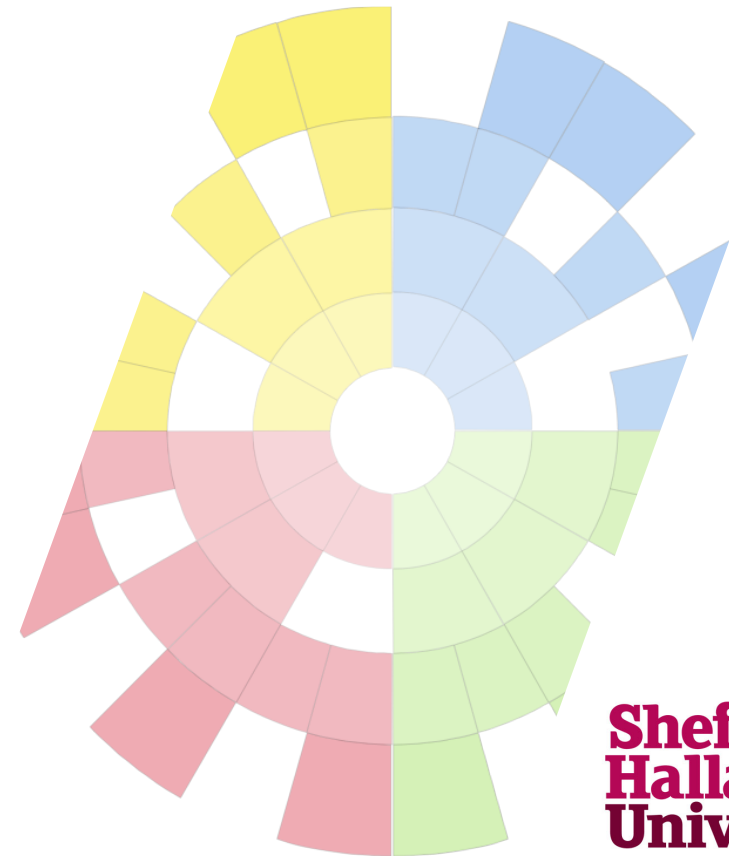


Researching Presence Design for Virtual Reality

Aki Järvinen

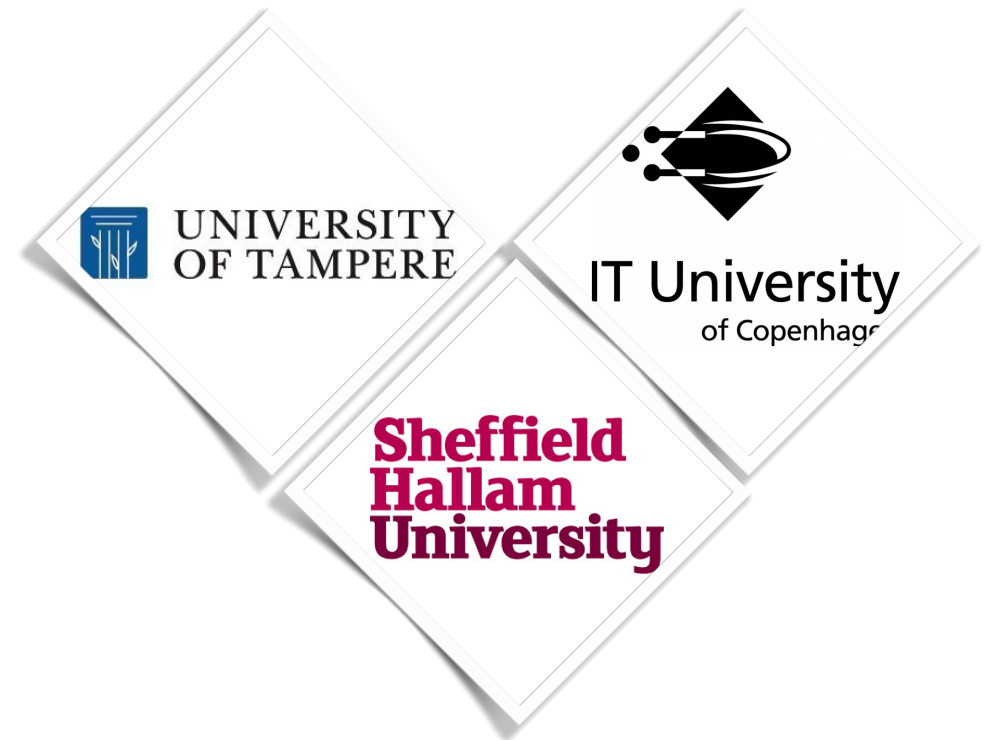
Founder, Ph.D,

<http://gamefutures.com/about>



**Sheffield
Hallam
University**

Unique combination of **Industry** & **Academic** XP



VR, Year One:

Trends in Software

Aki Järvinen

Founder, Ph.D,

<http://gamefutures.com/about>

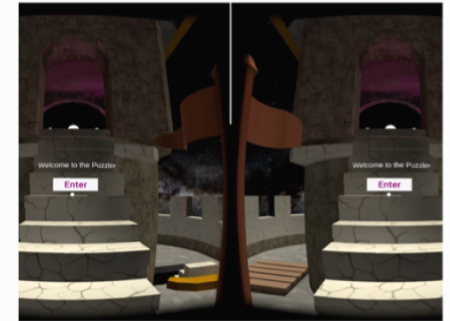
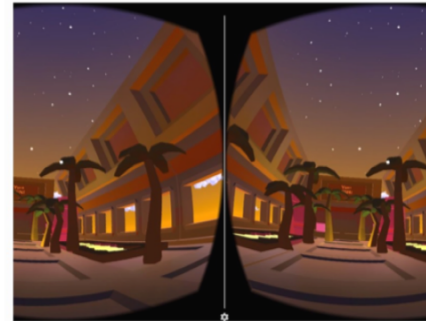


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Motivation

Gamefutures.com

LATEST REPORTS ABOUT CONTACT BLOG VR & AR PORTFOLIO



Mobile VR & AR Games in 2020: Probable, Plausible, and Possible Futures

September 2017

Aki Järvinen

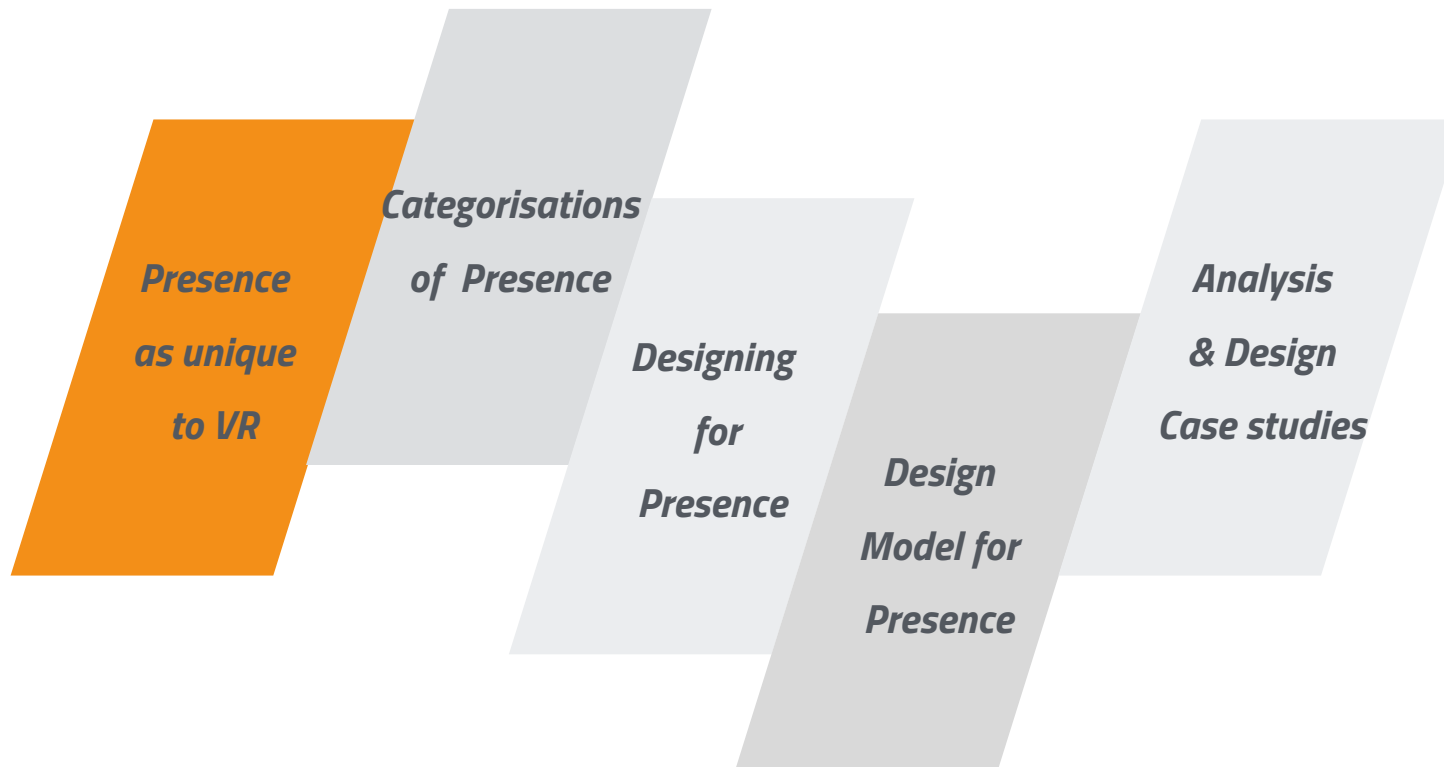
Founder, Ph.D,

<http://gamefutures.com/about>



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Agenda



5



What is ‘Presence?’

