

论文总结 7.31

论文：Video Increases the Perception of Naturalness During Remote Interactions with Latency

实验基础：56 native speaker, stranger,

实验设计：讨论七个不同的topic, 7x4分钟, 一半的couple有视频和音频, 另一半只有音频。把延迟情况组成一个7x7的拉丁正交方阵, 然后从中随机抽取。本质就是为了避免重复和随机。每个4分钟后, 填写问卷, 对九个问题进行回答, 1至5打分。

Scale	Questionnaire Items	Alpha*
Topic likeability	Did you like or dislike the topic? Do you think your partner liked or disliked the topic?	0.8646
Comfortableness	How comfortable or uncomfortable did you feel? Did you find your partner comfortable or uncomfortable?	0.8875
Naturalness	How was the flow of this conversation? How natural or unnatural did you find this conversation? Was this conversation like or unlike an in-person conversation	0.8585
Perceived interruptions	How many times did you and your partner interrupt one another?	NA
Perceived pace	How quick or slow was your partner to respond?	NA

在所有的4分钟结束后, 还有一个总的问卷

论文：Are we in Sync? Synchronization Requirements for Watching Online Video Together

实验基础：36 people, 观看quiz show提供持续的话题性, 两小时

实验设计：每个couple看两集show, 第一集只能通过audio, 第二集只能通过text交流。并且看第一集时要保证实验者不能通过耳机听到对方的节目的声音。text chat通过和video同屏幕的chat box实现。在不通知受试者的情况下, 每七分钟改变一次视频的同步情况, 有五种延迟, 其中三种是正式测试, 极端的两种延迟用来测试极限情况。在每个七分钟后, 填写问卷。测量togetherness, 问题类似e.g. “I felt ‘together’ with my partner”。测量noticeability和annoyance, 引入the Degradation Category Rating (DCR) MOS score, from 1 (not noticeable) to 5 (noticeable and very annoying)

实验设计

问题答案最好量化, 对感觉上的东西可以打分, 也可以对一些量进行统计, 比如下棋时你有几次注意到延迟

问题最好多个角度, 比如在猜拳时, 可以问你认为对手有没有后出拳, 后出拳对结果有没有影响, 从而推断出是不是真的后出拳了

