

Daniela Cohen¹ & Daniel Landau², Nava Levit-Binnun¹, Yulia Golland¹

¹Sagol Center for Brain and Mind, Baruch Ivcher School of Psychology, Interdisciplinary Center (IDC) Herzliya, Israel;

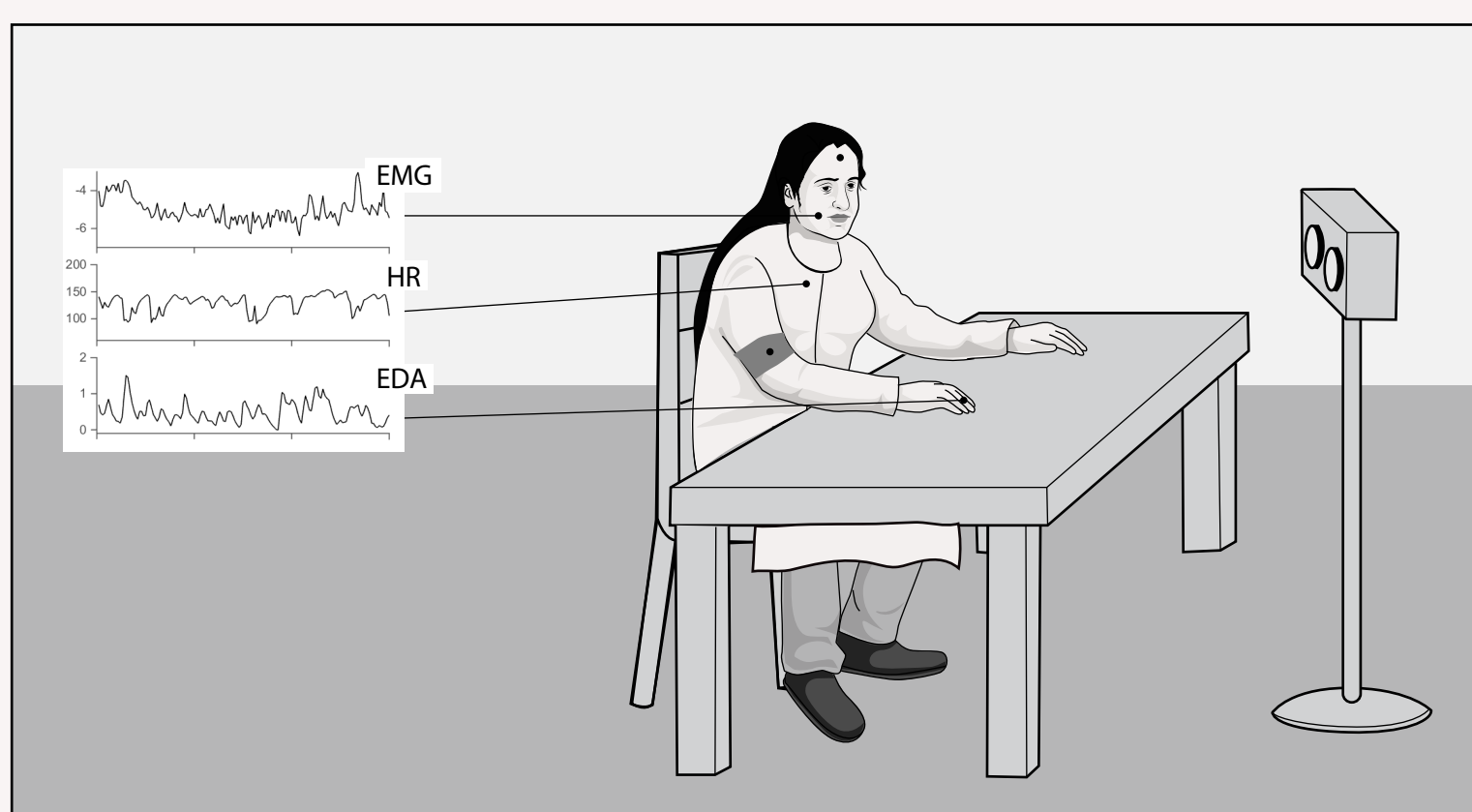
²Aalto University, Department of Media, Media Lab, Finland;

Motivation

- Elicitation of robust social motivations towards human agents, while preserving experimental control, is one of the central challenges in social neuroscience.
- Recent developments in the field of Virtual Reality (VR) hold potential to answer this challenge, by inducing an immersive experience in social environments characterized by a strong sense of social presence^{1,2}.
- The current study examined the capability of VR to evoke enhanced responses to social agents. Capitalizing on empathy eliciting paradigm³, we measured subjective, physiological and facial responses towards a social agent in distress, who was presented either via VR or in a 2D video.
- Centrally, we assessed both self-oriented responses (i.e. distress, arousal) and other-oriented responses (i.e. care, physiological and facial synchrony)⁴⁻⁷ and compared them between the VR and the 2D conditions.

