

**COMP-SCI 5542 (SP17) - Big Data Analytics and Applications**

**Paper 12 Presentation (Team 9 and Team 15)**

**Virtual Body Swap: A New Feasible Tool to be Explored in Health and Education**

## **Part IV - Methods**

**Speaker: Dayu Wang (45) (From Team 9)**

- **Part IV - Methods**
- **Design of the Present Study - 2 Different Procedures**



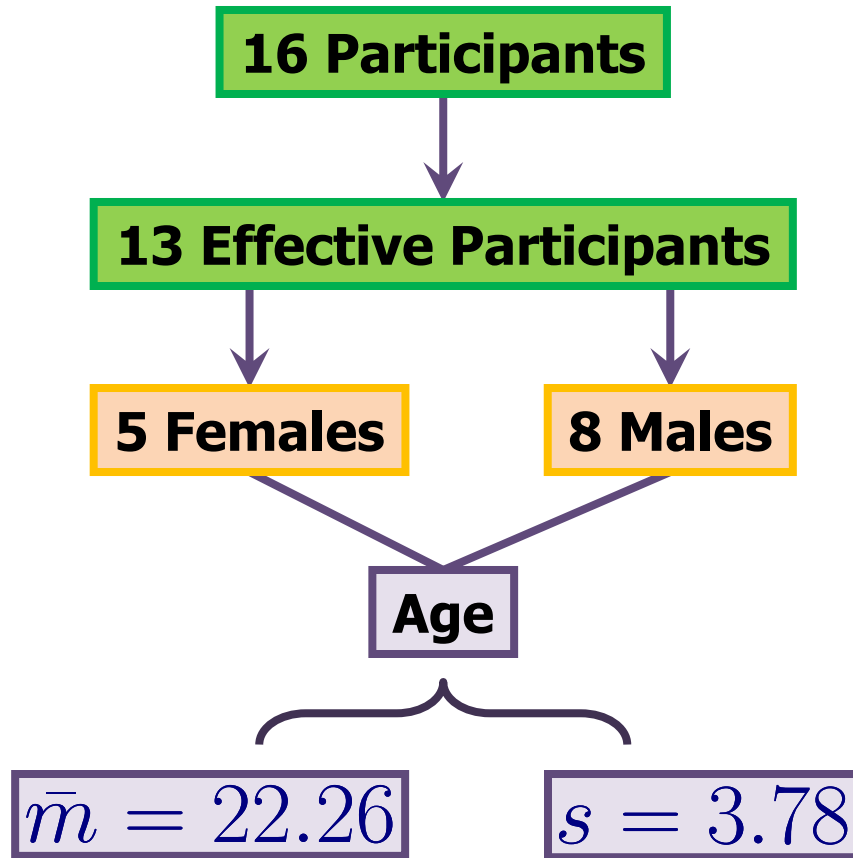
**A person is immersed in another virtual environment, captured from the real world through a video camera.**

Head-Controlled Illusion	Full Body Swap Illusion
Provides immersion (P in VE).	Experiences full body control.
Head-mounted display (HMD).	Contains the same HMD.
Performer's body available.	Performer's body <b>not</b> available.
Real person <i>vs.</i> virtual avatar.	Freely moving the head.

## • Experiment Set-up

	Experiment 1	Experiment 2
Aim	<ol style="list-style-type: none"><li>1. Show that it is possible that immersion in another person's body.</li><li>2. Evaluate subject impact.</li></ol>	<ol style="list-style-type: none"><li>1. Examine the effects of body image.</li><li>2. Examine the effects of body agency.</li></ol>
Consideration	With head and body agencies, see other person's body from my perspective.	In a 3D virtual world environment, performers can freely move head, but no body agency, no seeing of virtual body.
Participants	Same group of people.	Same group of people.
Order	First	Second
Questionnaire	Subtle adaption to the context.	Same questionnaire.

