



presence

"Presence is a state of consciousness, the (psychological) sense of being in the virtual environment, and corresponding modes of behaviour. Participants who are highly present should experience the VE as more the **engaging reality** than the surrounding world, and consider the environment specified by the displays as **places visited** rather than as images seen."

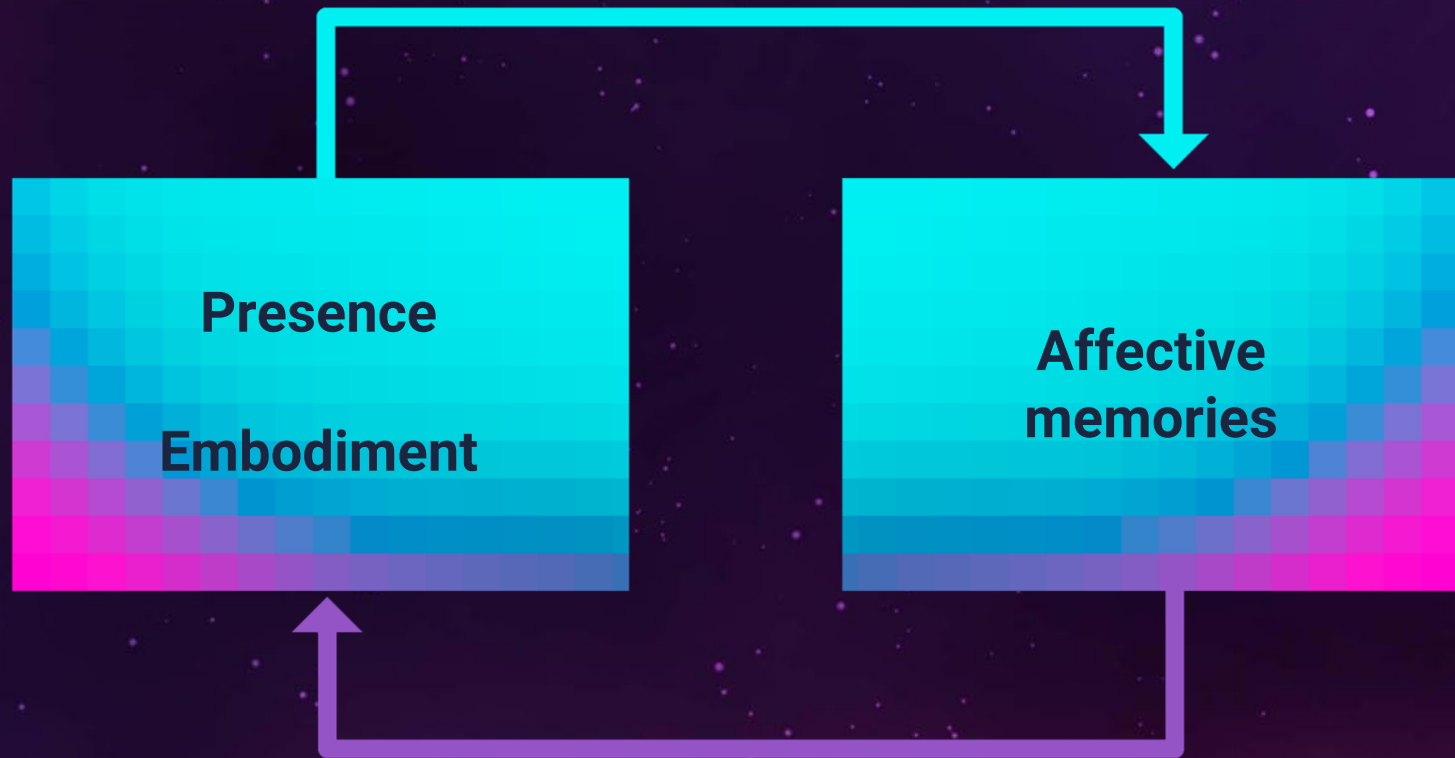
Immersion, Presence, and Performance in Virtual Environments
Mel Slater, Vasilis Linakis, Martin Usoh, Rob Kooper

VIRTUAL Embodiment



“Through an IVR [immersive virtual reality] a person can see through the eyes and hear through the ears of a virtual body that can be seen to substitute for their own body, and our data show that people have some subjective and physiological responses as if it were their own body.”

First Person Experience of Body Transfer in Virtual Reality
Mel Slater, Bernhard Spanlang,
Maria V. Sanchez-Vives, Olaf Blanke



Connecting with the Protagonist

Video source: A Wolf in VR



Narrative POINT OF VIEW



SPACE FOR SUBJECTIVITY

Up until this moment, what's your impression of the Mother's character?

Can you tell me what happened in this level?

At some point during the experience, were you reminded of something from your childhood?

Was there something you wanted to do in this level, but were unable to?

Who did you feel were "you" in the game?

How did you feel about defeating your rival at the tournament?

Who was your favorite character? Why?

Did your initial perception of a character change throughout the story?

For you, how was the relationship between Dot and David?

