Presence, Immersion and Cybersickness Assessment through a Test Anxiety Virtual Environment

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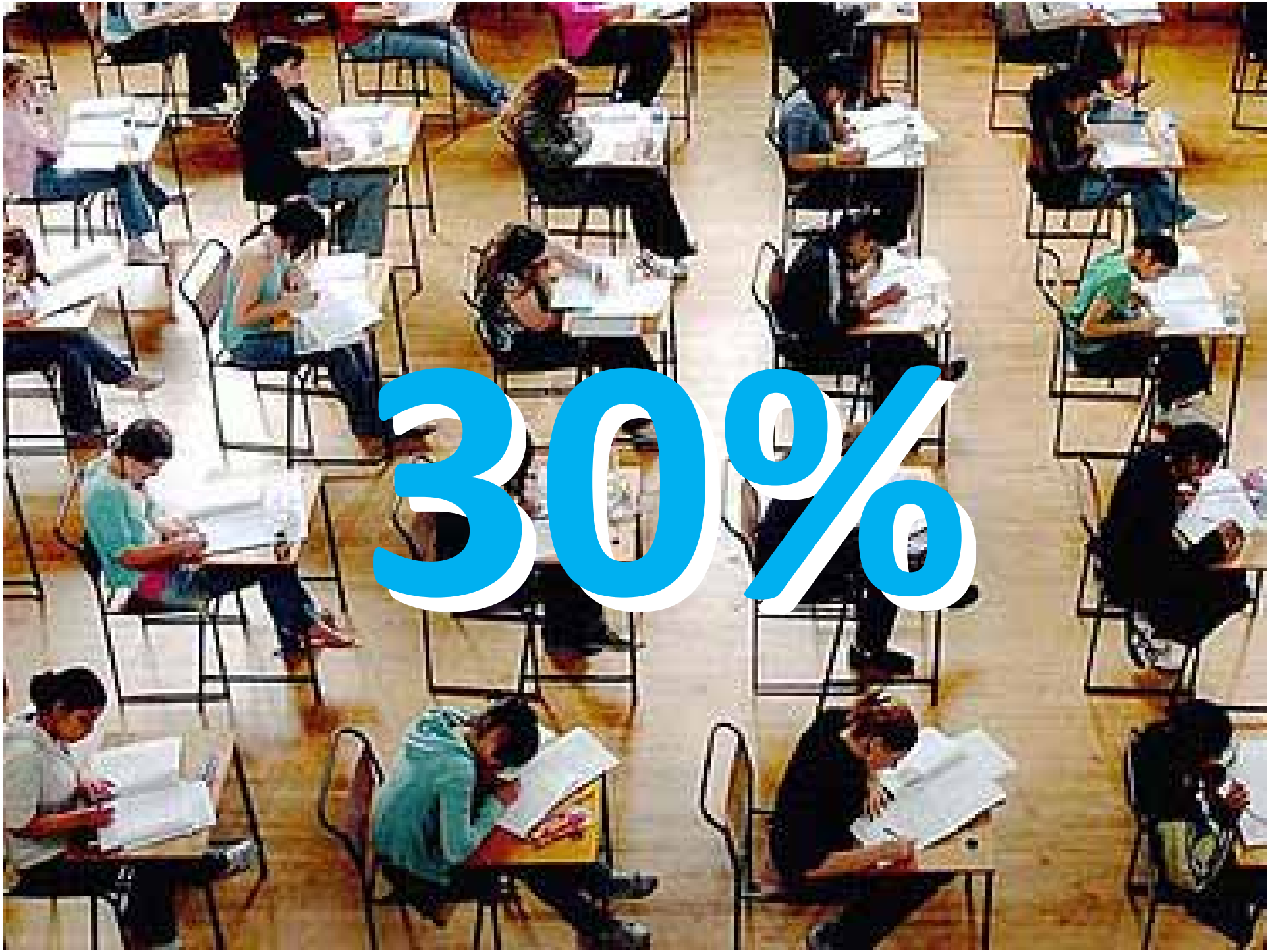
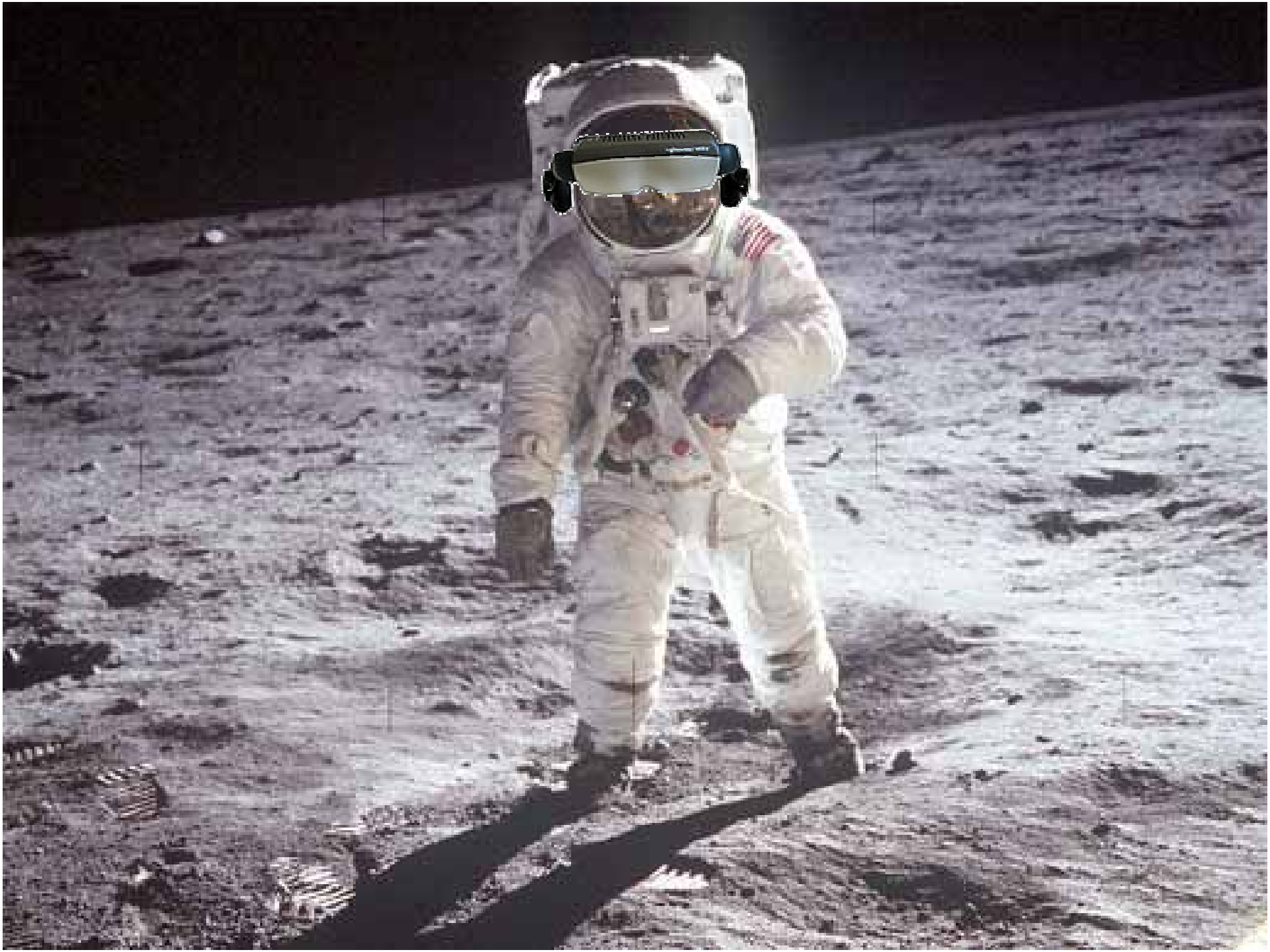
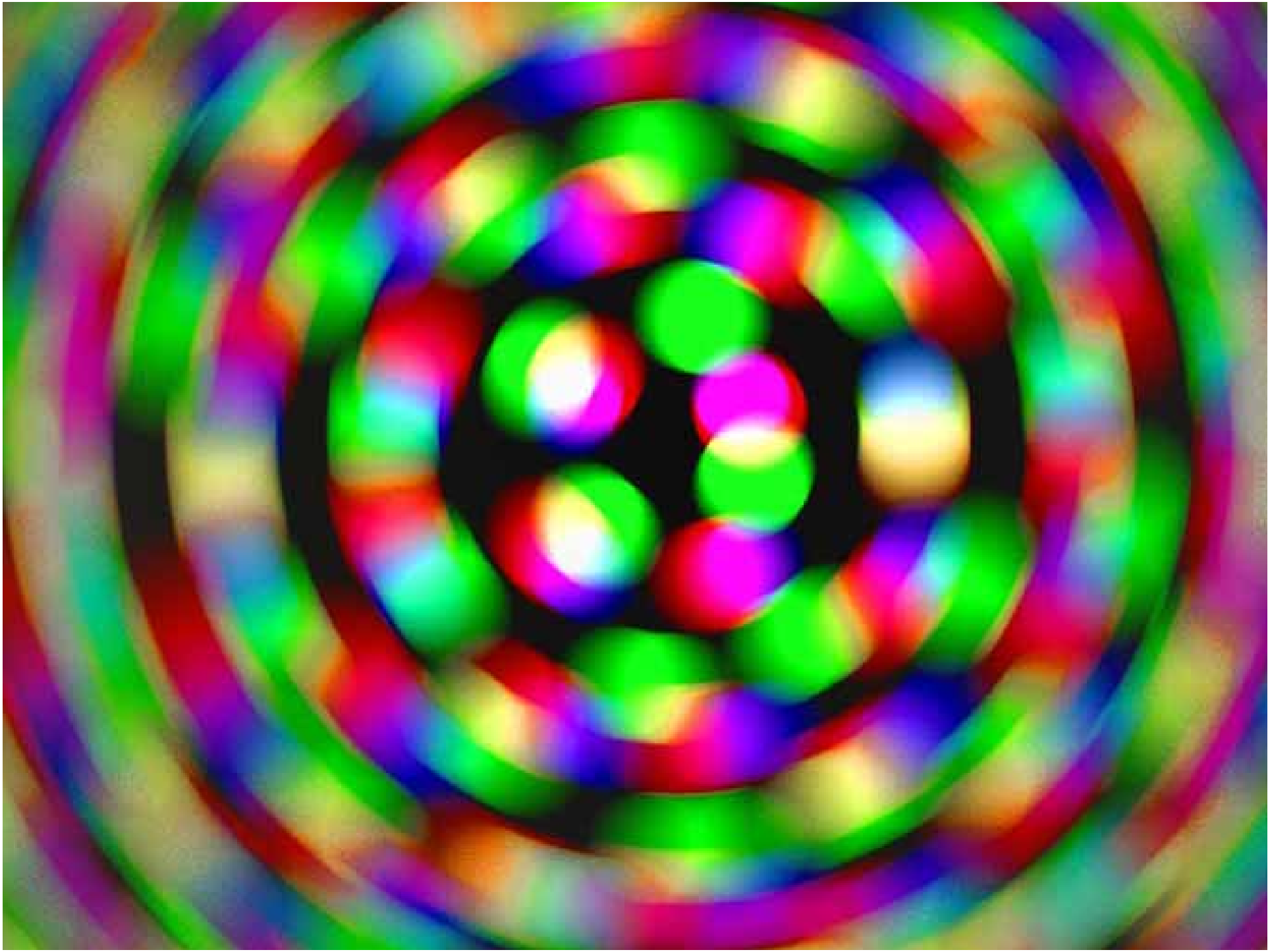
INTRODUCTION