# • Experiment Procedure - Participants and Illusions Page 3



## Body Swap Illusion

### Exploration

- 2 min
- Slow move
- See their own body

### Explore Touch

- 2 min
- 2 assistants
- Touch hand palm

### Narrative with Object

- 3 min
- Held an orange
- Move the object freely

### Face-to-Face Handshake

- 3 min
- Performer vs. user
- Immediate interview

~~Under 18 Pregnant Nausea~~

~~Laboratory Inflammation Heart Disease~~

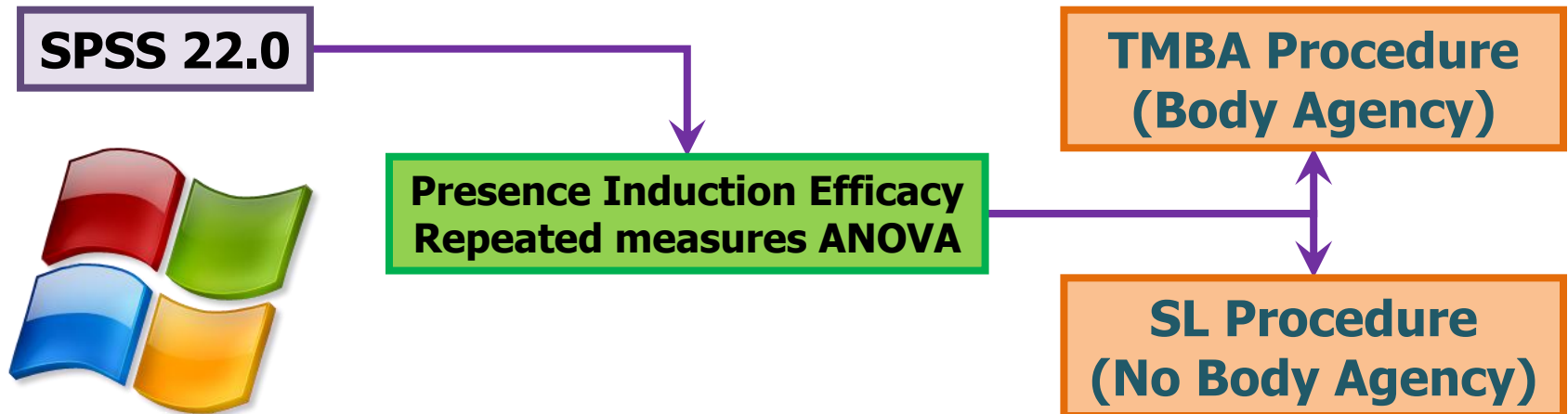
# • Experiment Procedure - Question are and Statistics

## Questionnaire Items

Questions	Body Agency	No Body Agency
1	I had a sense of acting in the other person's body, rather than operate something from outside.	I had a sense of acting in the other body, rather than operate something from outside.
2	I was not aware of my own body.	I was not aware of my own body.
3	I was completely captivated by the body swapping.	I was completely captivated by the virtual tour.
4	How real did the body swap seem to you?	How real did the virtual tour seem to you?

**Qualitative Method**   **Taken immediately after the experiment**

## Statistical Data Analysis



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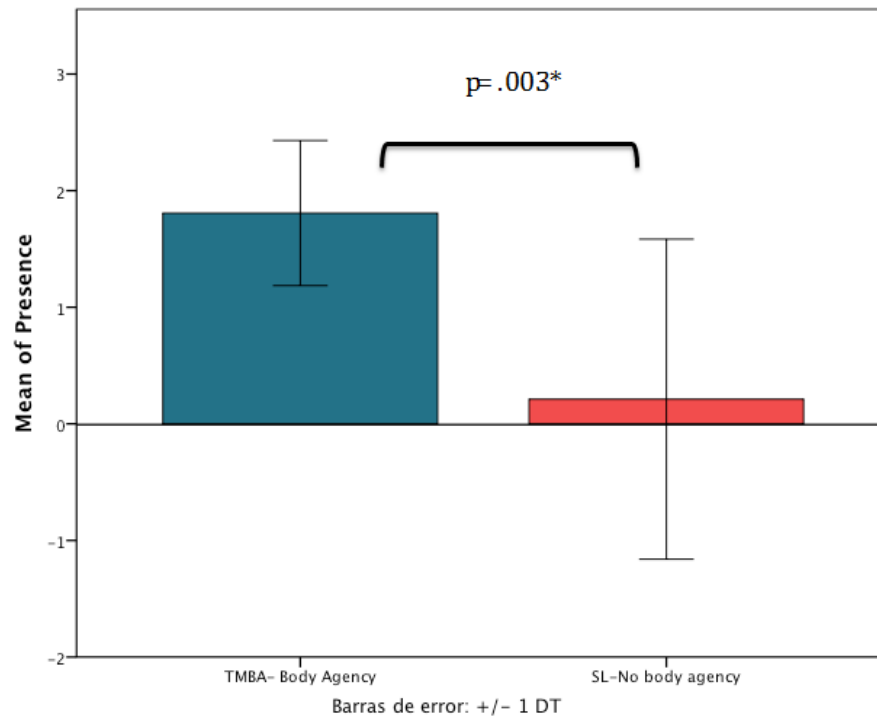
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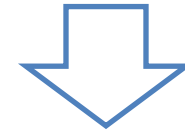
## **Part V - Results**

**Speaker: Chen Wang (44) (From Team 9)**

## Result - Mean of Presence (M)



Procedure	M
TMBA	1.80
SL	0.62



**TMBA procedure has higher performance than SL procedure**

### Interview about the TMBA:

### Answer

**Whole experience**

**"It was very interesting to experience a body different from my own body!"**

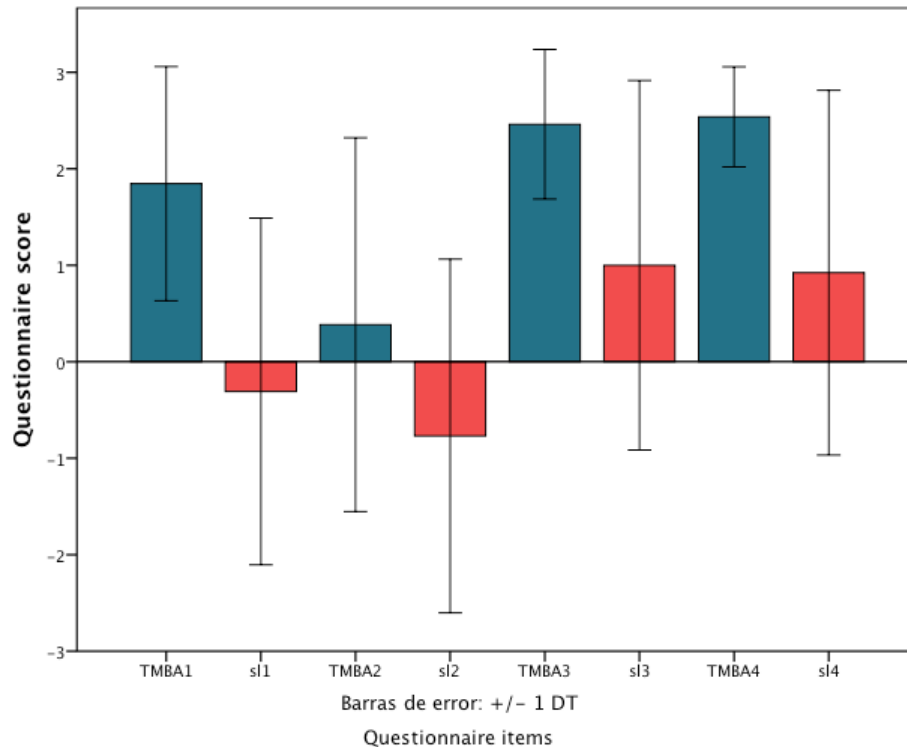
**Feeling about the performer**

**"I would like to be her friend!"**

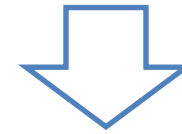
**Experience about the last step**

**"I'm shaking hands with myself!"**

## Result - Standard Deviation (SD)



Procedure	SD
TMBA	0.21
SL	1.37



**Deviation of SL is larger than TMBA.**

### Influenced factor

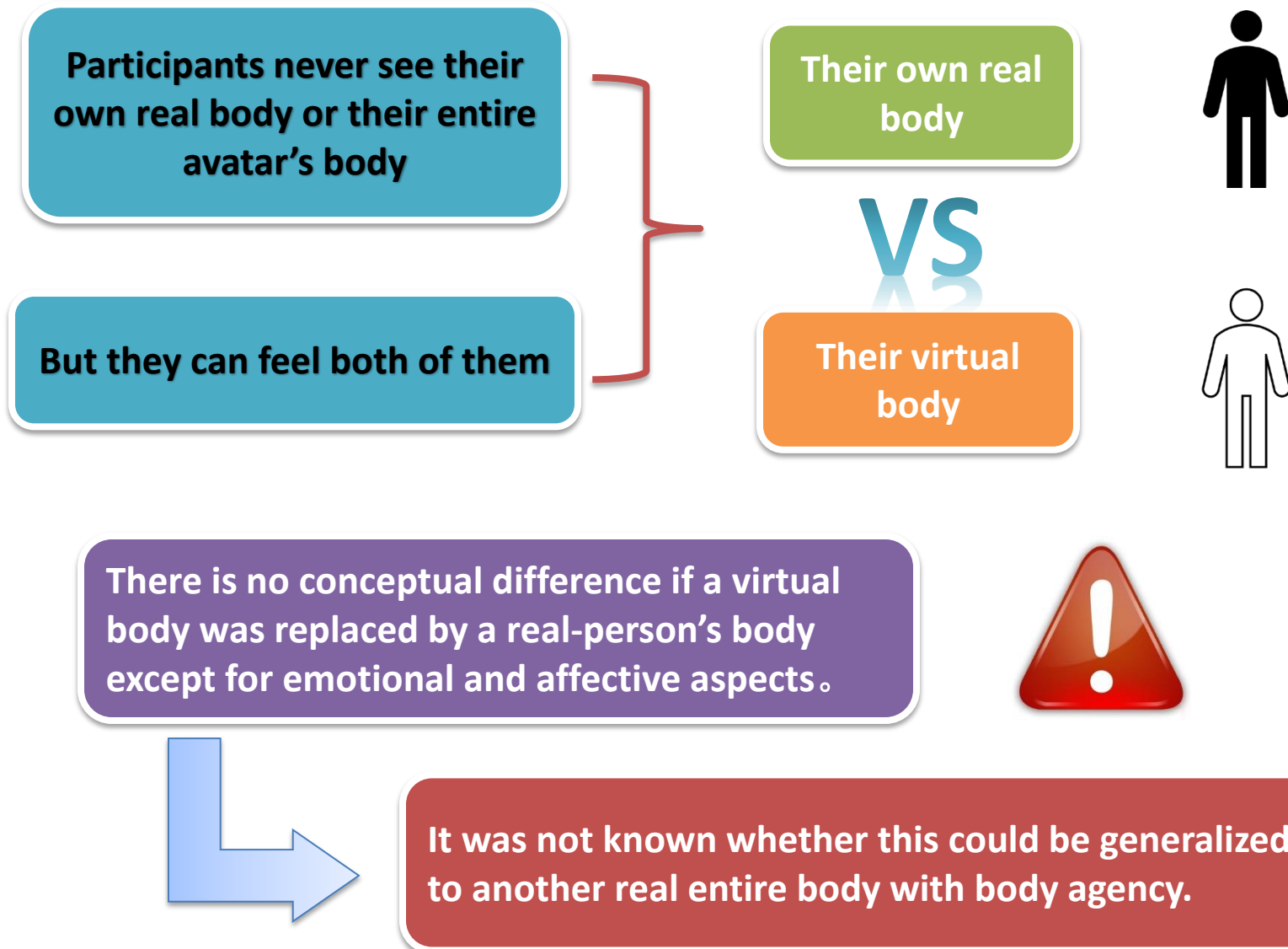
**Fatigue of the participants.**

**Misinterpretation of the questions.**

**Diversity in the expectations of the participants that arouse after they experienced the body swap illusion.**



## Result - Existing Ethic Problem



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## **Part VI - Conclusion**

**Speaker: Yunlong Liu (22) (From Team 9)**

# Conclusion

- Significance:** 1. Show an effective and low cost way to induce body swap illusion with body agency.
2. The participant can face his or her own real body without noticing of the technological mediation.
3. Experience of controlling another body, having a real person as our avatar.

# Comparison

		other studies
	1. head mounted display 2. camera 3. motion capture	1. traditional rubber hand illusion 2. invisible body 3. full mannequin's body and an entire real body illusion
body agency	with	without
cost	low cost	might be high

Table: comparison with other studies related to body ownership illusion present

# Future work

**Future work:** 1. Develop better localization of standard questionnaires

2. Increasing the number of participants and reducing the time spent by each during the experiment.

3. Improve the hardware part of the system: replacing the moving mechanical part of the system with two 180 degrees cameras graphics processing software.

**Possibilities area:**

- neuroscience
- psychology
- education
- social science.

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**This is the END of the presentation.**

**Thank you!**