According to research, ‘True’ sense of presence can only be achieved with ‘immersive technologies’ such as VR

The highest degree of presence is reached when we can not tell if we are interacting with **virtual vs real** objects & environments



Place illusion:

'the qualia of having a sensation of being in a real place'

= Is this a real?



Plausibility illusion:

'the illusion that the scenario depicted is actually occurring'

= Is this really happening?



Reality or not to Reality

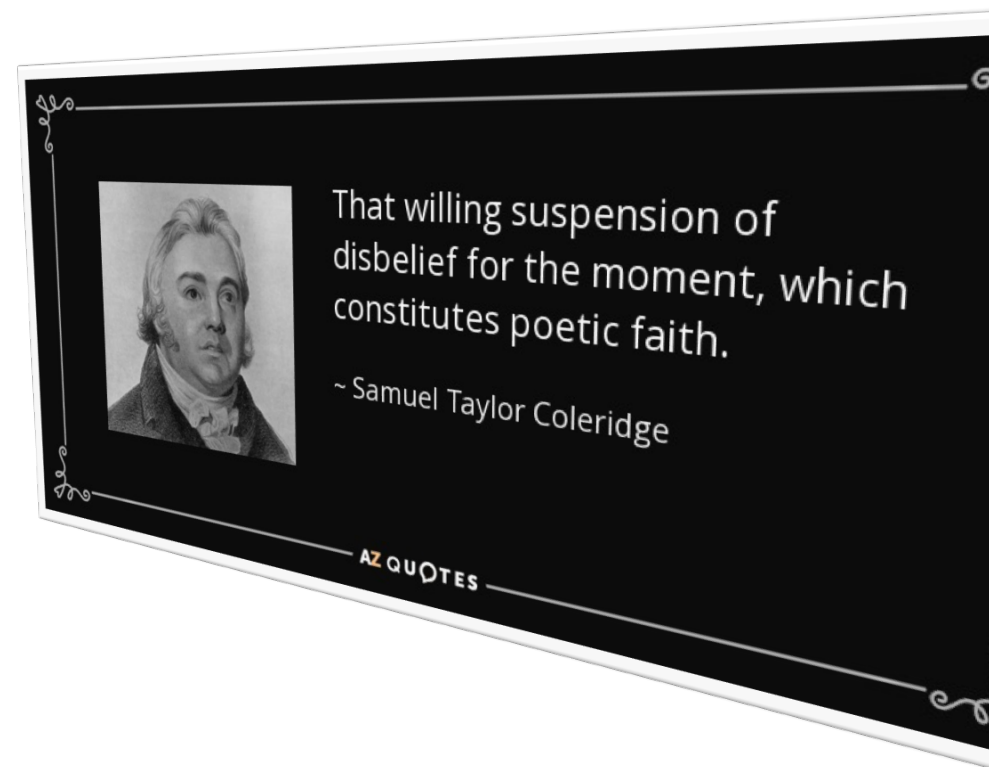
As design drivers, Place illusion & Plausibility illusion would best fit efforts where the developers are trying to simulate existing environments and events

On the other hand...

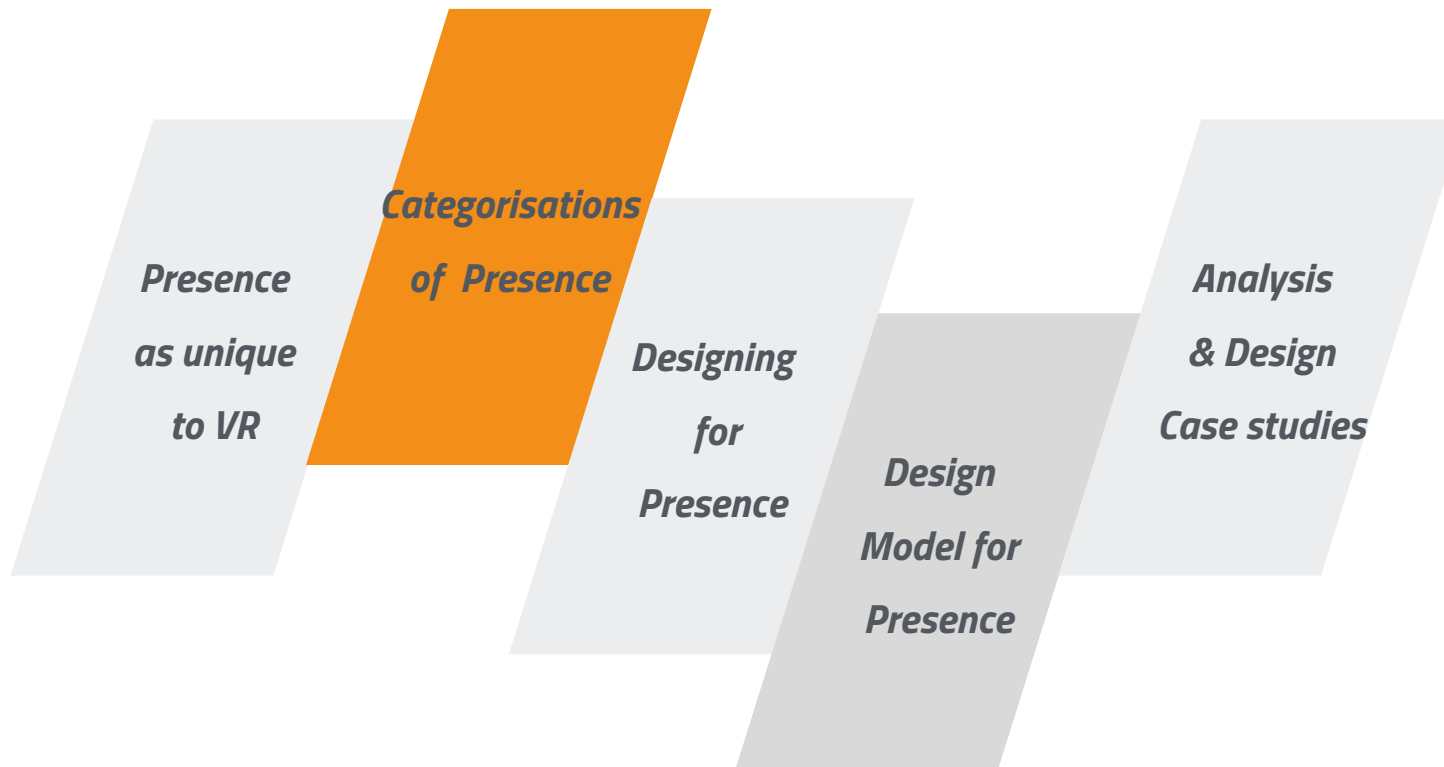
Suspension of Disbelief through Presence

For creative endeavours, such as designing games or VR experiences, place illusion and plausibility illusion are trumped by age-old creative challenge of creating and maintaining suspension of disbelief.

More nuanced design concepts are needed for the variety of potential for VR!



Agenda





Social & Mental Presence

Emotional Presence

Kent Bye's Elemental Theory of Presence:

<http://voicesofvr.com/502-an-elemental-theory-of-presence-future-of-ai-interactive-storytelling/>

Active Presence

Embodied Presence



Social & Mental Presence

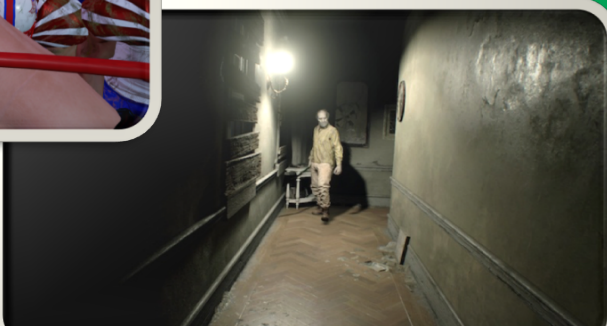
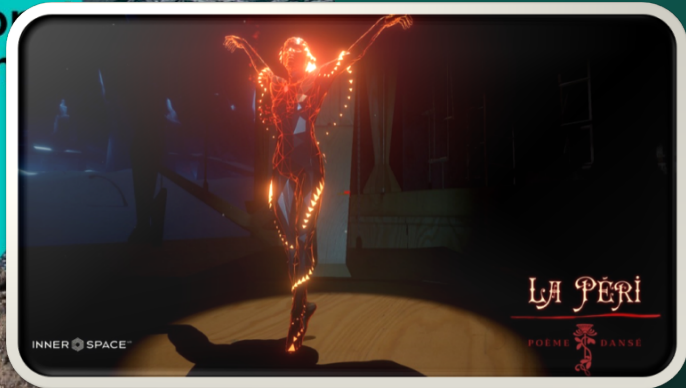
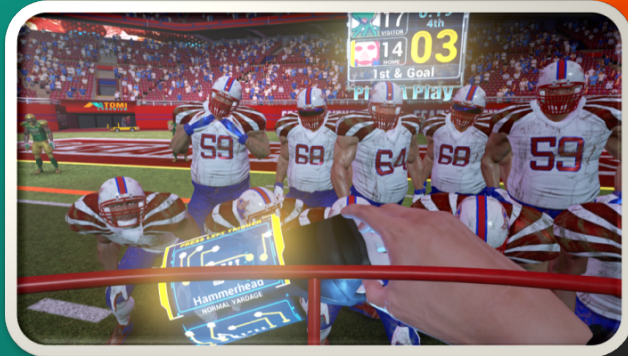
Emotional Presence