30%

I'm gonna need
a bigger brain.

I’m gonna need a HMD





METHOD

Sample

- Non-clinical sample
- 46 undergraduate students
- 12 men (M = 22.5; SD = 2.96 years)
- 34 women (M = 23.21; SD = 5.61 years).

Assessment (i)

Immersion, presence and cybersickness:

- The Immersive Tendencies Questionnaire – ITQ-F (Bouchard, Robillard & Renaud, 2002);
- The Presence Questionnaire – PQ-F (Bouchard et al., 2002);
- The Simulator Sickness Questionnaire SSQ-F (Robillard et al., 2003).

Assessment (ii)

Test anxiety :

- Reactions to Tests Questionnaire – RT (Sarason, 1984).

Anxiety :

- State and Trait Anxiety Inventory – STAI-Y (Spielberger, Gorsuch, Lushene, Vagg & Jacobs, 1983).

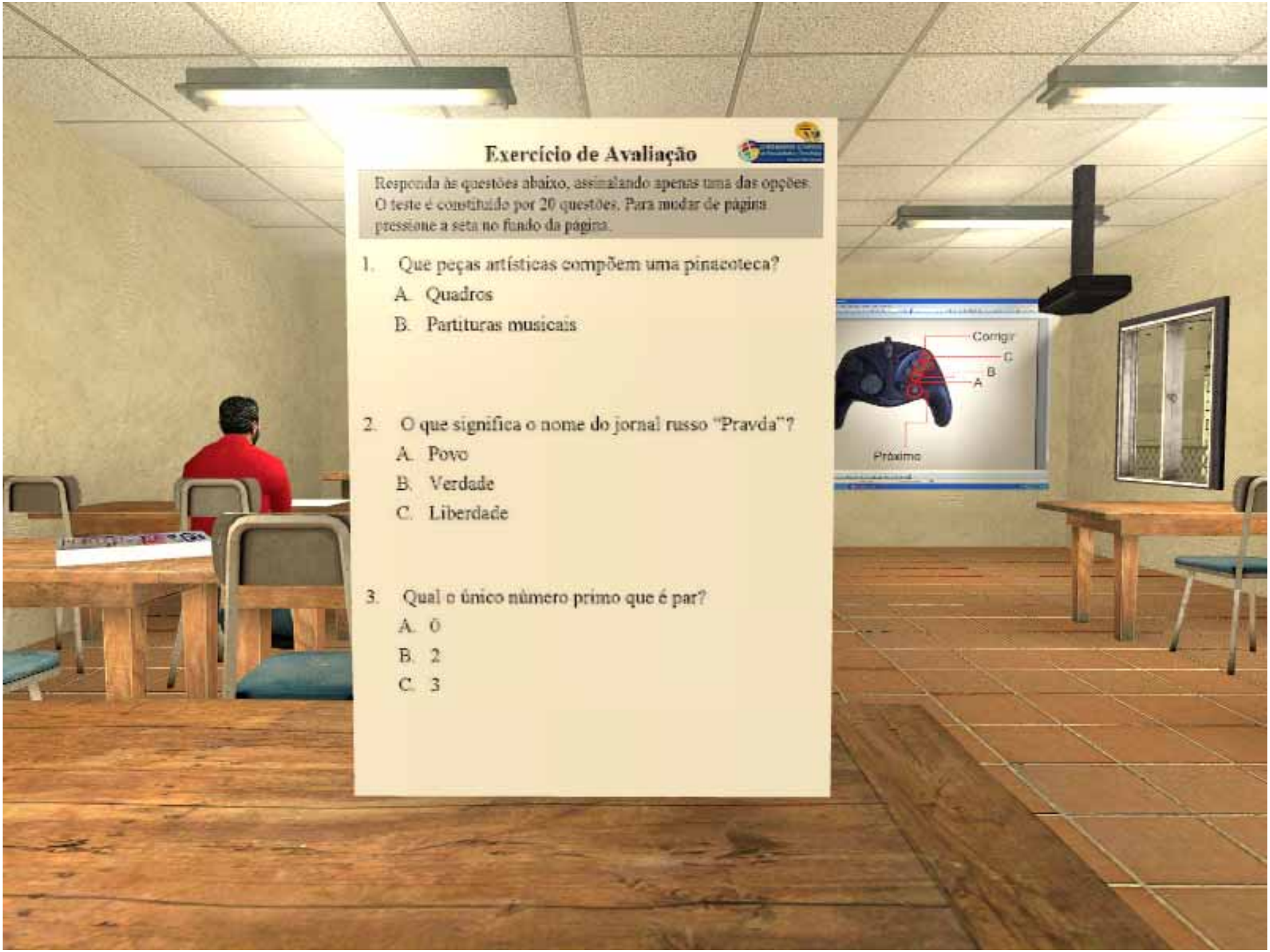
GSR and BPM:

