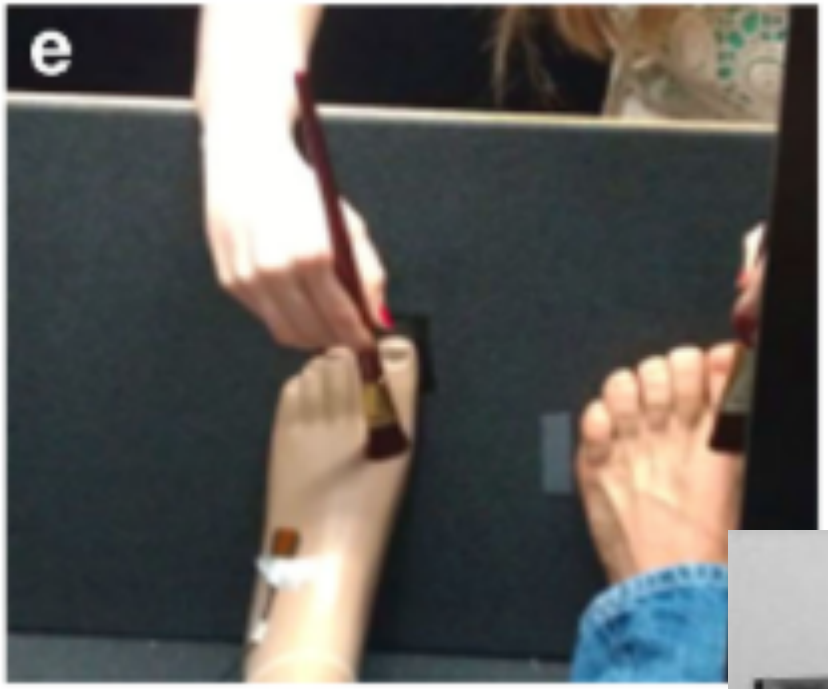
https://www.youtube.com/watch?v=IKyctCYtsh8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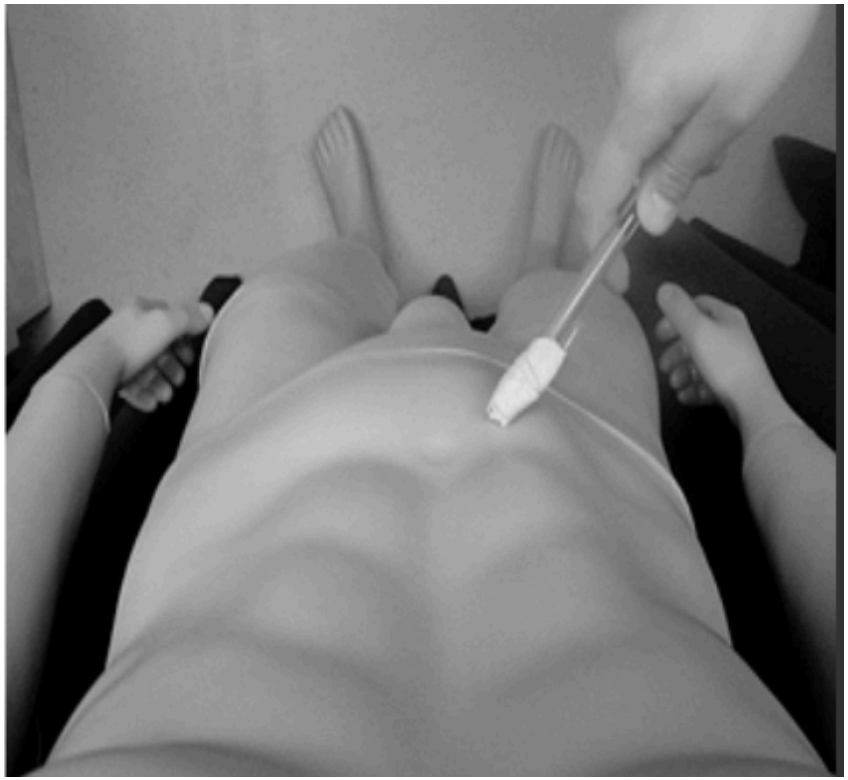
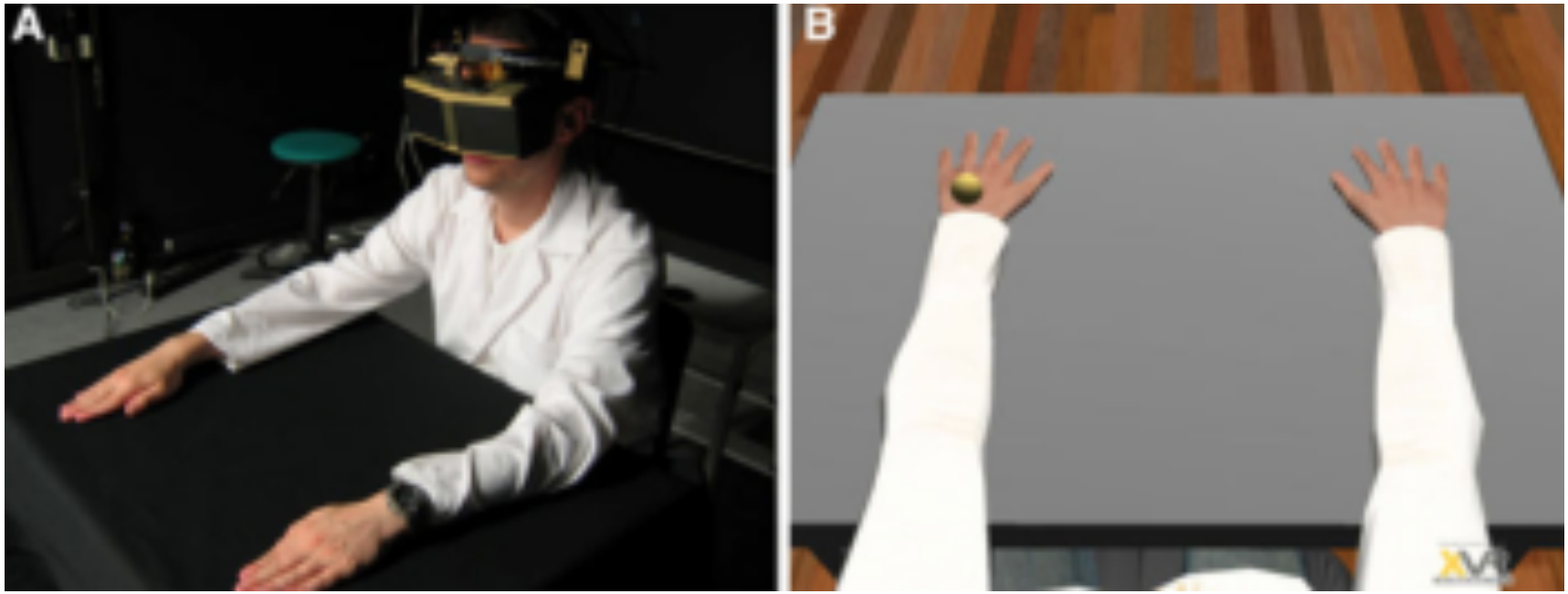