Active Presence

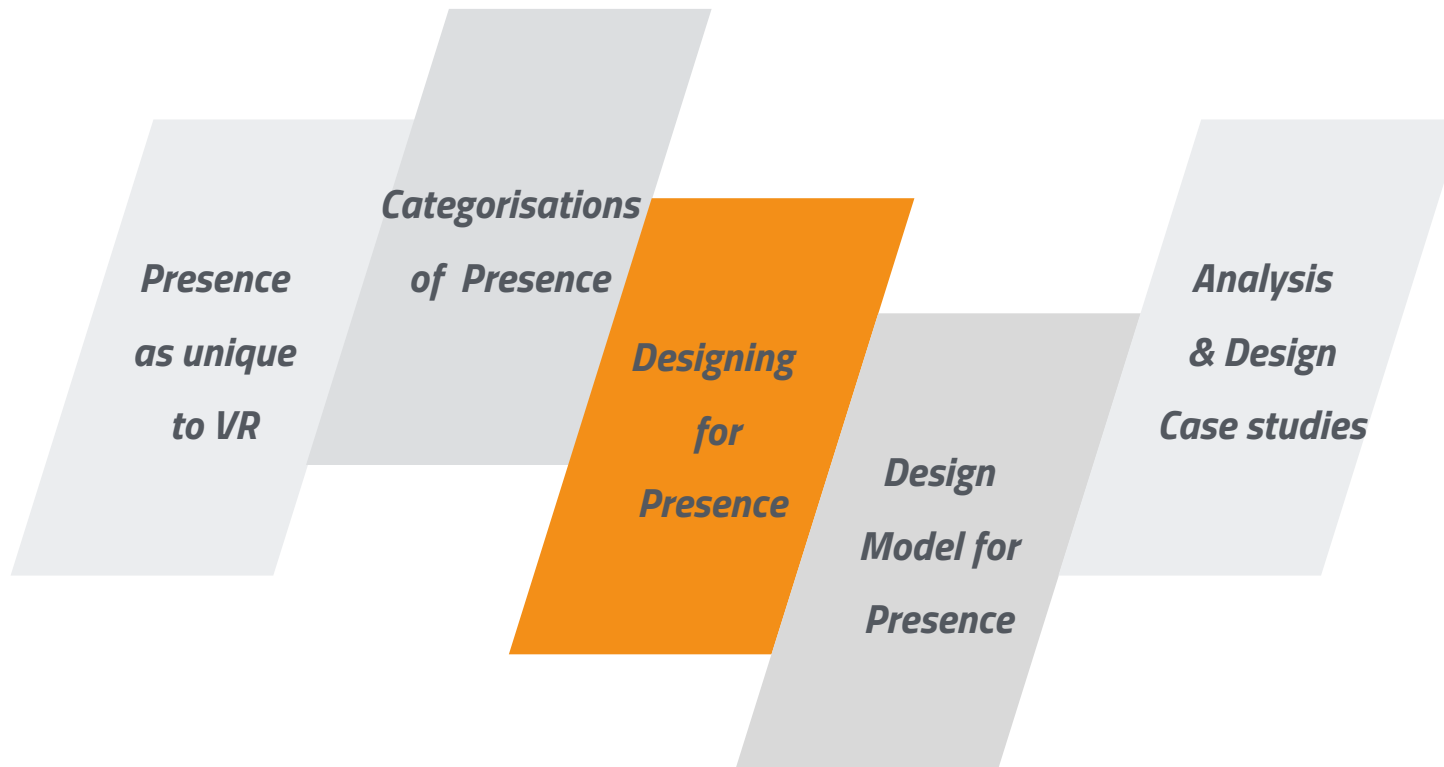
Embodied Presence

Kent Bye's Elemental Theory of Presence:

<http://voicesofvr.com/502-an-elemental-theory-of-presence-future-of-ai-interactive-storytelling/>



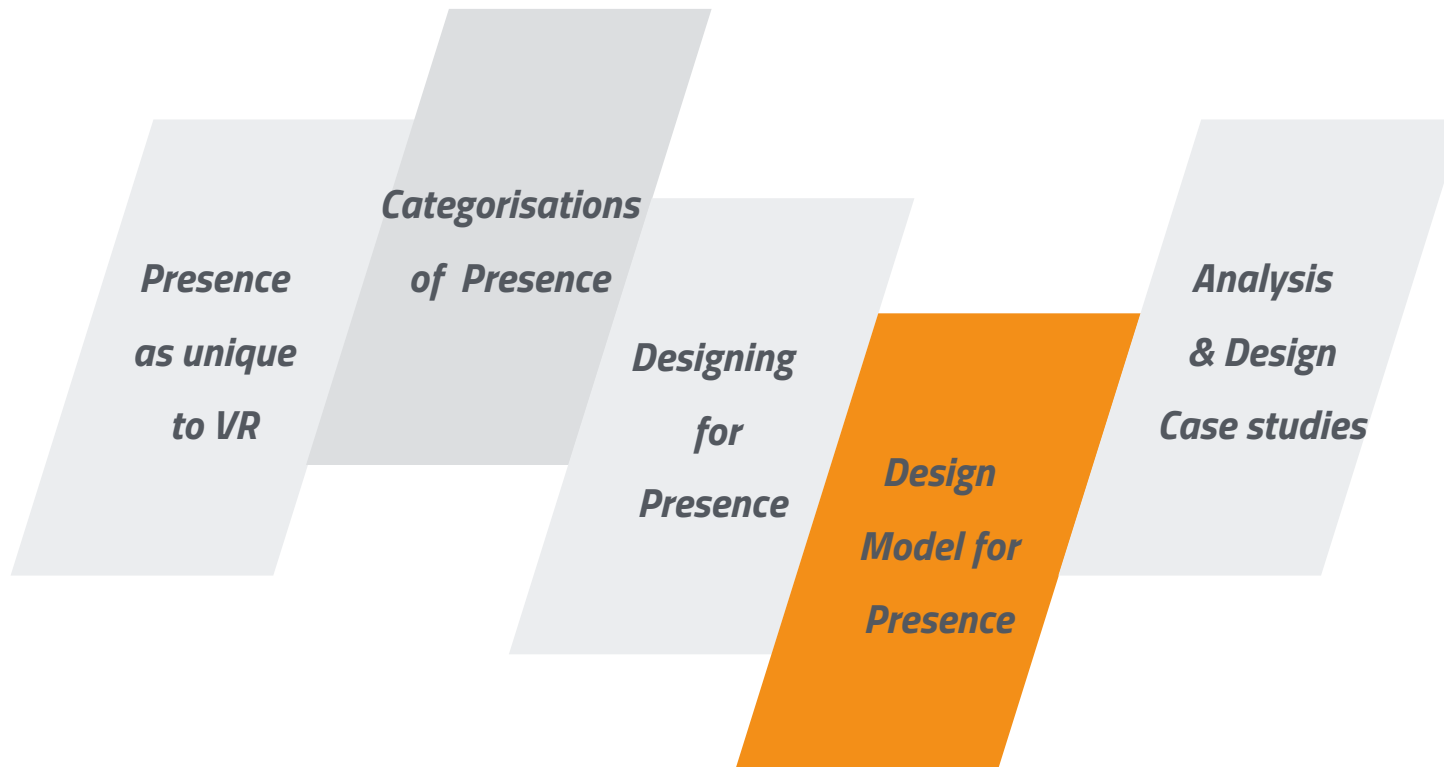
Agenda



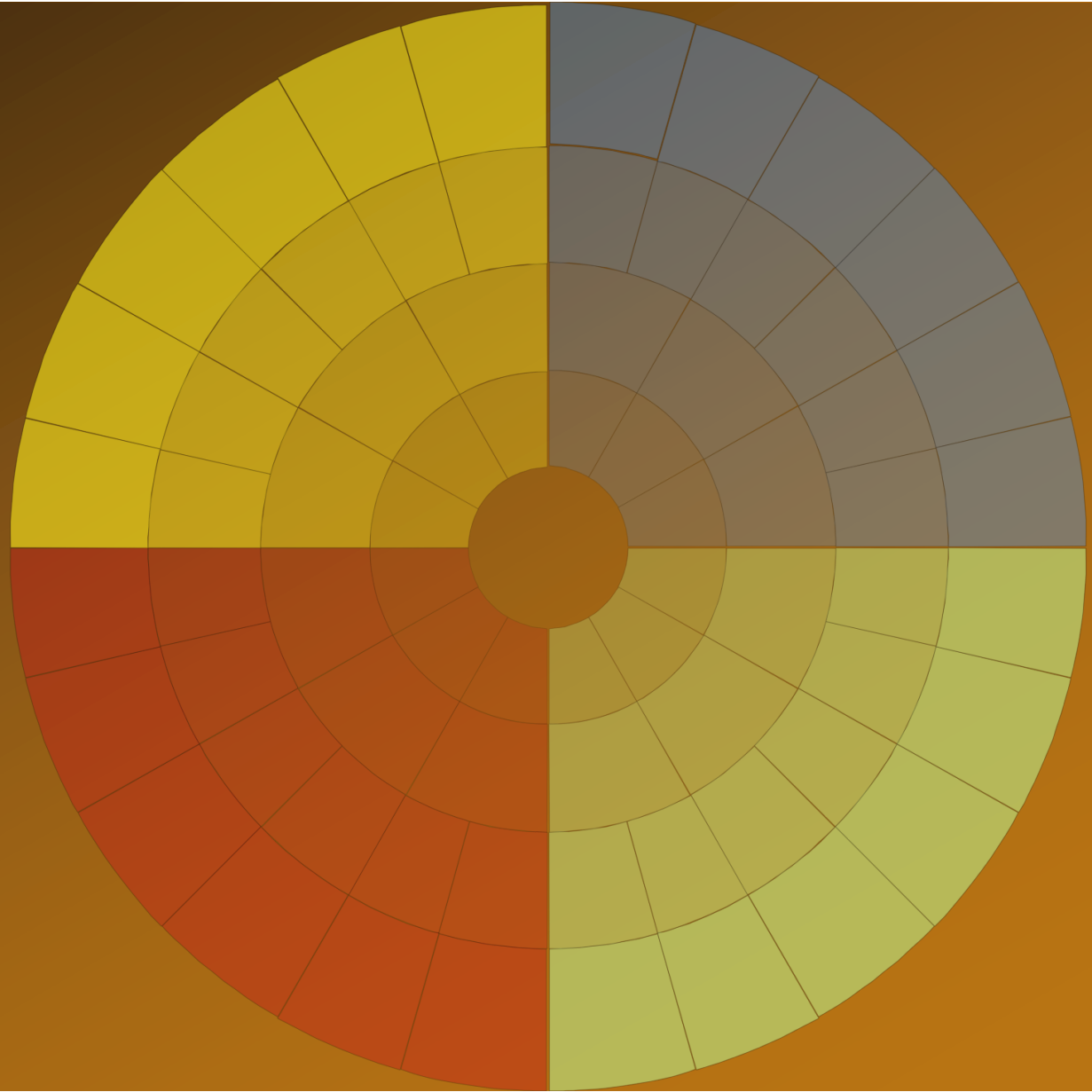
Process



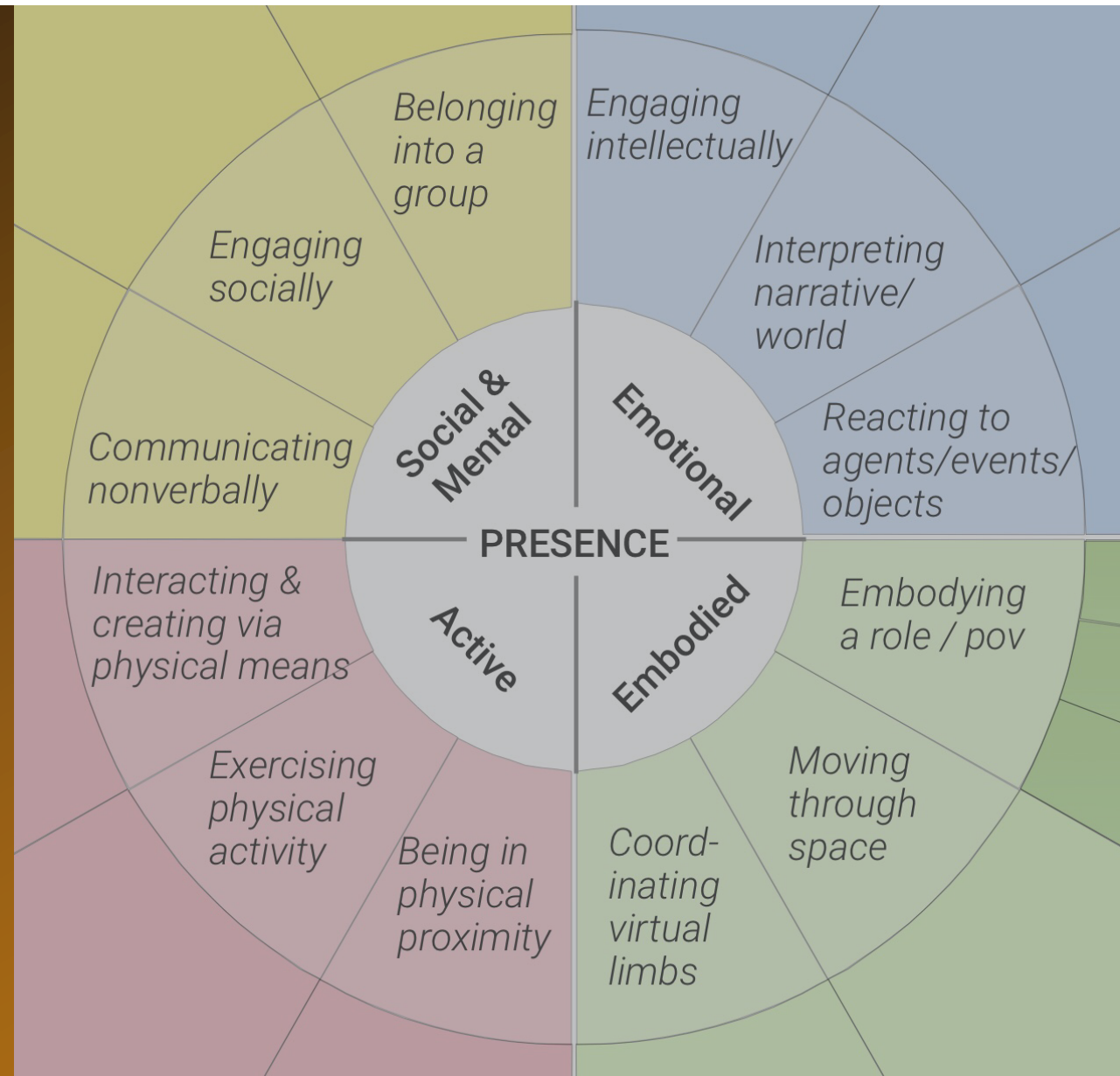
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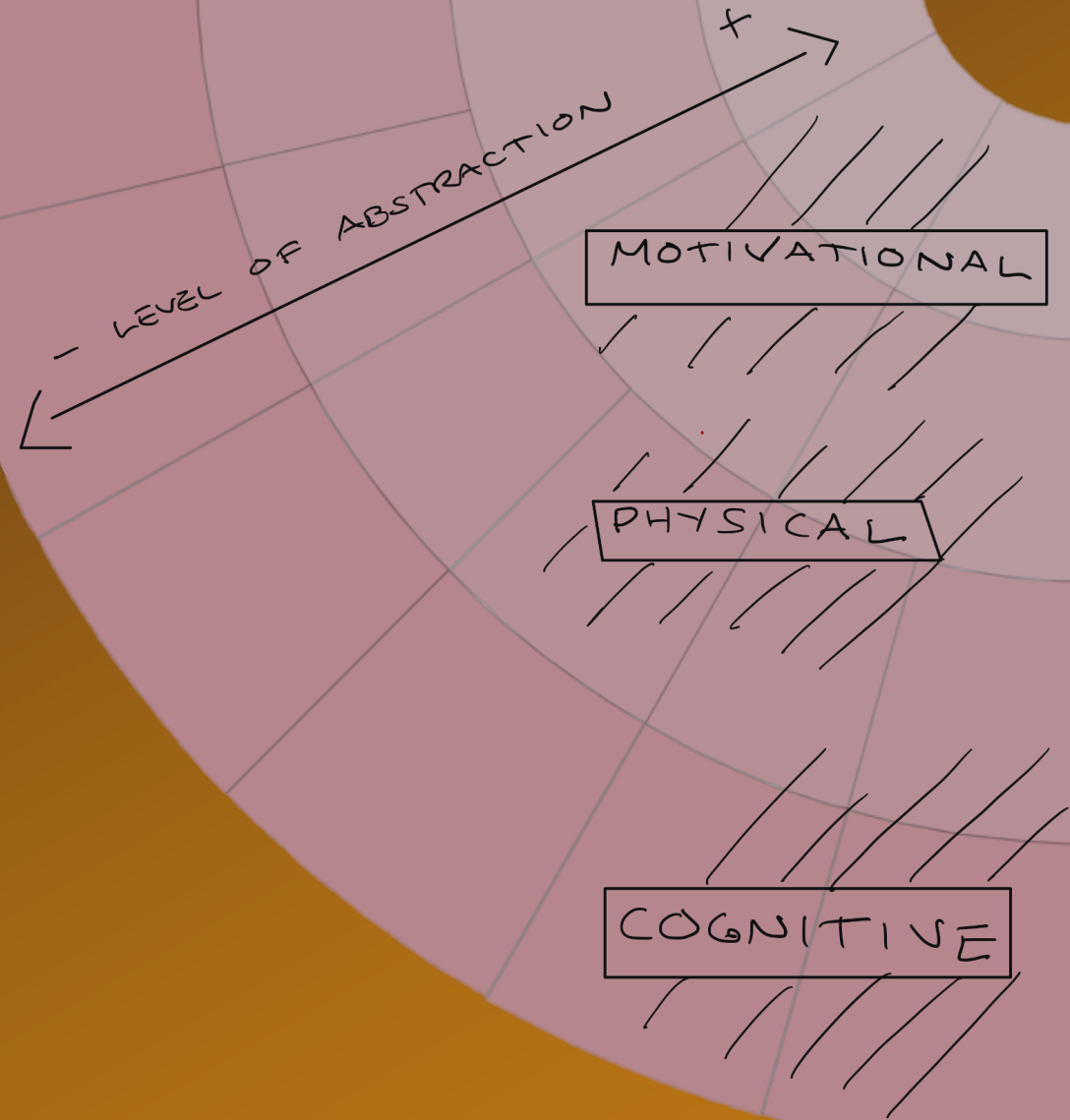
Heart, Layers & Sectors