- AcqKnowledge from Biopac Systems

Set-up

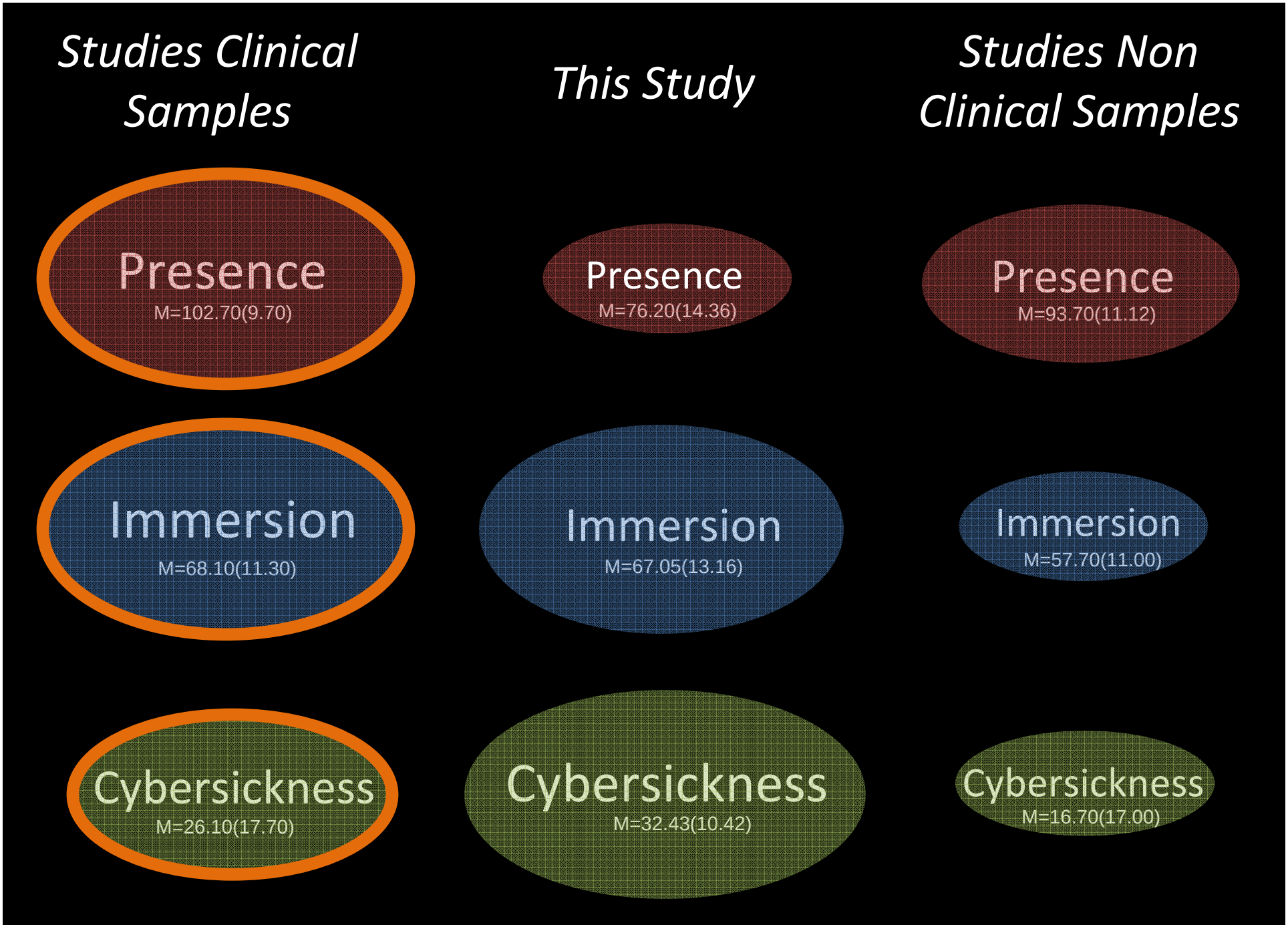
PRIVATE
RESERVE

PROIBIDO
FUMAR

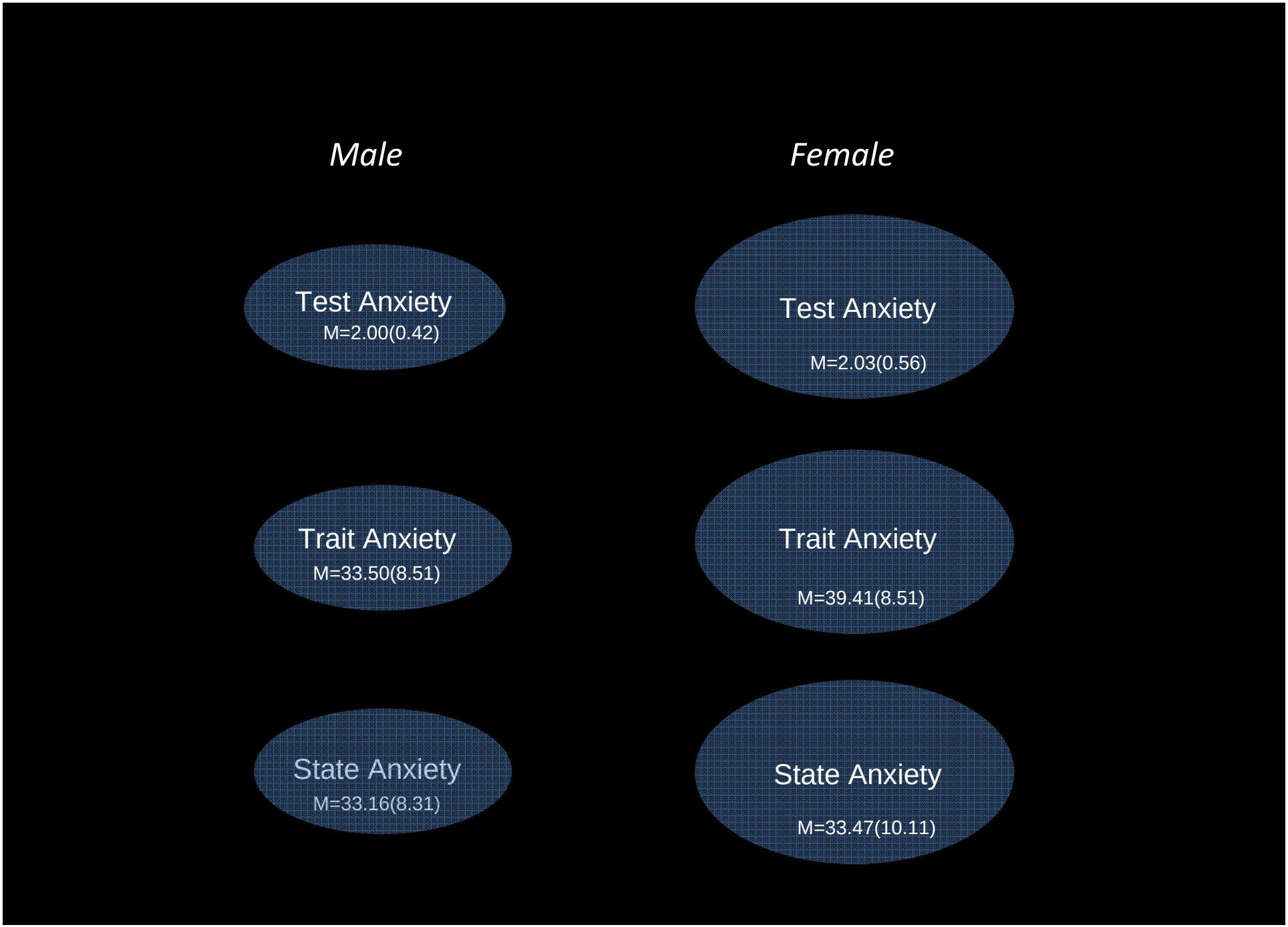

Exercício de Avaliação
Responda às questões abaixo, assinalando apenas uma das opções. O teste é constituído por 20 questões. Para mudar de página pressione a seta no fundo da página.
1. Que peças artísticas compõem uma pinacoteca?
A. Quadros
B. Partituras musicais
2. O que significa o nome do jornal russo "Pravda"?
A. Povo
B. Verdade
C. Liberdade
3. Qual o único número primo que é par?
A. 0
B. 2
C. 3
Corrigir
C
B
A
Próximo

