

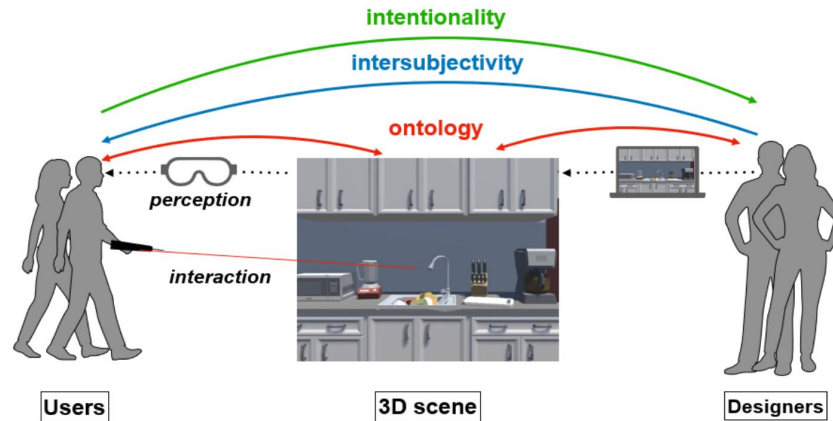
Analyzing and Understanding Embodied Interactions in Virtual Reality Systems

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Understand the user experience in VR

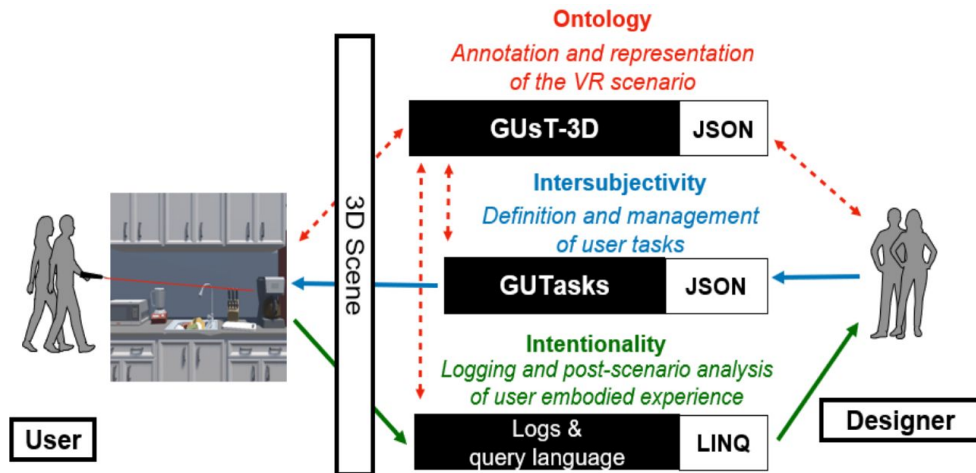


Analyzing and understanding embodied user experience in VR
(i.e., emotions, intentions, attention) :

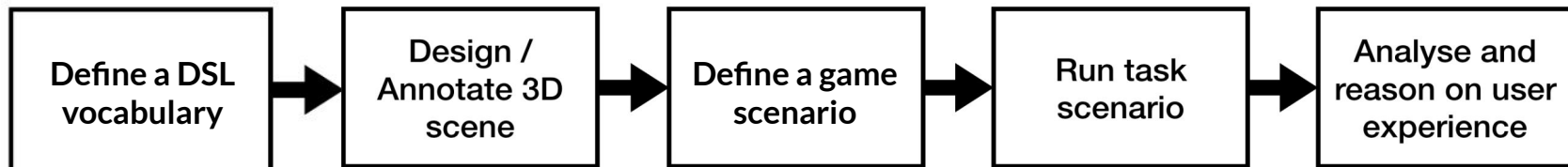
- What measures can help us characterizing the user experience ?
- How can these measures be quantified and understood ?
- How to use these informations for VR experiences improvement ?

