

Study description

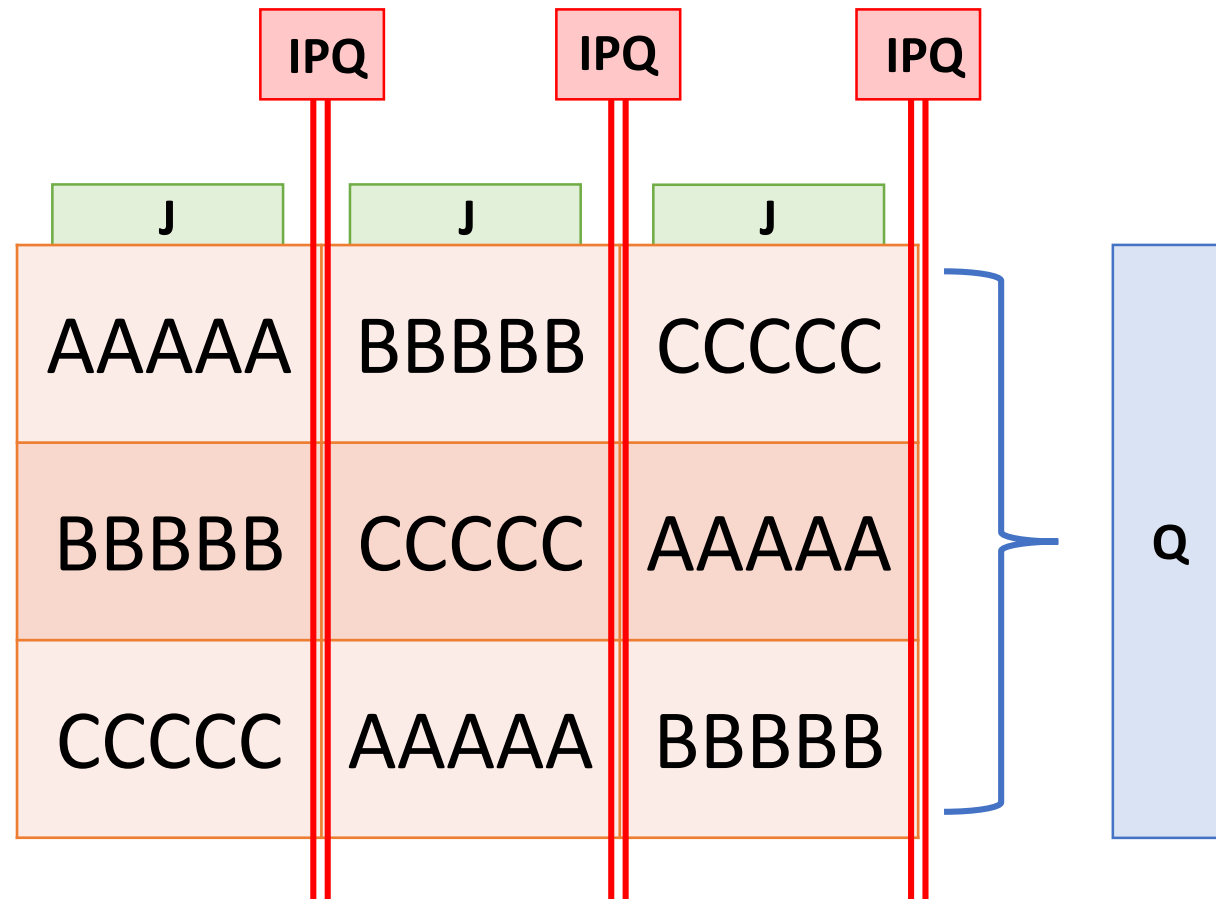
- Aim: to investigate the role of vibrotactile feedback on the perception on movement in Virtual Reality, where the vibration is dynamically generated from the sound of the environment
- Scene: a train going straight inside a tunnel

Study Protocol

- 3 groups of people (1, 2, 3)
- 3 conditions (A, B, C)
- 5 repetitions for each condition
- Each repetition last max 1min
- Latin Square (to reduce order effects)

1	AAAAAA	BBBBBB	CCCCC
2	BBBBBB	CCCCC	AAAAAA
3	CCCCC	AAAAAA	BBBBBB

Data gathered



Data Analysis

- Repeated Measures ANOVA
- Generalised Linear Mixed Model (GLMM)
- ... ?

Limitations

- Latin Square does not fully prevent ordering effect
- Multiple repetitions increase chances of learning effect
- Learning effect can be difficult to quantify
- ... ?