RESULTS & DISCUSSION

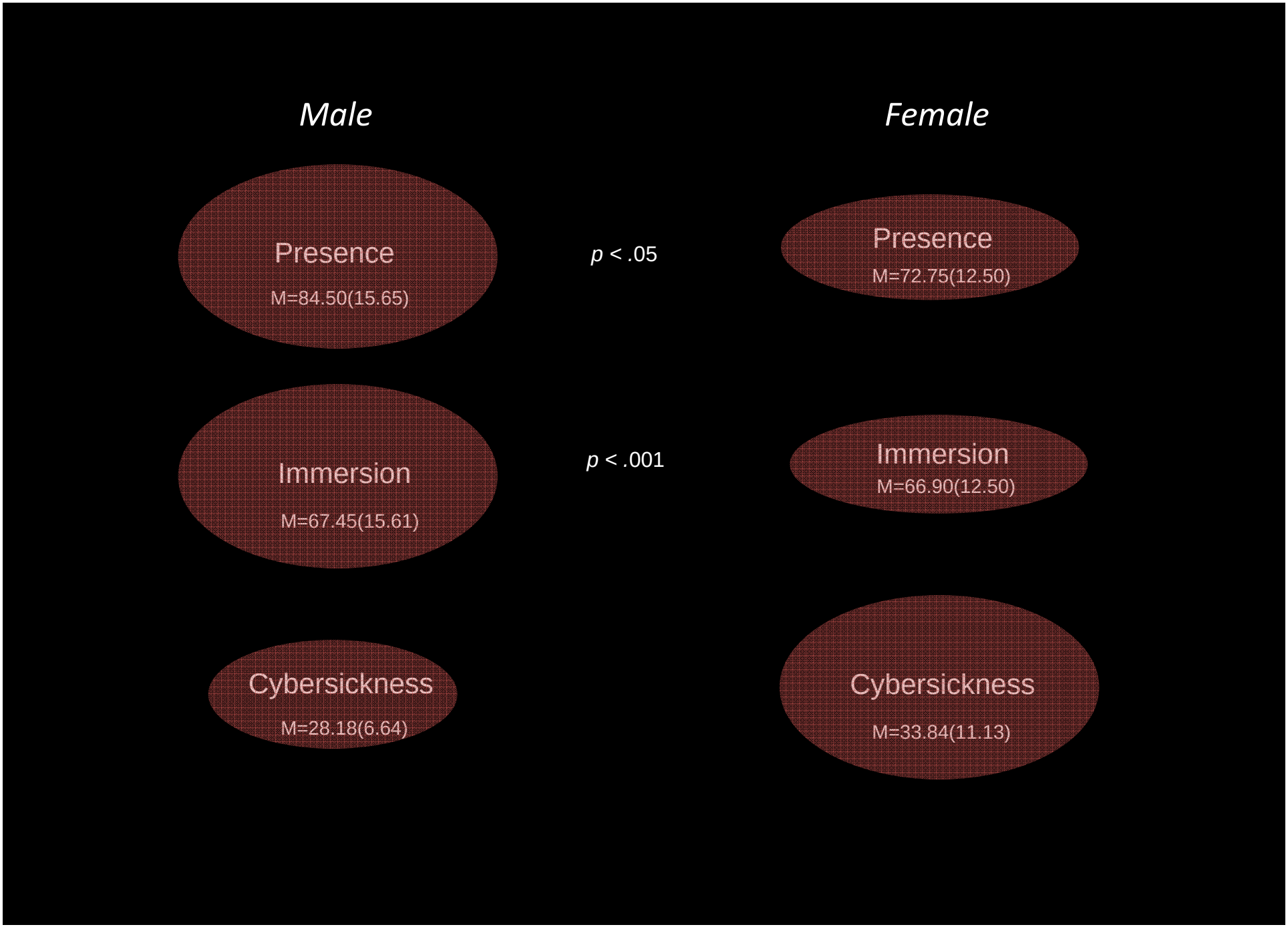
Comparative average and standard deviation scores for Presence, Immersion and Cybersickness.



