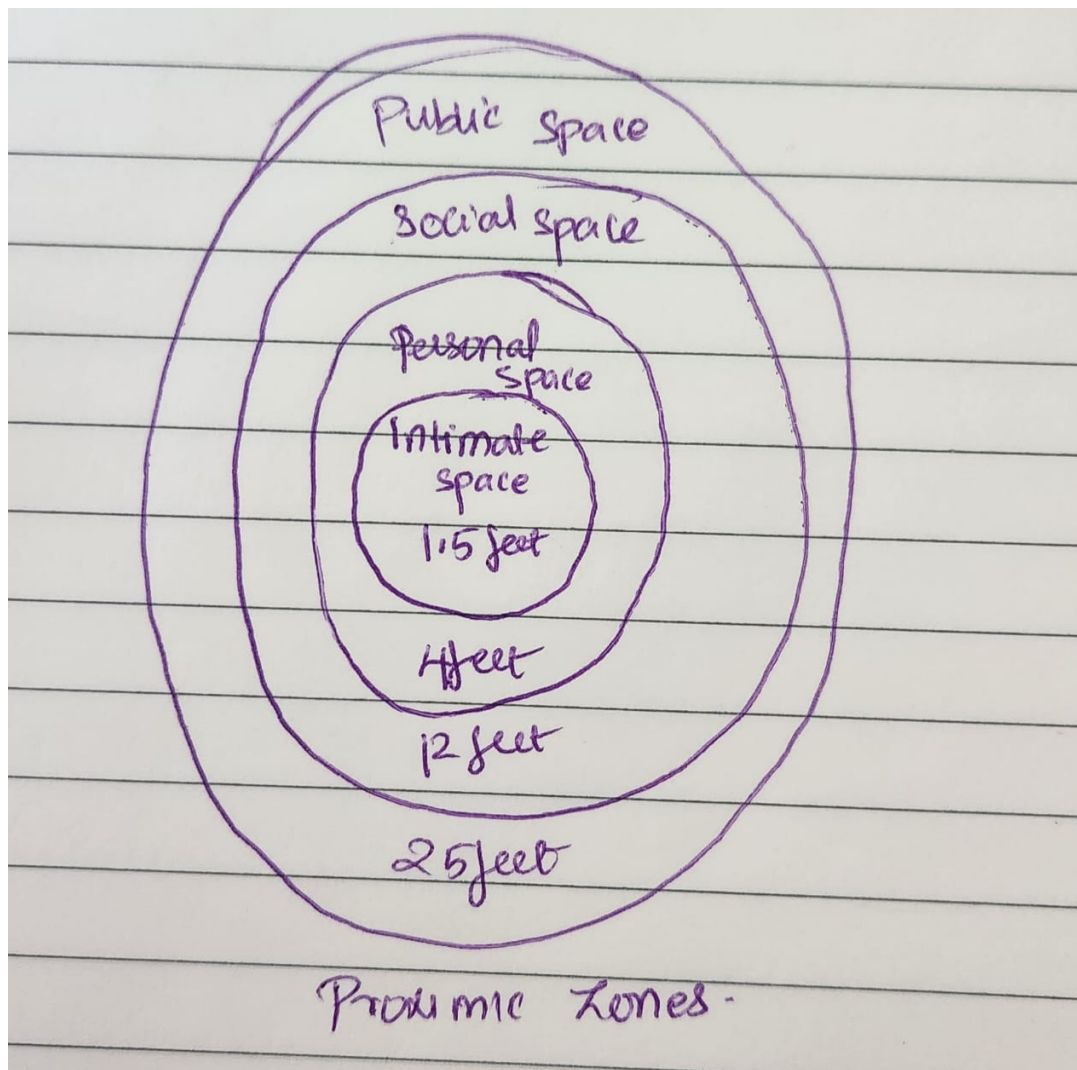Q2.) Proxemics - usage of human space in social interactions.
While developing multi-user virtual reality (VR) applications, understanding proxemic zones is crucial for creating immersive and comfortable experiences for users.

Public space
Social space
Personal Space
Intimate space
1.5 feet
4 feet
12 feet
25 feet
Proxemic Zones.

two ways to prevent the violation of proxemic zones in VR
1. Show through techniques. Reduces being in intimate space as occluded person can be seen.most time spent in personal space and then social space.
2. Proxemic feedback notifications as soon as user enters the proximal zone of other user.

Q1.

Phenomenon -spatial desynchronisation.

Issues:

1. Physical walking in the real world can lead to collision since the users are not aware of the real world positions but the virtual world positions.

2. Voice of the users can come from different direction than the expected ,as virtually the user is in different direction than the real.

Above situations can be avoided using concepts like ghost avatar.
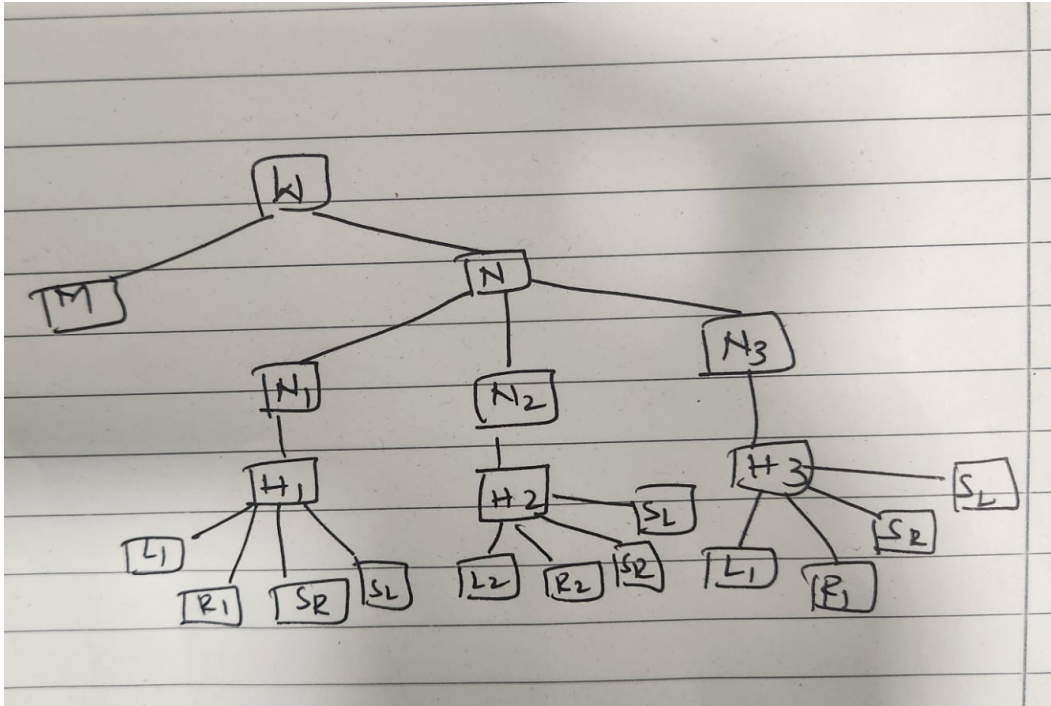
Caption

LINK TO VIDEO
https://drive.google.com/file/d/19z0zwJolmNDz6pJKoJc1GlMi-2NX_u6o/view?usp=drivesdk