# Group 2: Alexander Tom Nedorost, …

## Topic 1: Social Acceptance of Nomadic Virtual Reality

As technology evolves, it will soon be possible to take VR glasses everywhere and use them there as well. This would cause the appearance of the person to change very much. In order to ensure financial success, it is important to understand the acceptance of the new technologies [1]. There is a lot of work that examines the acceptance of mobile and portable devices [2, 3]. The biggest difference with other portable devices, however, is that you completely isolate yourself with VR glasses and do not interact with the environment. Although this has already been studied, the problem here was that the subjects were shown only pictures and they were not confronted with it in a real situation [4]. Based on this paper, a new study examines whether it is acceptable to wear VR goggles in different areas by doing a quantitative field study.

[1] Fouad Alallah, Ali Neshati, Yumiko Sakamoto, Khalad Hasan, Edward Lank, Andrea Bunt, and Pourang Irani. 2018. Performer vs. observer: whose comfort level should we consider when examining the social acceptability of input modalities for head-worn display?. In Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology (VRST '18), Stephen N. Spencer (Ed.). ACM, New York, NY, USA, Article 10, 9 pages. DOI: https://doi.org/10.1145/3281505.3281541

[2] Rico, J., & Brewster, S. (2010, April). Usable gestures for mobile interfaces: evaluating social acceptability. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 887-896). ACM.

[3] Schwind, V., Deierlein, N., Poguntke, R., & Henze, N. (2019). Understanding the Social Acceptability of Mobile Devices using the Stereotype Content Model. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems. ACM.

[4] Schwind, V., Reinhardt, J., Rzayev, R., Henze, N., & Wolf, K. (2018, September). Virtual reality on the go?: a study on social acceptance of VR glasses. In Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct (pp. 111-118). ACM.

## Topic 2:

## Topic 3: