

バーチャルリアリティに見る都合の良い自分 “Convenient” Self Revealed through Virtual Reality

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Abstract

Recent developments and popularization of virtual reality (VR) reveals hidden human nature. For example, the players can feel the sound of a breath that is not actually presented when the girl's character approaches in VR [1]. Change in the appearance and scent with VR leads to change in perceived taste [2]. The characteristics of the avatar in VR changes our behavior [3]. In VR, inconsistent sensory stimuli are integrated as an understandable experience. Moreover how we perceive, think and act are affected by the characteristics of the virtual body. I would like to introduce the examples of excessive "sense making" in VR, and discuss how we understand its mechanism.

Keywords — Virtual Reality, Cross-modal integration, Embodiment

女の子のキャラクターが近づいてくるだけで実際には提示されていない吐息の音を感じる[1], 見た目と香りが変わると味まで変わって感じてしまう[2], アフロのアバタを使うだけで太鼓の叩き方が変わる[3]. バーチャルリアリティ(VR)では, 矛盾する感覚刺激は理解可能な体験として統合され, 自分とは異なる体を使うだけで振る舞いや心理が変わってしまう. VR を通して垣間見えるこうした過剰なまでの意味の辻褄合わせの事例を紹介し, 「意味」の認知の理解に迫りたい.

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