

# Influence of Familiarization With Immersive Virtual Reality on Presence Over Time: A Pilot Study

<u>Timothy Barbara, Eden Cisneros, Ryan Wasserman,</u> Andrew Dilanchian, Dorota Kossowska-Kuhn, Juila Almeida, Julie Theodorof, Michael Prevratil, Rin Sangar, Samantha Keeney, Veronica Falcon Booth

Department of Psychology; Florida State University; Tallahassee, Florida



#### INTRODUCTION

- IVR is used in a variety of applications from psychological treatments to learning and pain management (Carl et al., 2018; Makransky and Petersen, 2021; Brown et al., 2022)
- Across several domains, IVR appears to be a promising emerging tool to support the health, wellbeing, and quality of life of a variety of healthy and non-healthy populations ((Barreda-Angeles & Hartmann, 2022; Brown et al., 2022)
- Presence is posited to be a fundamental mechanism through which IVR exerts its effects, affecting enjoyment, attitudes, behavior, treatment responses, and learning outcomes (Yang and Zhang, 2022; Weech et al., 2019; Barreda-Angeles and Hartmann, 2022; Makransky and Petersen, 2021)
- Factors of presence have been investigated; however, no longitudinal studies of presence have been done

#### **KEY TERMS**

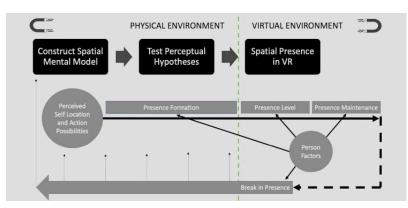
- Immersive Virtual Reality (IVR): User wear displays that fully immerse several of the senses in computer generated stimuli.
  The stereoscopic head-mounted displays are a distinctive future of the system (Biocca & Levy, 1995, p. 59)
- **Presence**: Sense of being there (Weech et al., 2019; Gibbs et al., 2022)





A custom IVR visual search task created by Andrew Dilanchian

## **THEORY**



Magnet model of presence (Mitzner et al., 2021)

## **METHODS**

- Cognitively healthy adults aged 65 and older will engage in leisure-based IVR experiences
- 5 to 10 sessions, each lasting 30 minutes
- Measure how presence may change over repeated use of IVR technology
- Measure how the degree of mood change may be affected by familiarization through selfreport questionnaires

#### **FUTURE**

- · Do age differences affect presence?
- How much change is necessary to stop familiarization within the same environment?

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#### References

