Factor to Elicit Spatial Presence: Calmness

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Abstract : The aim of our work is to identify whether user's calmness can be a factor to elicit user's spatial presence experience. Hence, a systematic mental model technique called repertory grid was selected to collect data because users can freely give their opinions in this approach. Three image-based virtual reality (IBVR) environments were created to satisfy the requirement of the repertory grid. Different virtual environments were necessary to allow users to compare and give feedback. Result was analyzed by using descriptive analysis through the SPSS software. The result revealed that 'users feel calm' is accepted as one of the factors that can elicit spatial presence. Users also highlighted five IBVR characteristics that could elicit spatial presence, namely, calm sound, calm content, calm color, calm story line, and the calm feeling of the user.