Experimental Paradigm and Measures

1. RECORDING

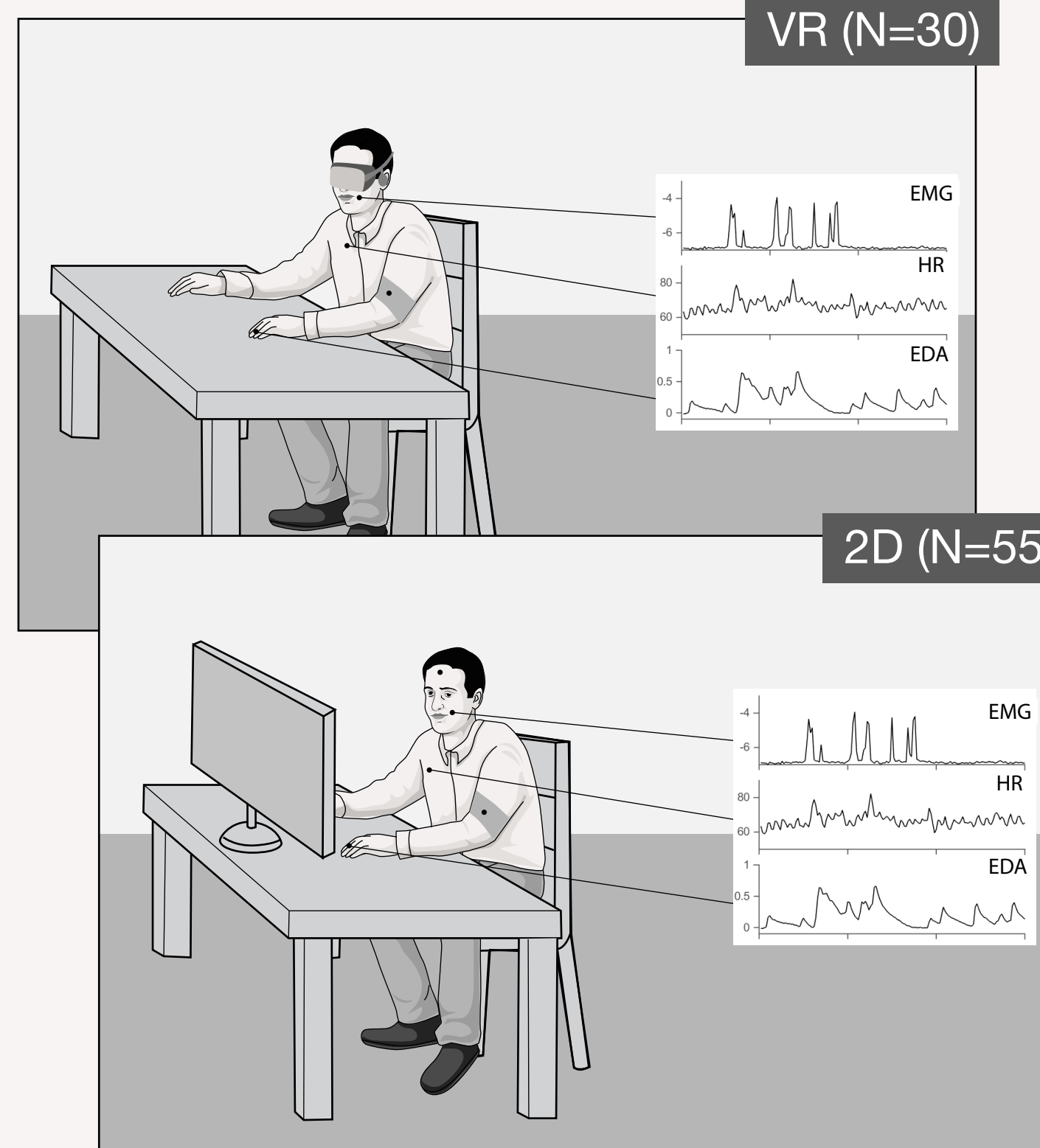


Immersive 360° Video recording of a female protagonist, combined with time-locked physiological responses.