System for serious game creation

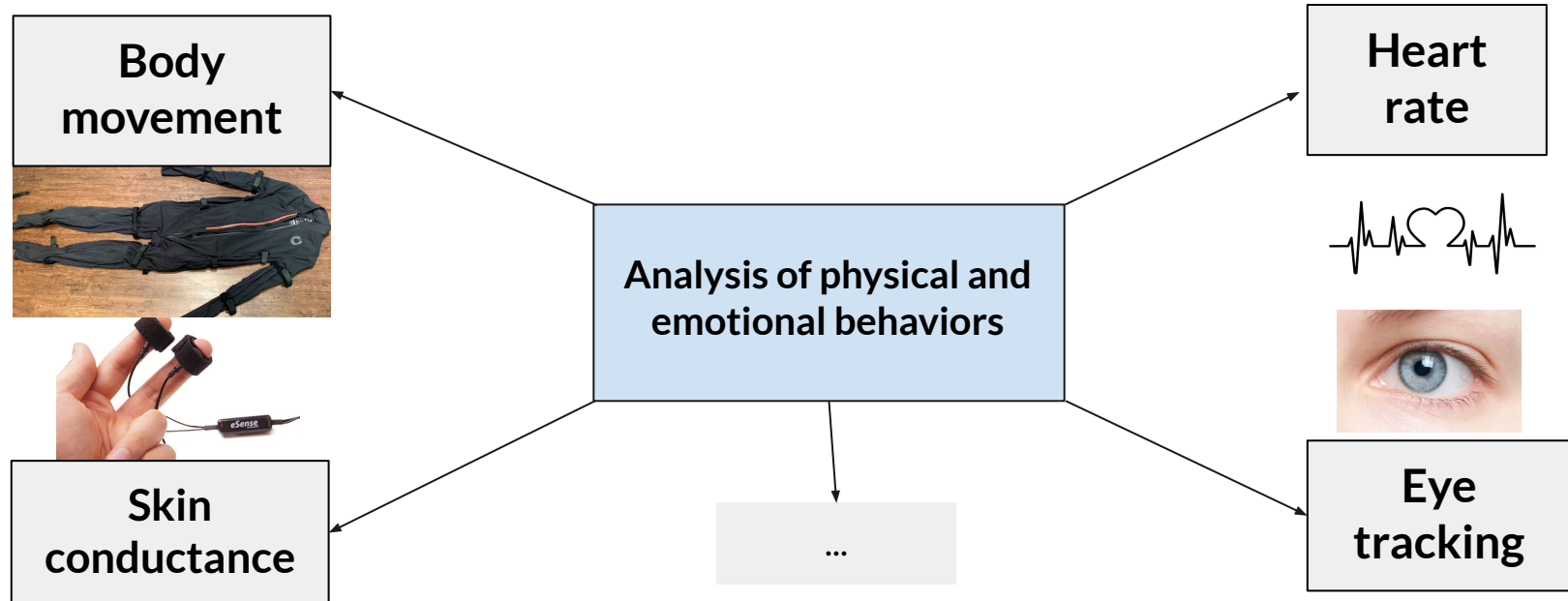
- **GUst-3D** to create and analyse VR embodied experiences.
- Designed around the perception gap problem between user and designer.



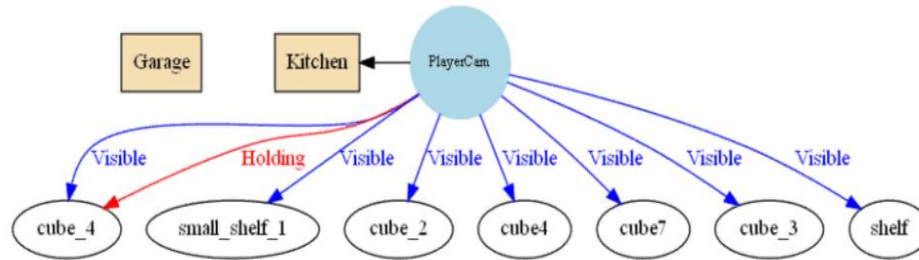
P. Dourish, 2004
Where the action is: the foundations of embodied interaction. MIT press.



Measurement of the user experience



View of the embodied user experience

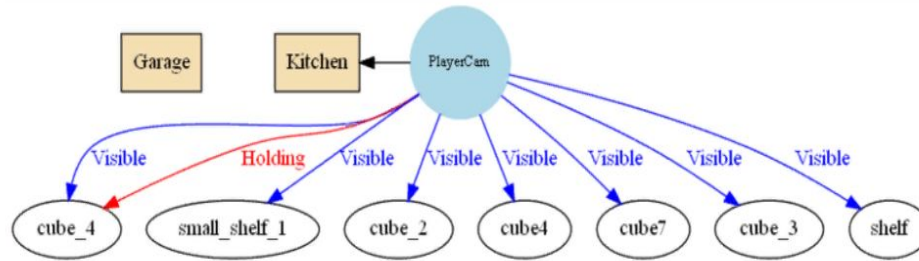


Experience in the environment :

- **Task** (e.g., cross the road)
- **Localisation** (e.g., on the sidewalk)
- **Interactions** (e.g., press a button)



View of the embodied user experience



Embodied experience :

- **Visual attention** (e.g., looking at the traffic light)
- **Feelings** (e.g., stressed, confused)
- **Intentions** (e.g., turning the traffic light to red to cross the road)





Thanks for your attention !