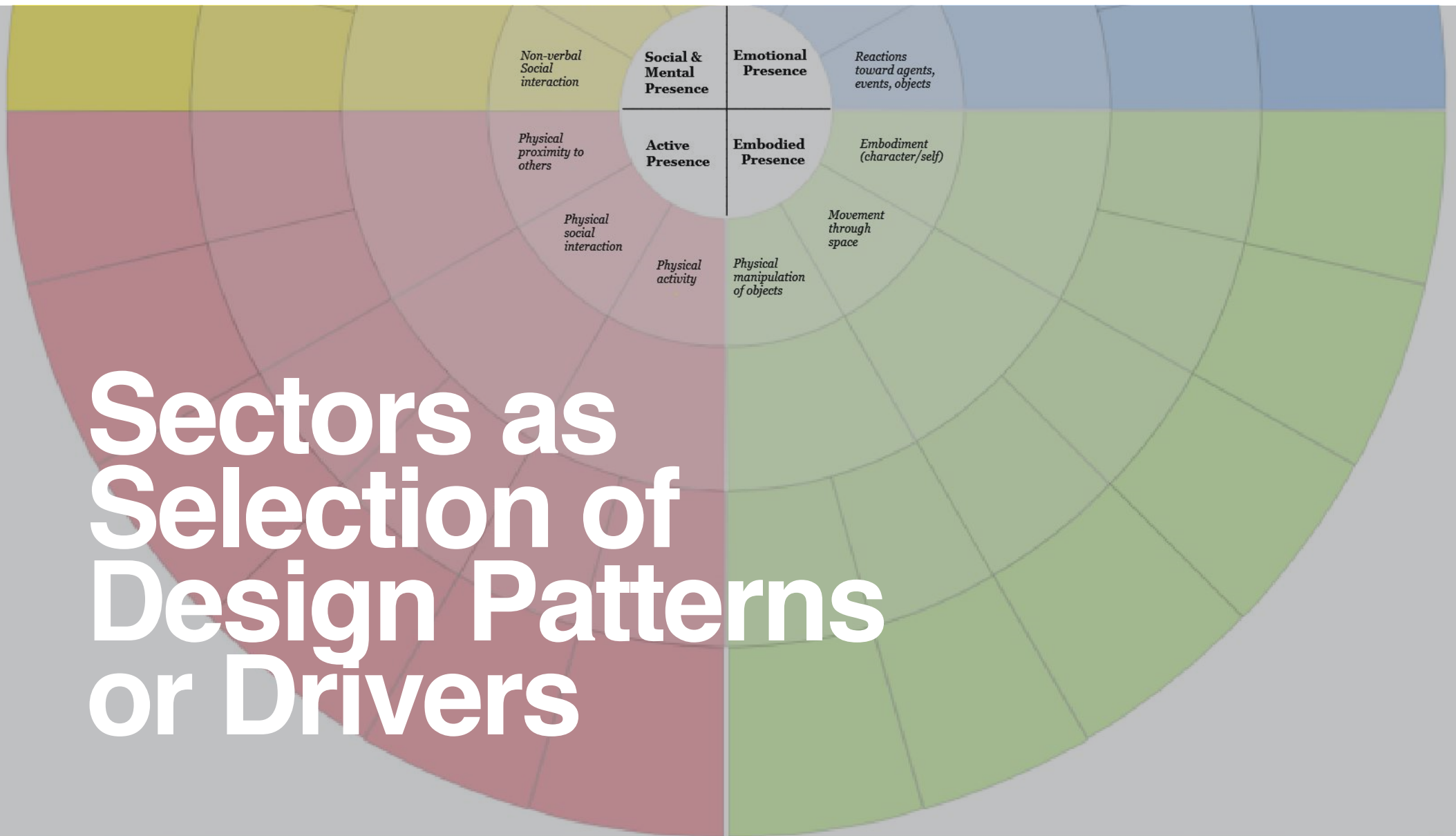
The Heart



Layers



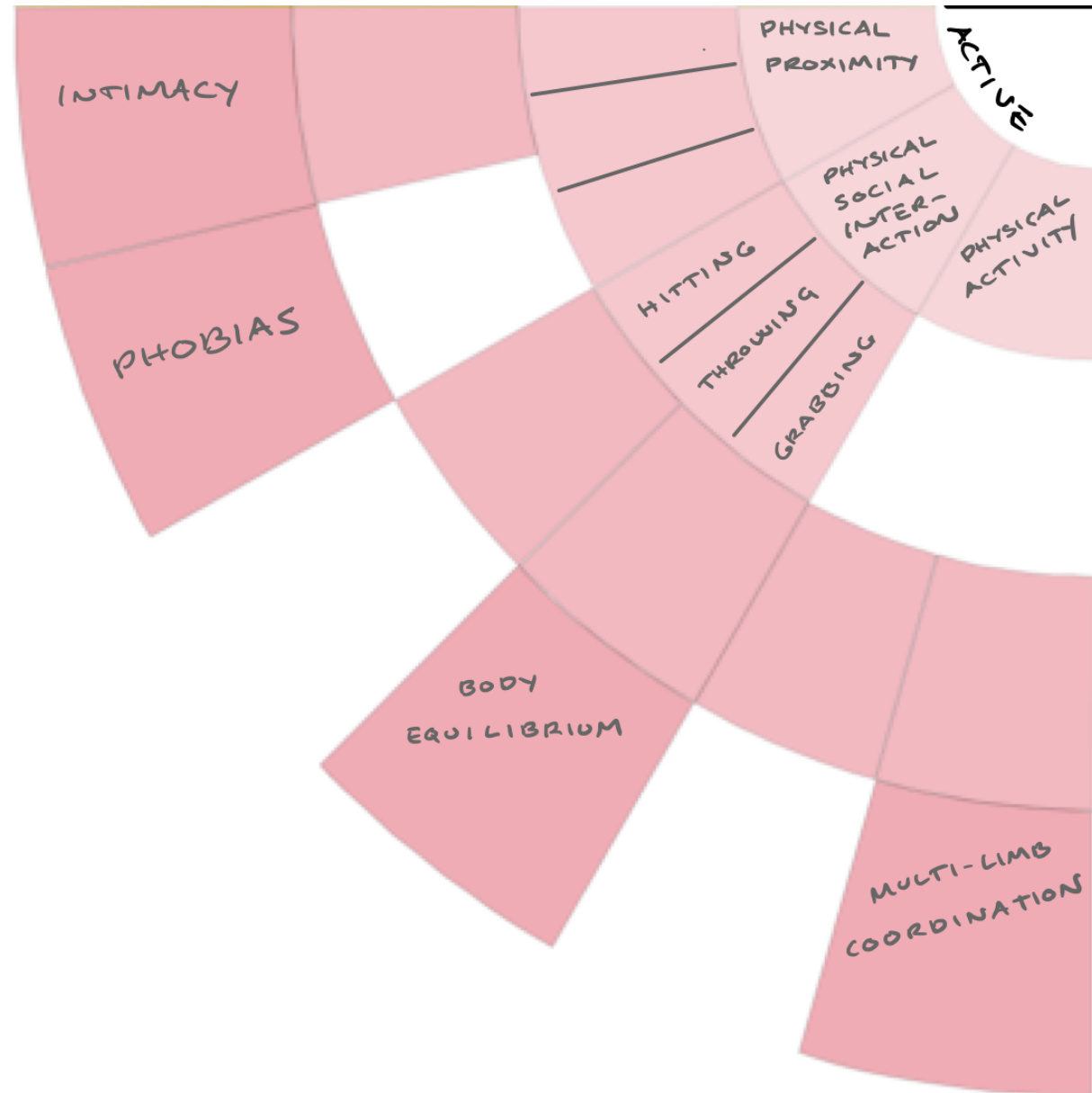
Sectors as Selection of Design Patterns or Drivers