Resulting Stimulus:

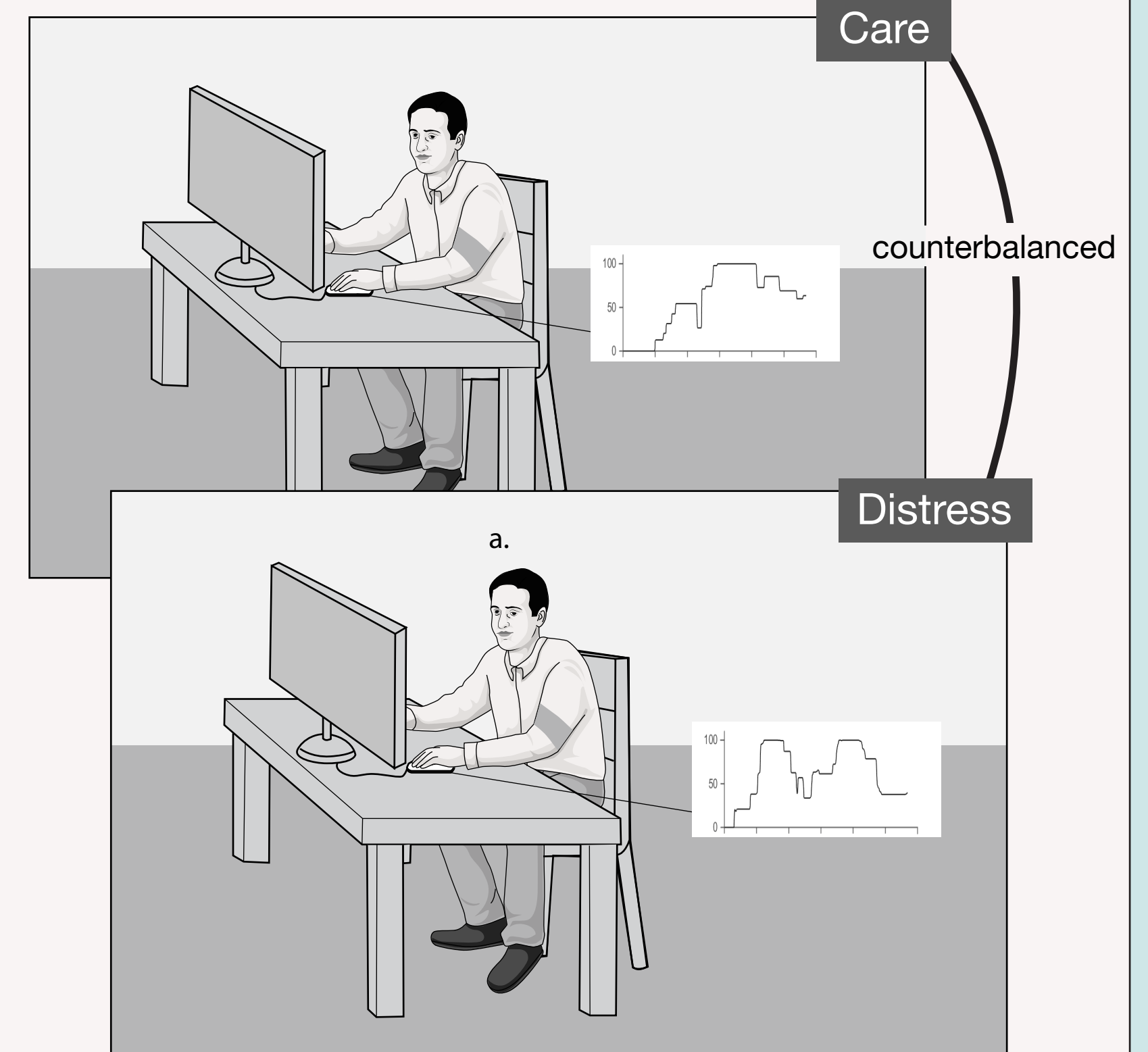
- Empty room scene (30 sec);
- Introduction (120 sec);
- Painful autobiographical story (366 sec)

2. VIEWING



Participants' autonomic and facial responses were recorded, while they viewed the video either in a VR or in a 2D condition. Following the viewing they reported on their feelings.

3. DYNAMIC RATING



Participants re-watched the movie in 2D, while rating moment-by-moment changes in their feelings of 1) care and 2) distress

PHYSIOLOGICAL MEASURES (1KHz, Biopac)

Autonomic Nervous System: Electrocardiogram (ECG), vElectrodermal Activity (EDA), Respiration

Facial Electromyography: Corrugator supercilii, Zygomaticus major

DERIVED MEASURES

- ANS/EMG reactivity during neutral and emotional parts (HR, phasic EDA, HRV)
- ANS/EMG synchronization with the social agent (HR, EDA, EMG)

SUBJECTIVE MEASURES:

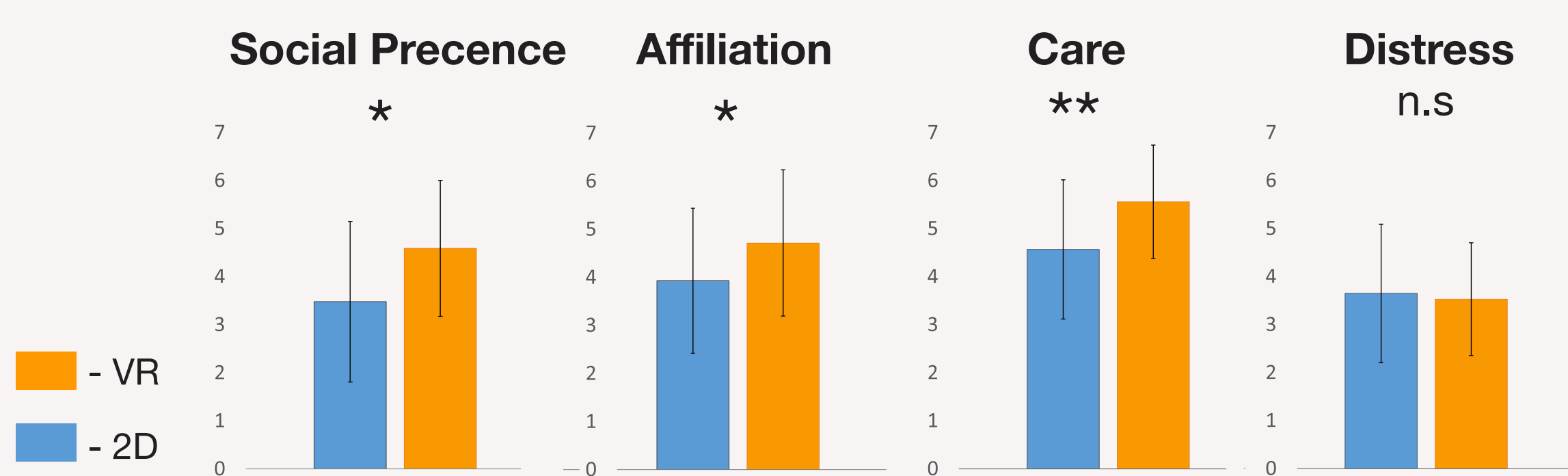
Social presence (i.e. was looking at me/talking to me/present in the room)

Care (i.e. care, affection, concern, desire to comfort)

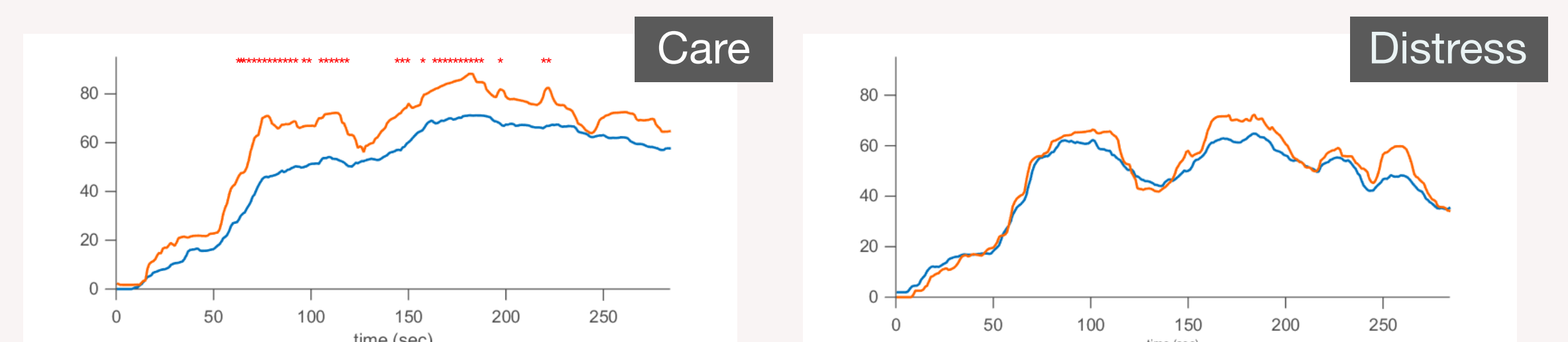
Distress (i.e. discomfort, lack of silence)

Affiliation (i.e. knowing better, meeting in the future)

Results: Self-Reports



Results: Dynamic Ratings



Conclusions

- Immersive 360° Video VR induces enhanced experience of **social presence**.
- Immersive 360° Video VR augments feelings of **care** and **affiliation** towards a social agent in distress but doesn't affect negative self-distress.
- Feelings of care and affiliation are distinctively linked with social motivation. As such, VR technologies provide a **unique opportunity to evoke the motivational component of social interactions** in the laboratory conditions.

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