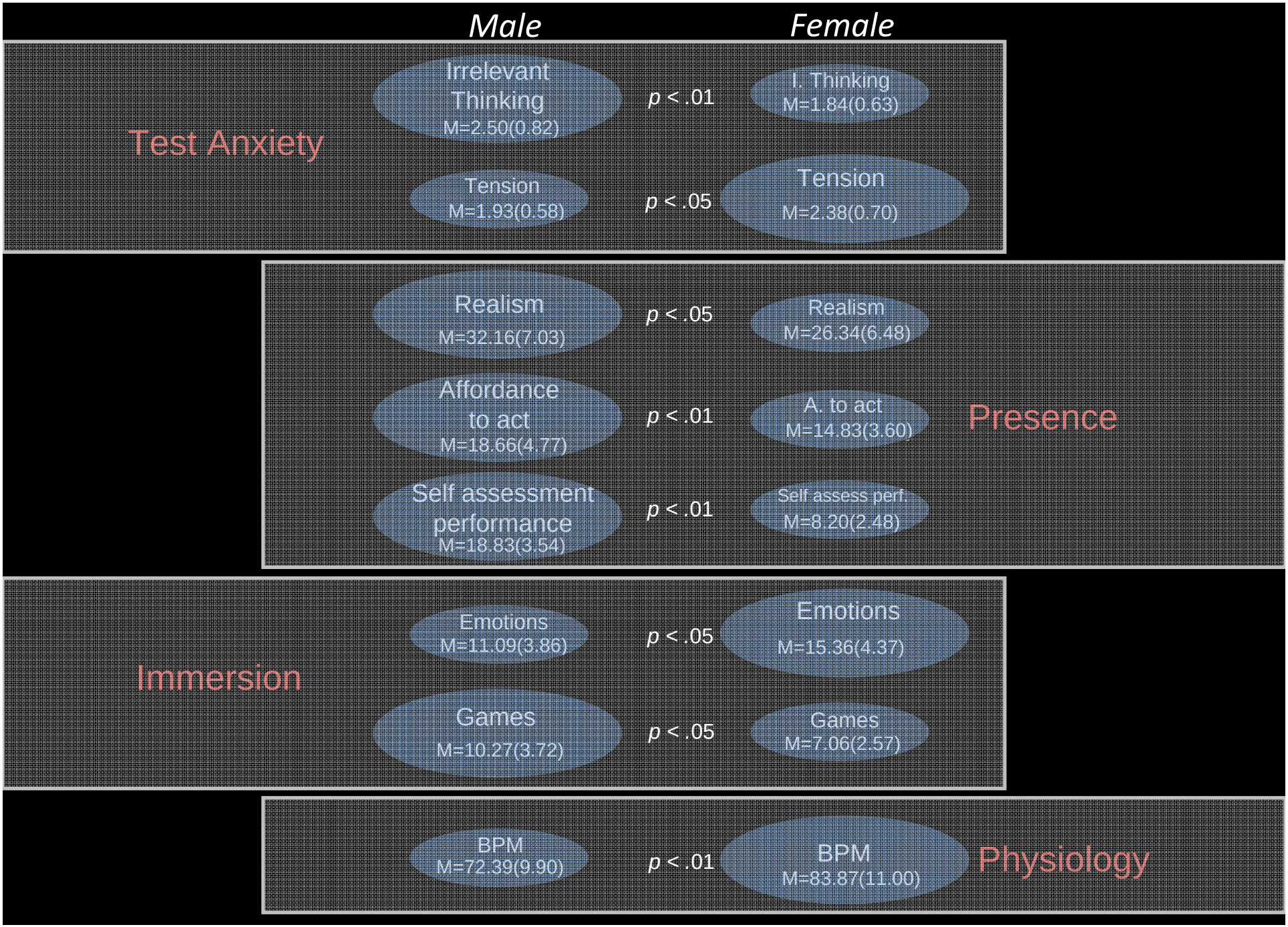
Differences between gender for Test ,Trait and State Anxiety,.



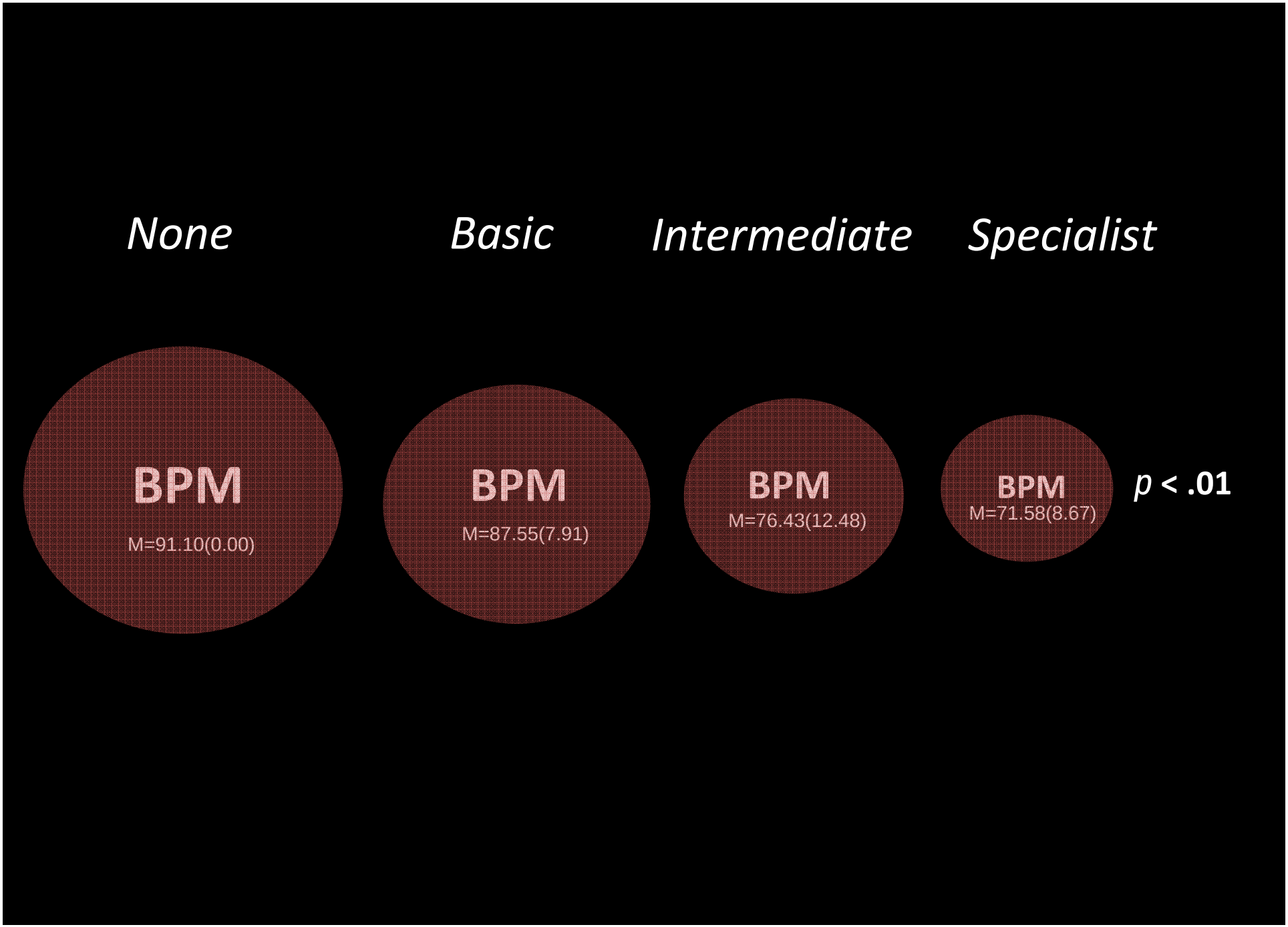
Differences between gender for Presence, Immersion and Cybersickness.



