

Environment ontology



User

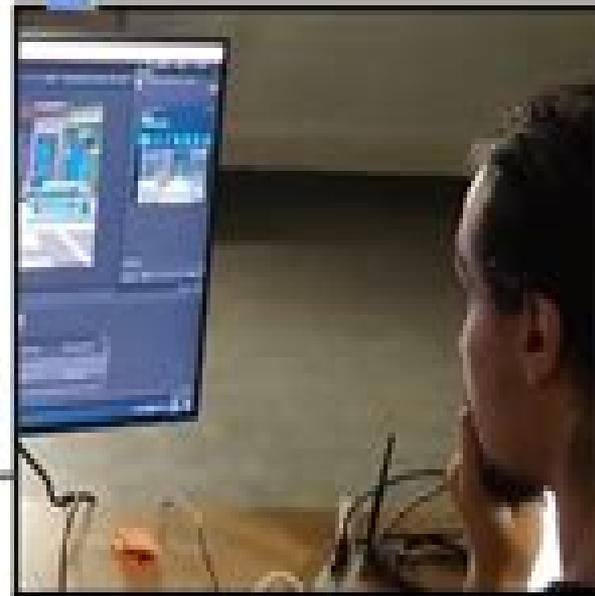
Environment interaction

Scenario comprehension



Virtual reality environment

Design intention



Virtual reality experience designer

Intersubjectivity communication

Intentionality communication



Virtual Embodied

Xiaolong Qi



Virtual Embodied:

The Virtual Embodied John Wood,1998 On the ways in which the human being is insinuated within technology

The Virtual Embodied John Wood,2002-02-07 The Virtual Embodied is intended to inform provoke and delight It explores the ideas of embodiment knowledge space virtue and virtuality to address fundamental questions about technology and human presence It juxtaposes cutting edge theories polemics and creative practices to uncover ethical aesthetic and ecological implications of why how and in particular where human actions observations and insights take place In The Virtual Embodied many of the authors artists performers and designers apply their interdisciplinary passions to questions of embodied knowledge and virtual space In doing so it chooses to acknowledge the limitations of the conventional linear book and uses them creatively to challenge existing genres of multi media and networked consumerism

The Virtual Embodied John Wood,1998

Embodied Experiences in Immersive Virtual Environments Sun Joo Ahn,2011 Immersive virtual environments IVE allow users experience vivid sensorimotor stimuli by digitally simulating sensorimotor information As a result users are able to embody experiences by seeing hearing and feeling realistic perceptual cues linked to those experiences Embodied experiences are defined as being surrounded by simulated sensorimotor information in mediated environments that create the sensation of personally undergoing the experience at that moment Based on the theoretical framework of embodied cognition which stipulates a close connection between sensorimotor experiences of the body and mental schemas the current dissertation studies demonstrated that embodied experiences in IVEs are able to influence attitudes and behaviors in the physical non mediated world Two studies explored the effect of embodied experiences on proenvironmental attitude and behavior by having participants embody the experience of cutting down a redwood tree as a result of using non recycled paper products Focus was also placed on investigating individual elements of embodied experiences in IVEs and the moderating effect of individual differences in the capacity to feel presence the perception that a mediated experience is real In both studies actual pro environmental behavior is observed and compared to self reports of attitude and behavioral intention

Virtual Politics David Holmes,1997 Virtual Politics is a critical overview of the new digital body politic with new technologies framing the discussion of key themes in social theory This book shows how these new technologies are altering the nature of identity and agency the relation of self to other and the structure of community and political representation

Using AI-based Embodied Virtual Agents in VR Experience □□□,2024

Geography, Identity, and Embodiment in Virtual Reality Ken Hillis,1996

Group'01 ,2001

Intelligent Virtual Agents ,2005

Proceedings ,2005

The Impact of Virtual Embodiment on Perception, Attitudes, and Behaviour Domna Banakou,2018 Over the past two decades extensive research in experimental psychology cognitive neuroscience and virtual reality has provided evidence for the malleability of our brain s body representation It has been shown that a person s body can be substituted by a life sized artificial one resulting in a perceptual illusion of body ownership over the fake body

Interestingly several studies have shown that when people are virtually represented with a body different to their own they exhibit behaviours associated with attributes pertaining to that body In the research described here we exploited Immersive Virtual Reality to induce body ownership illusions over distinct virtual bodies We examined how an altered self representation can influence one s self perception perception of the environment and implicit biases To this end we carried out two experimental studies to investigate embodiment of adults in a child virtual body and a different race virtual body Moreover we tested whether it is possible to induce illusory agency over specific actions that are not carried out by the participants themselves In the Virtual Child Body study we embodied adults both as a 4 year old child and as an adult scaled down to the same height as the child The results showed that embodiment in the child body led to a significant overestimation of object sizes which was approximately double the overestimation of those embodied in the adult body Moreover embodiment in the child resulted in changes in implicit attitudes about the self towards being child like These findings were diminished under asynchronous visuomotor correlations providing further proof for the importance of visuomotor contingencies in producing body ownership illusions Our findings extend and enrich previous research yielding additional evidence of the malleability of our body representation In the Racial Bias study we aimed to explore how the type of body can influence racial discrimination by embodying white people in a black virtual body Previous research has shown that this type of embodiment can lead to a reduction of implicit racial bias but its long term effects were unknown Here we tested whether this reduction in implicit bias can a be replicated b it can last for at least one week and c it is enhanced by multiple exposures Participants were immersed in a virtual scenario between one and three times each separated by two days and implicit bias was measured one week before their first exposure and one week after their last The results showed that implicit bias decreased more for those with the black virtual body than the white even a week after their virtual exposure and irrespective of the number of exposures In the Illusory Speaking study we explored the possibility of inducing illusory agency over an action that participants did not carry out themselves We describe a set of experiments where under appropriate sensorimotor contingencies we induce a subjective illusion of agency over the participants speaking virtual body as if they had been themselves speaking When participants were asked to speak after this exposure they shifted the fundamental frequency of their utterances towards that of the stimulus voice of the virtual body We argue that these findings can be reconciled with current theories of agency provided that the critical role of both ownership and actual agency over the virtual body are taken into account Overall our studies expand previous evidence for the malleability of our body representation demonstrating how it is possible to induce ownership illusions over a child body a different race body or even a speaking body Notably we provide evidence of how body ownership and agency over the virtual body result in powerful lasting changes in perceptual and cognitive processing having the potential of compelling applications in psychology and neuroscience TDX **Water 21** ,2006 England Since Waterloo Sir John Arthur Ransome Marriott,1925 The Eastern

Question Sir John Arthur Ransome Marriott, 1924 **A History of England ...: England since Waterloo, by J. A. R. Marriott. 6th ed., 1923**, 1923 **A History of England: Marriott, J.A.R. England since Waterloo. 1918** Charles Oman, 1918 **Material Virtualities** Jenny Sundén, 2003 What does it mean to be embodied online What are the conditions of cybersubjectivity In Material Virtualities Jenny Sundén explores the rarely acknowledged borderland between typists and textual bodies speaking and writing and physicality and imagination in online encounters Through careful ethnographic investigations of a text based virtual world called WaterMOO Sundén shows how texts bodies and machines are linked together in ways that demand a new understanding of the writing subject Drawing on contemporary feminist and queer theory she questions the opposition between disembodied high tech masculinity and embodied earth bound femininity insisting on the need for a radical materialization of cybercultural studies that discloses the virtual as itself embodied

ICMI '06, 2006 **Virtual Worlds** Jean-Claude Heudin, 1998-06-29 This volume constitutes the refereed proceedings of the First International Conference on Virtual Worlds VW 98 held in Paris France in July 1998 The 36 revised full papers presented together with two invited contributions were carefully reviewed for inclusion in the book The papers span the whole thematic scope of virtual worlds including virtual reality artificial life multiagent systems complexity applications and virtual worlds and art **CASYS** Daniel M. Dubois, 2001

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