Social and Mental Presence



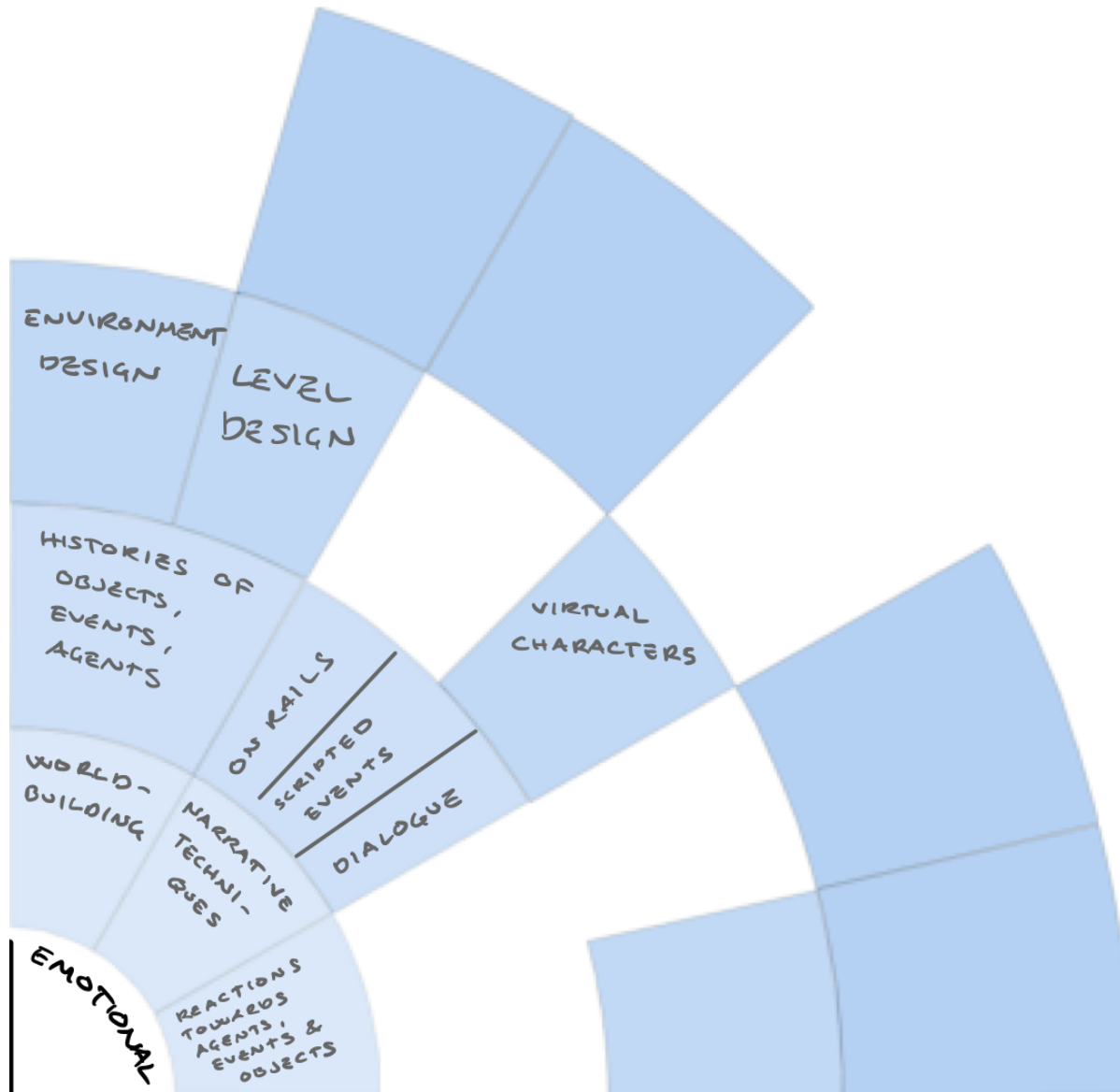
Active Presence





Embodied Presence

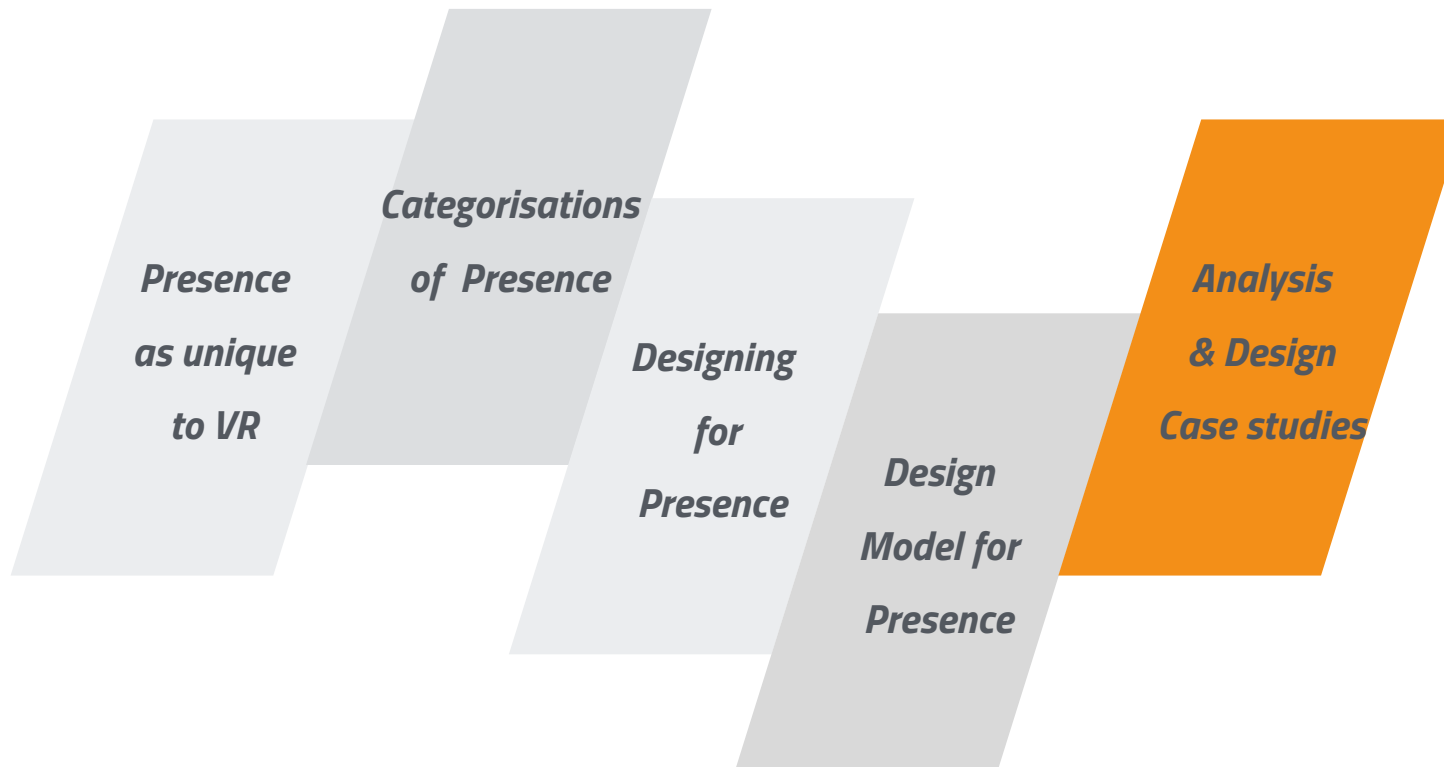
Emotional Presence



Examples



Agenda





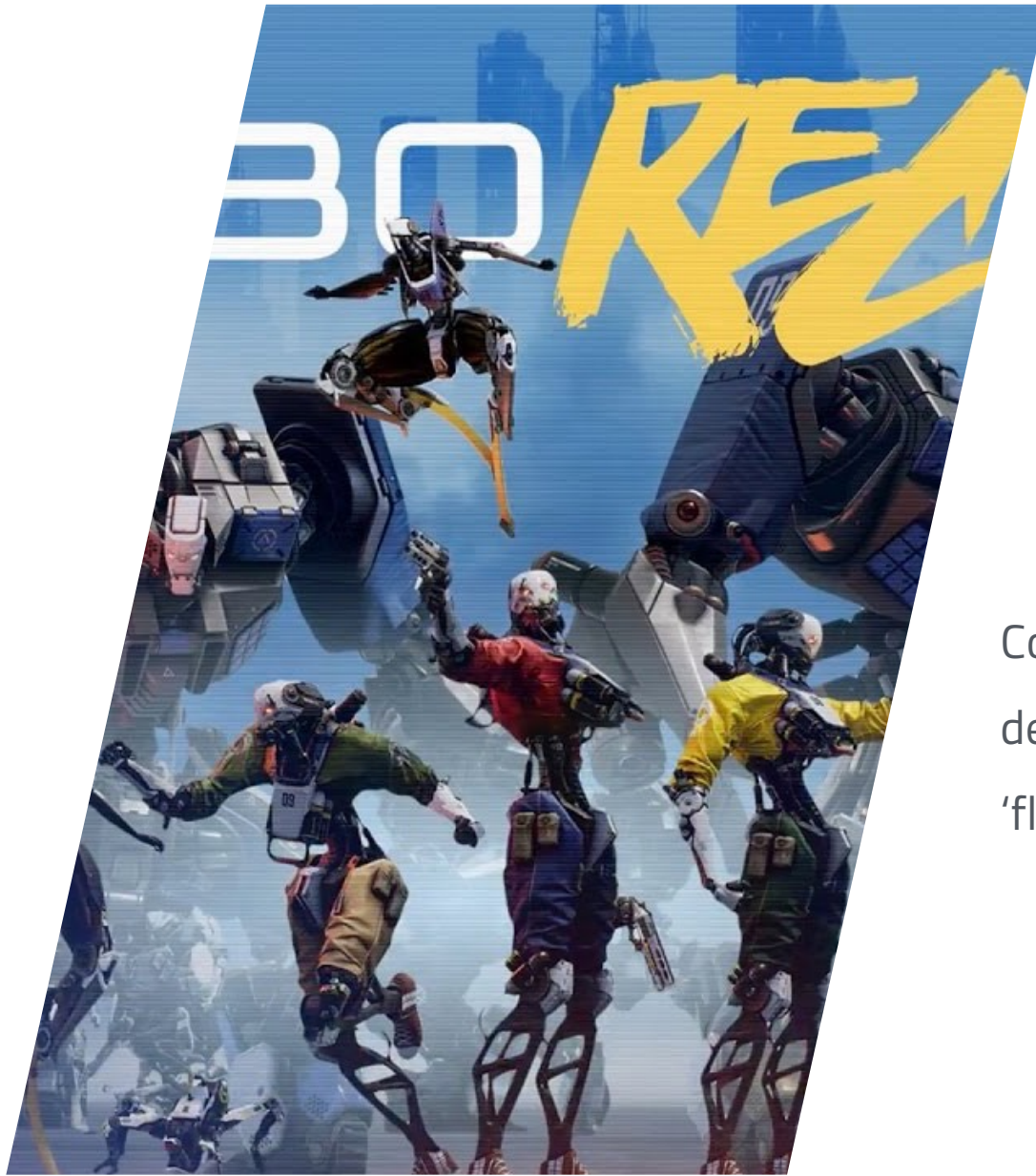
Analysis case studies #1:

Lone Echo

Close analysis in order to map game-specific design aspects to the model

Lone Echo Presence Profile



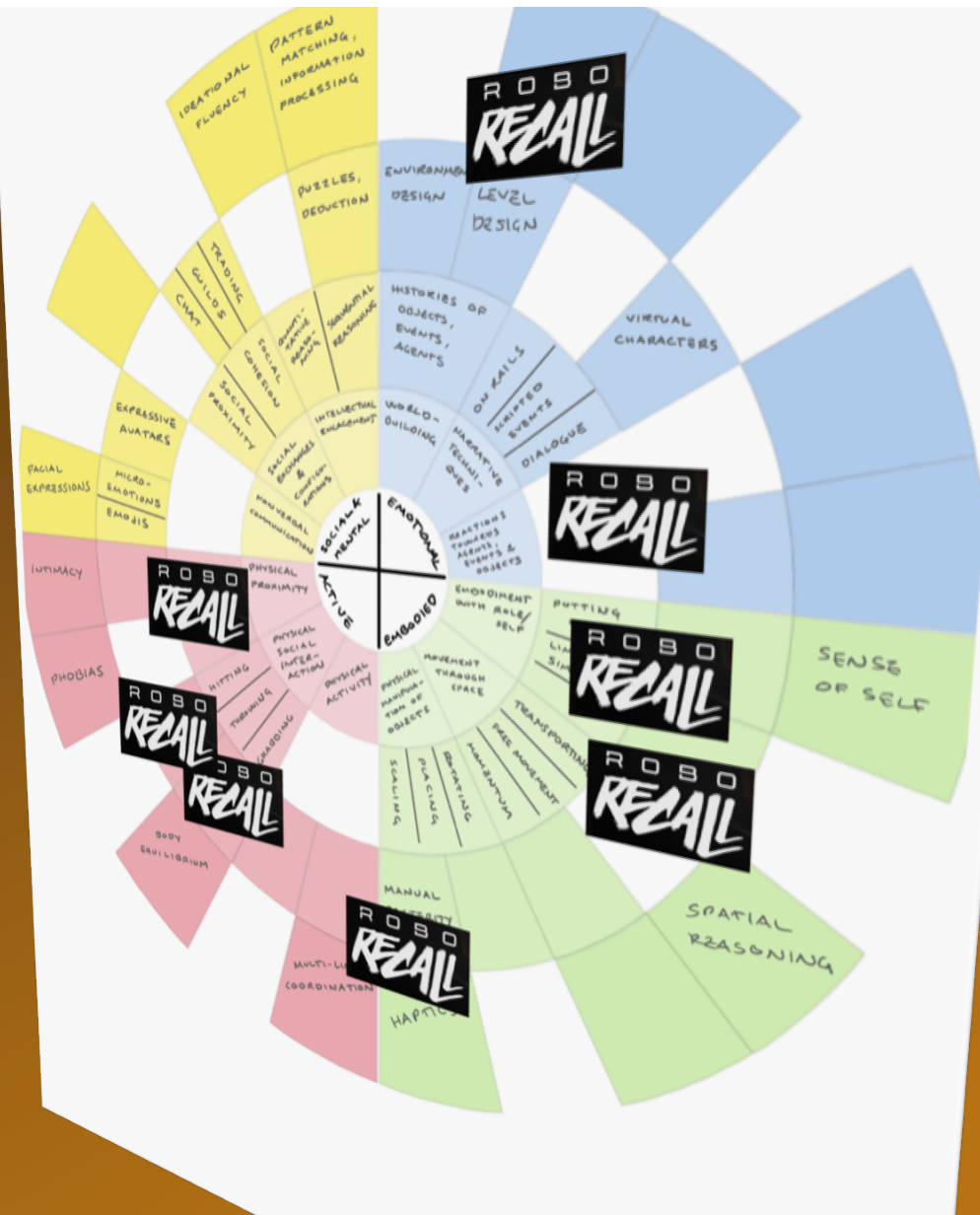


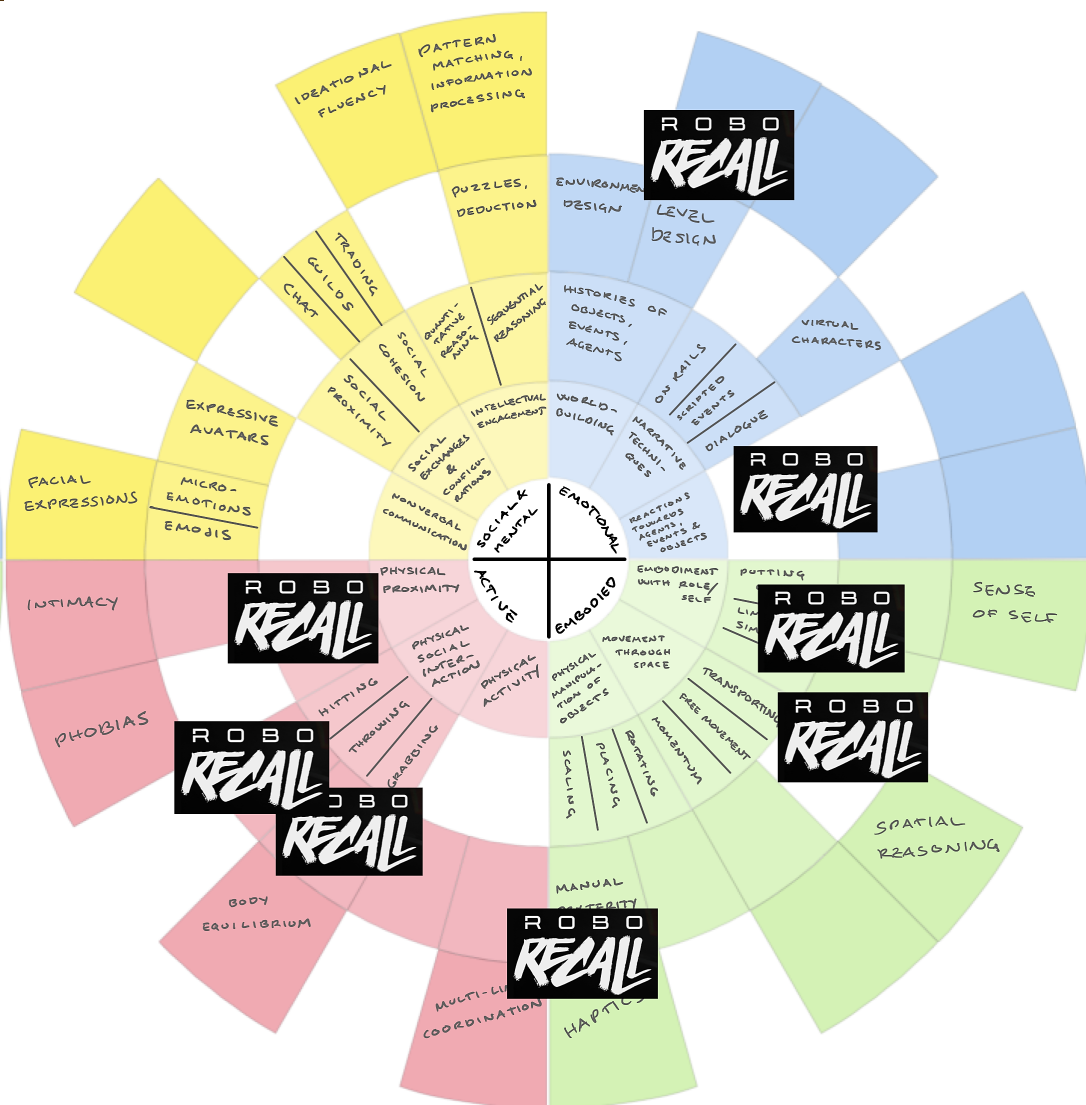
Analysis case studies #2:

Robo Recall

Comparative analysis to understand designs aiming towards different 'flavors' of presence

Robo Recall Presence Profile







Experiential Design
Requires Holistic Thinking

The background image shows a VR application interface. In the center, a large screen displays the text 'Experiential Design Requires Holistic Thinking'. Below the screen is a small table with various objects, including a glowing cube and some papers. To the left, there is a small archway with a landscape scene. The floor is made of large, light-colored tiles. In the foreground, the words 'PALACE OF PRESENCE' are written in large, 3D, white letters on the floor. A mouse cursor is visible near the letters.

Design case studies #1: ‘Palace of Presence’

VR application showcasing design patterns

Demo video:

<https://www.youtube.com/watch?v=VIpQ590NQdY&t=169s>

The background features a series of colorful, three-dimensional rectangular blocks in yellow, red, blue, green, and orange, arranged in a perspective view. These blocks cast long, soft shadows onto a white surface, creating a sense of depth and light. The overall aesthetic is modern and minimalist.