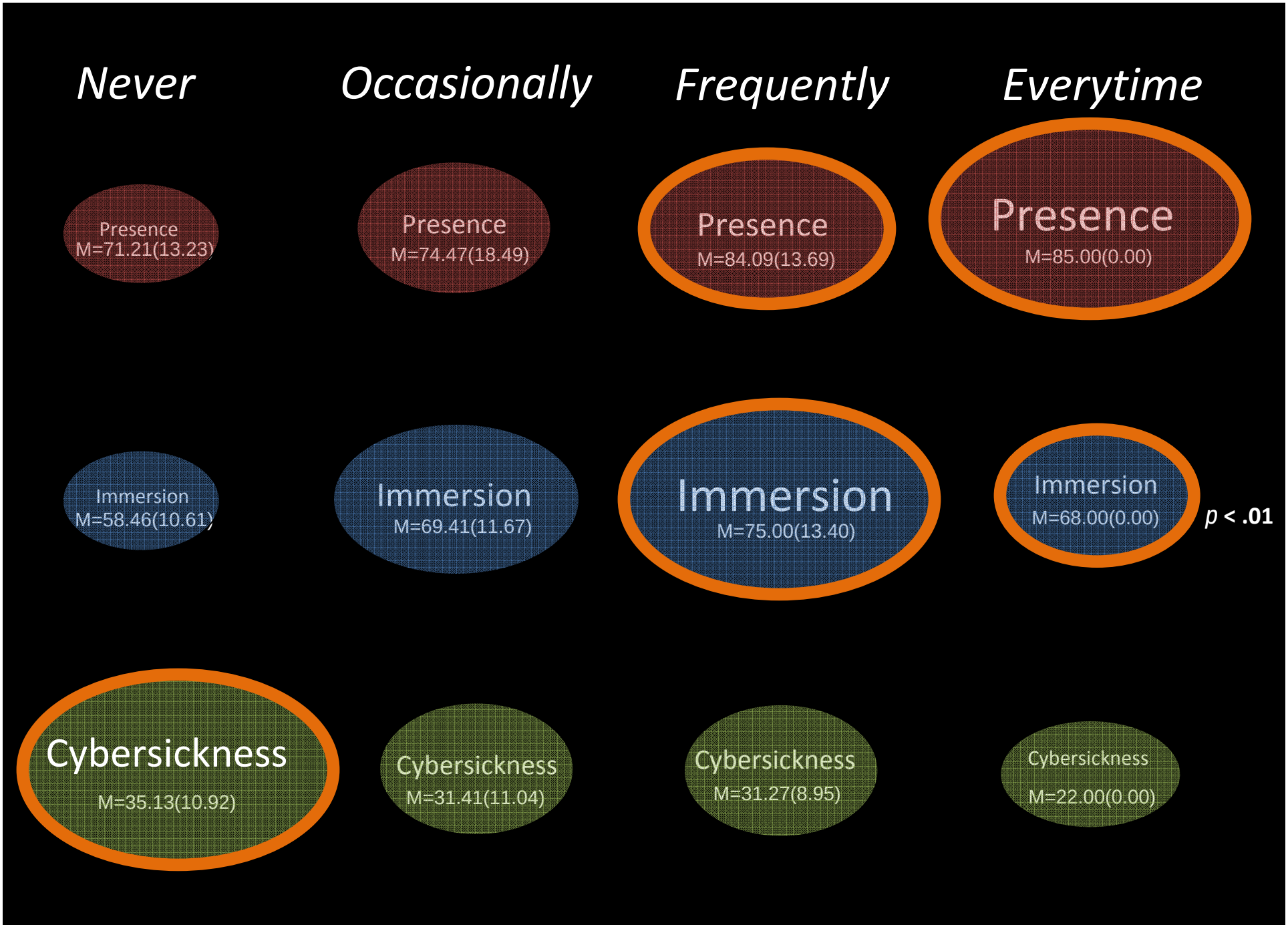
Differences between gender for Test Anxiety, Presence, Immersion, Cybersickness and Psychophysiological activation.



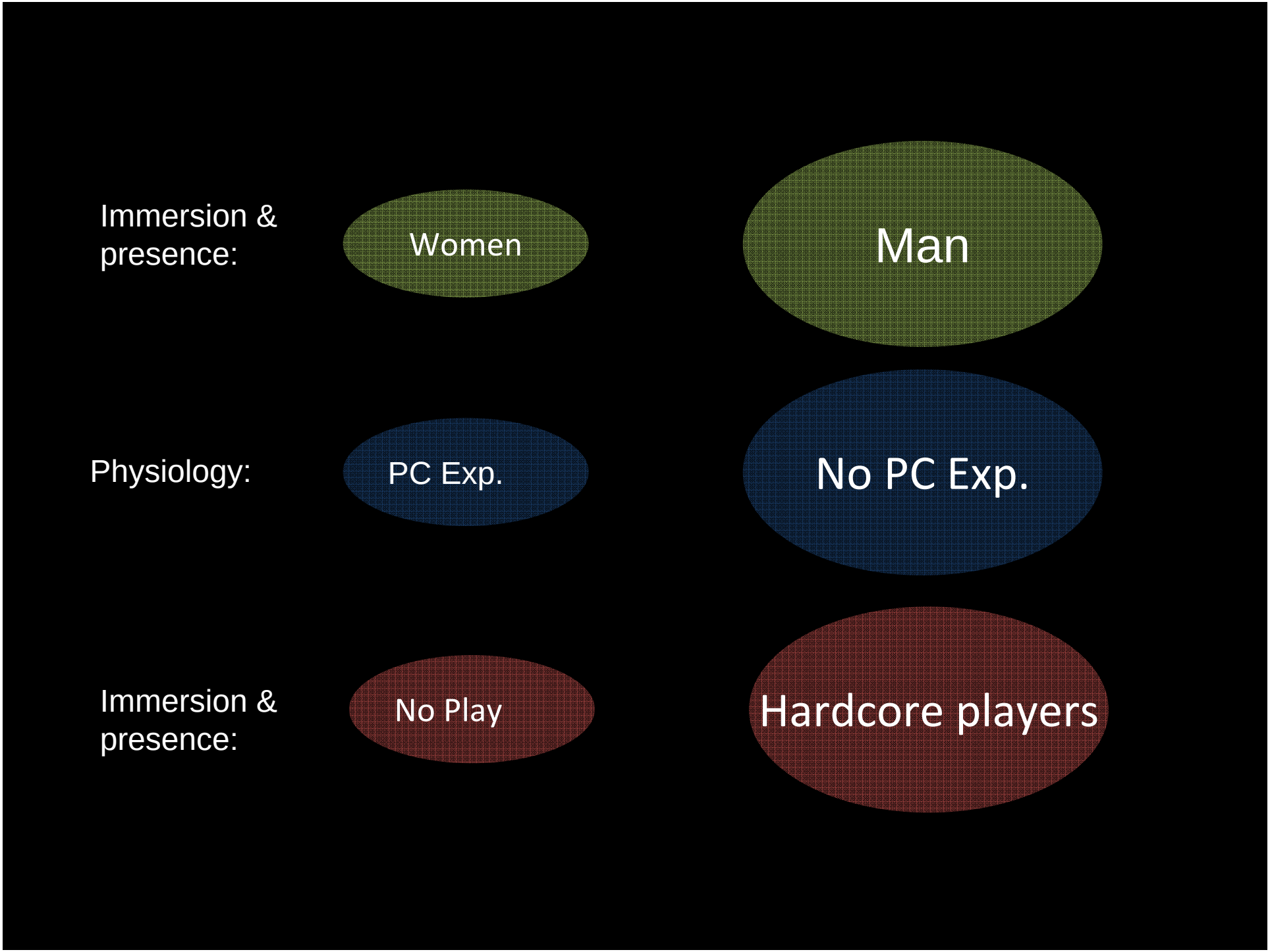
Effect of Computer Experience groups in Psychophysiological activation.