- https://www.youtube.com/watch?v=X2Vi29Yq3jY

Ownership

- Can be active or passive
- Strong sensory or sensorimotor correlations
- Requires a certain amount of plausibility

"This thing is a part of me"

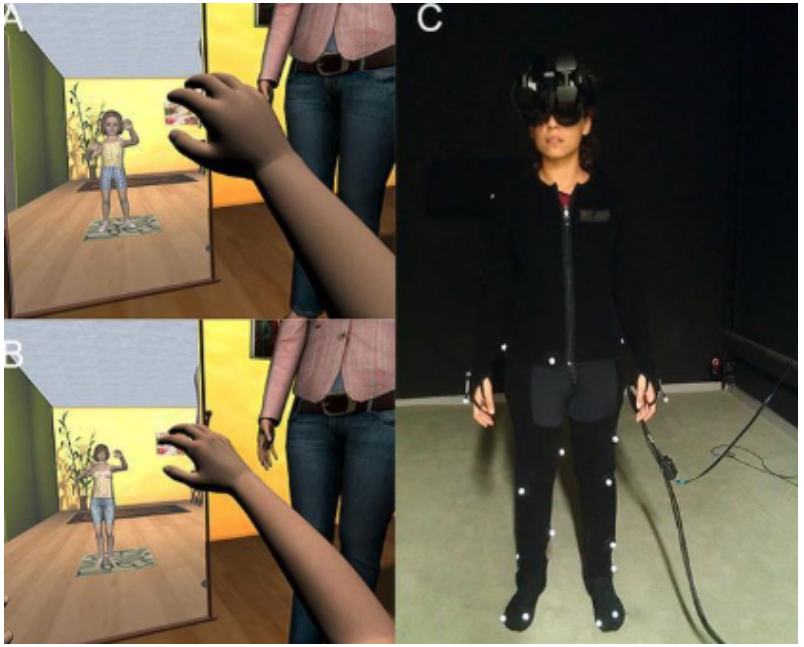
Agency

- Requires active control
- Strong sensorimotor correlations
- More flexibility to own non-body parts

"I control this thing"

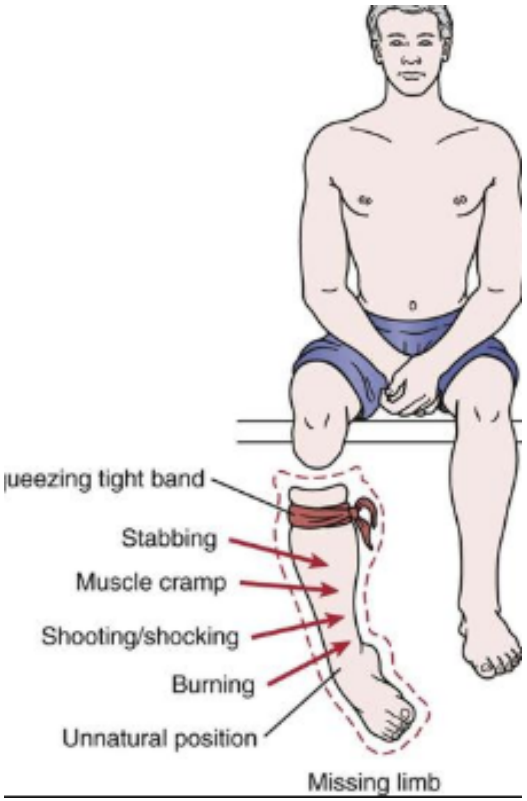
Applications

Proteus effects



Applications

Rehabilitation – Phantom pain



Applications

- Basic research (my area)
  - How far can we push what is “plausible” for ownership, and/or agency?
    - How much asynchrony can we tolerate?
    - Uncanny valley effects?
    - Individual characteristics?
  - Develop new metrics to measure ownership/ agency and proteus effects

https://www.youtube.com/watch?v=pA_BE-L-Y2g

Must-haves

- Separate “ownership” and “agency” levels, and a combined level
- Metrics and data collection in between levels
  - Questionnaire
  - Dangerous obstacle avoidance
  - Aperture test
- **Experimenter mode** (screw with synchrony)
- Customizable avatar characteristics
- Must be FUN!
- Easy GUI for researchers/clinicians to use