Design case studies #2: Pattern Games

Goal to develop game concepts
centering around individual
patterns

First prototype: **Proximity**

Ultimate Goals:

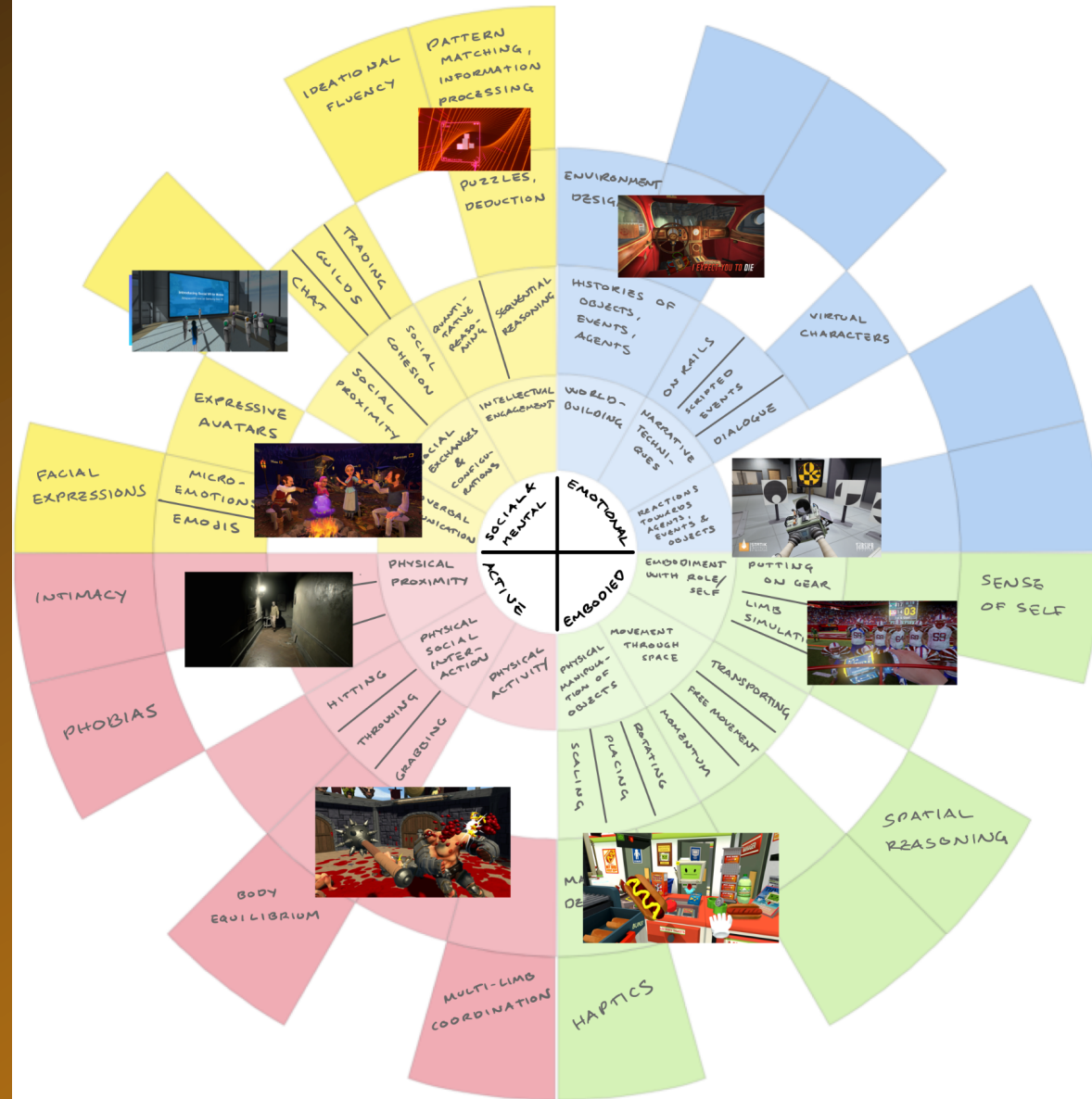
Charting unknown territories;

Finding VR's own voice

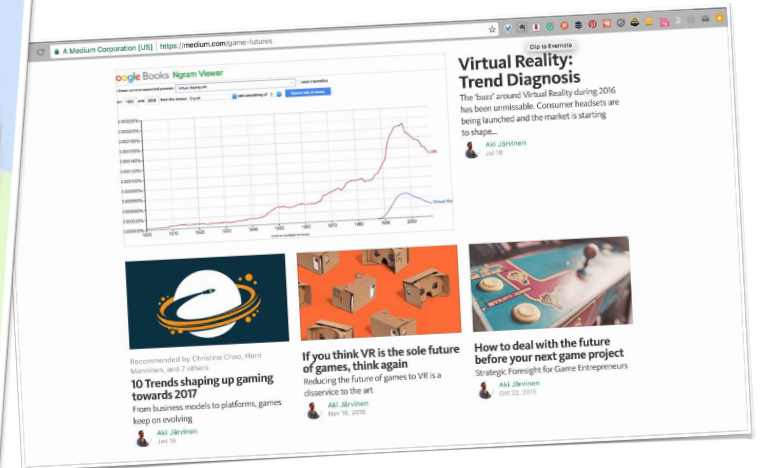
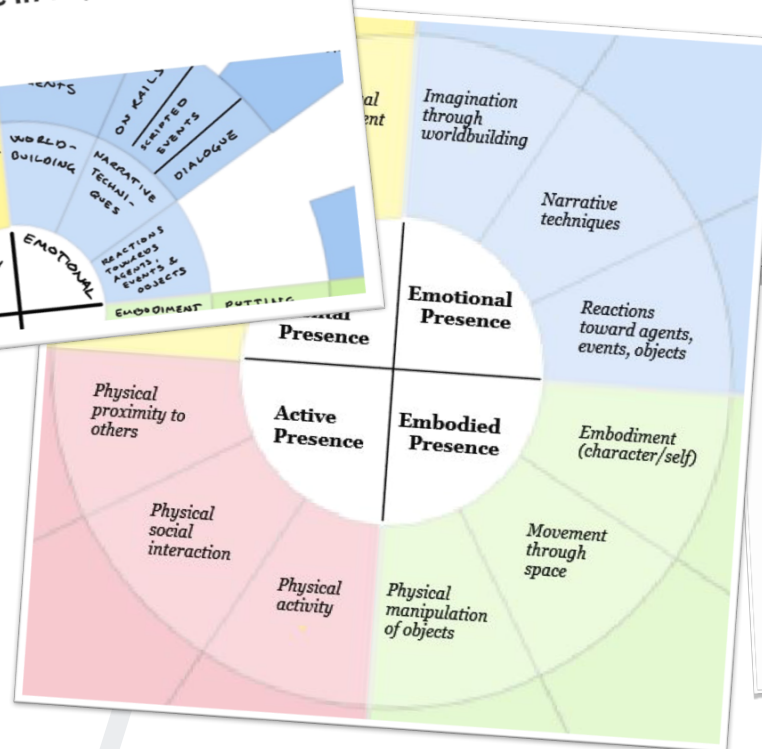


Work continues

Join up!

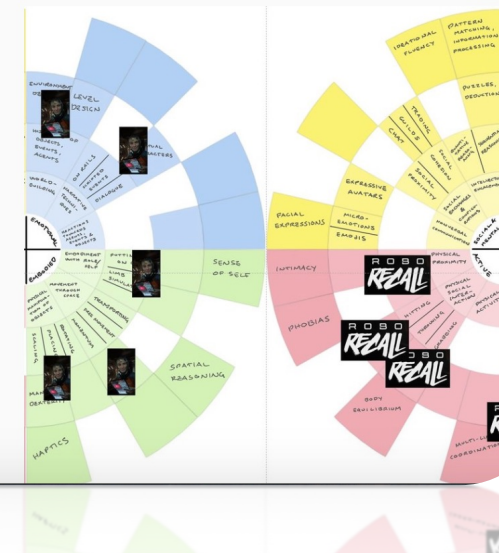
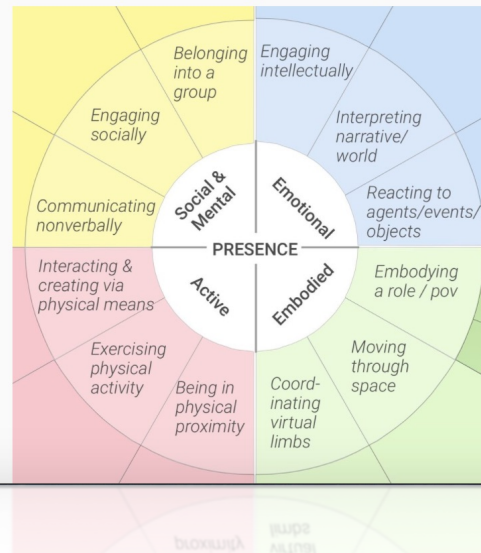
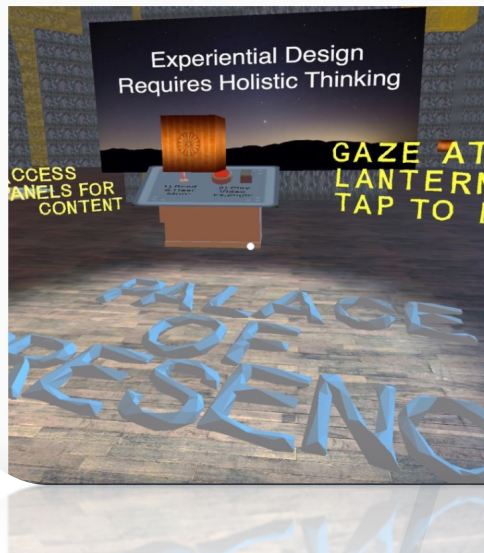


<https://medium.com/game-futures>



Palace of Presence

Presence is the unique aspect of Virtual Reality from a user experience point of view. I have set out to map the design domains that contribute to different flavours of presence. This work consists of research into VR designs in order to create a model that would help in analysing presence design in VR applications and inspire new ones. 'Palace of Presence' is a VR application, both a design and education tool, that I am working on, which makes to model come alive as a set of examples of design techniques and approaches, experienced in VR itself.





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Thanks!

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<https://www.linkedin.com/in/akijarvinen/>