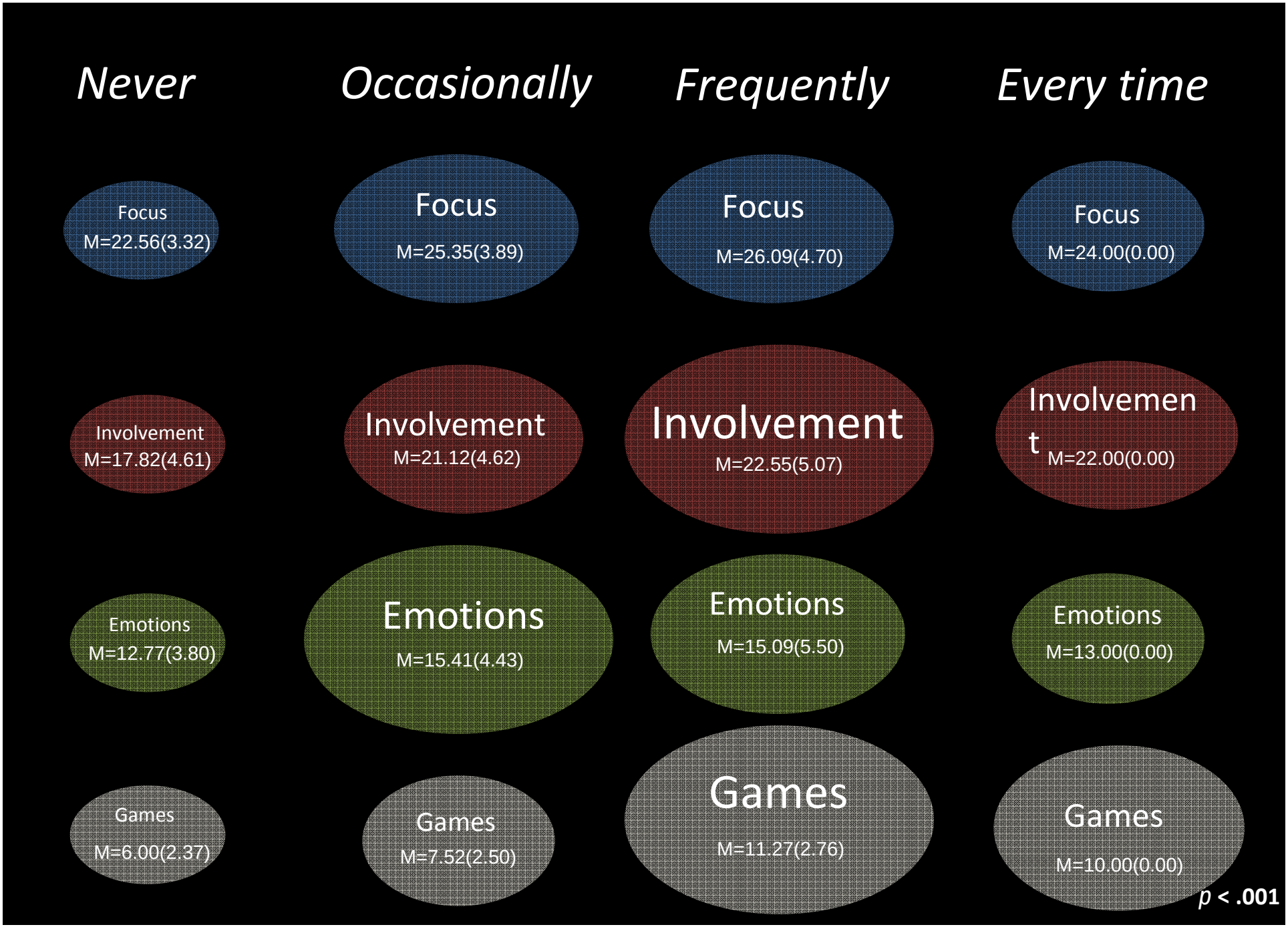
Effect of Playing Computer Games on Virtual Reality variables.



FINAL CONSIDERATIONS


Immersion & presence:
Women
Man
Physiology:
PC Exp.
No PC Exp.
Immersion & presence:
No Play
Hardcore players

FUTURE WORK

- Clinical populations
- Assess the relevance of playing videogames
- Understand better the causes of cybersickness

Effect of Playing Computer Games in Immersion.