

360° Video - Building Blocks Questionnaire

MSP Dept / Temple U.

October 3, 2018

RESPONSES TO OPEN-ENDED QUESTION, "Please add any other comments about and/or suggestions for how to improve this video."

Group 1: CONVERSATION:

1. I felt the video was well put together and well thought out. The conversation sounded original and not forced. It took me a little bit out of the video when I looked down and saw someone that went me in the video but overall I think the video was very well done.
2. I thought the positioning of the camera was awesome. I truly felt as if I was there playing cards with them.
3. Great camera placement. Good job placing the camera on the of the head, while still maintaining normal head-level view
4. I thought the way they placed the camera right at the person's head made it cool because it made it feel like I was the person playing cards.
5. It was difficult to feel more present because I was unable to play the cars how I wanted to.
6. Nothing I can think of
7. This one was really cool. I got the first person experience thinking I was the one playing cards. The only time it took me out of presence was when i would look down and I could see the top of his head.
8. Talk more to the camera. Felt not included in conversation
9. Engage the camera more, speak to it as an active participant in the conversation.
10. interact with the viewer more
11. "Could consider placement of props. For example, would have liked to see the cards more clearly as the video quality was slightly unclear (maybe center cards on table closer to the camera).
12. Could also consider how to include person at camera in conversation more..additional eye contact, a nod of the head as in answering yes to a question with the camera moving up and down (do you have a 2?), etc. I felt most included in the conversation at 1:47 with eye contact and a question directed at the camera. "
13. I enjoyed watching the video and the placement of the people allowed for me to place focus onto them throughout the conversation.
14. I loved the use of the hands. This helped make it feel more realistic.
15. I thought it used presence very well, and I could see myself in the space, but it still felt detached. Maybe it was because of the way the conversation happened around the viewer instead of necessarily drawing them in.
16. Being a black guy, I'm always thrown off immersion-wise when I see a white guy's arms. Also, looking all the way down, right, or left and seeing just hair seemed a bit strange.
17. The video is a little fuzzy so if the group would be able to make the video clearer (which may be out of their control) it would evoke a higher sense of presence.

Group 2: ATTENTION:

1. I felt that the video had a lot going on and I was not really looking at the person who as being catcalled. Once she was catcalled, the audio was too low and I could barely hear what he said.
2. Awesome job using 360 to prompt me to turn around and look for where the action was taking place!
3. I thought it was a really good topic because when the person catcalled, I was immediately drawn to that to see what was going on/who was doing the catcalling.
4. The fact that I wasn't the person being cat called mad it easier to feel as though I was in the environment. This is most likely because I know that I'm at home and not in the setting where that could happen. However being a bystander didn't seem that far of a stretch which therefore created spatial presence.
5. I would've put the opening title towards the direction of the first person in the scene.
6. It could have been my personal setup that was giving me trouble but I felt the audio was super low so I couldnt really tell what was going on.
7. The audio was coming in through both sides so it was hard to find where noises were coming from. If the noise was coming from a certain area and you only heard it from one side you would know to look in that direction.
8. Would be interesting to see if the camera was with/on the girl, or somehow made you think you were the one getting catcalled
9. The last part where the roommate yells up is not too grabbing. I hear it but it takes me a little time to register where he is.
10. the sounds in this video were very distinct and well done
11. make it a bit longer
12. Possibly consider the placement of the camera/sound. Didn't hear the direction of the catcall at first and mostly focused on the woman and group of gentlemen (the mics used in class could assist with this).
Also, focused mostly on her as she walked across the street to the left but then had to pan to the right when the gentlemen talked. Possibly consider the direction of movement on the camera; because if they go against one another, it forces a quick shift of focus that can be annoying/straining for a viewer. For example, during my first viewing, I panned back and forth and missed her hand gesture to the men (saw it the 2nd time).
13. I really felt immersed in the environment, however the camera was slightly too high to be my personal eye-level. It would definitely feel real to a taller person.
14. While it was a realistic scenario that many people face, I felt that the position of the camera made me feel detached due to standing in the middle of the street and watching the exchange. It didn't feel like quite the right medium.
15. It was very interesting to experience this through a 360 video. I have been cat called many times before and it always makes me feel uncomfortable and makes me want to cross the street. The video captured just that and manage to still make me feel uncomfortable, so it was a good video.
16. The camera did not begin on the moment of action so I did not understand the focus
17. It was difficult knowing where I should place my focus. The audio, at least through what I listened to it, had the voices' direction not being clear. The audio should be panned, in this case, to have the voices come from the direction of the people who spoke, so the viewer knows when and where to shift focus.

18. The video does not work on my laptop. The 360 effect does not work and only allows me to watch from one angle making it very hard to evoke presence.

Group 3: TRANSITION:

1. I liked this video but being in the middle of the dancers kind of took me out of the video. If the camera was placed maybe on a seat it would've felt more like I was in the theatre.
2. I thought the transition felt very seamless and it put you into the perspective of someone who is getting ready backstage and then what it feels like to be on stage moments later in front of an audience.
3. The lighting was rough.
4. I really liked this video. Very unique and the transitions (for the most part) were done well. The first transition was a little corny but that's my only complaint.
5. Lighting in last segment on stage felt a little blinding at some angles
6. the transition with her closing her eyes and then opening them in the theater was really interesting. I really enjoyed it
7. I enjoyed the wide shot at the end the best. Wish we could have seen the dancers dancing in the wide shot.
8. Consider lights more. Have the dancer's face closer to the camera as the focus for the transition.
9. This was a great use of 360 video in order to create presence. The only issue I had was the lights in the theater. The brightness created a blue and it distracted me from seeing the dancers. The dancers also could have been slightly closer. All in all, it did a very good job.
10. This video was so unique. I would want the tripod to be lower, however this is subjective to each viewer and what height they typically see in their everyday lives.
11. It didn't feel like we were existing in the dressing room, but a fly on the wall instead. Also the transition was basically just a camera wipe. Not realistic.
12. This is very different from anything I have experienced before. I do not go to many dance performances and felt like I was attending one.
13. Audio panning and a smoother scene transition (maybe adjust the strategy, as a whole)
14. If the transition from the room to the theater was smoother the video would have been perfect but above all this video was very creative and gave off a great sense of presence especially during the beginning scene in the room.

Group 4: MOVEMENT:

1. Using audio equipment to eliminate wind sound
2. I enjoyed watching this!
3. I liked the switch of positions in the car
4. I really felt like I was moving in the car with the individuals. I thought it was a cool/smart idea to put the camera outside of the sunroof.
5. I was taken out when the transition into the car happened. Then it looked like as if I was just watching car camera footage like in a reality show. The outside beginning, however, gave me that movement/rollercoaster feel.

6. Would've liked to hear additional outside noises especially in the first half of the video. This could've just been a group choice though for example if the wind was too loud when the camera was on top of the car. Could consider this in the future especially when using microphones.
7. I got nauseous almost immediately but that's just me
8. The camera on the outside of the car Invoked a great sense of spatial presence, and social realism. The glass window pane did add to the immersion.
9. When the camera was in the car I felt more spatial presence.
10. Being on the roof of the car felt less realistic than being inside of it.
11. It was very different seeing things in 360 while the car was moving. I did not get nauseous while watching the video, but I watched the video through desktop form. I wonder if I did watch it with the headset would I start to feel nauseous.
12. It was a strange idea to have the camera sticking out the sun roof, and how did it go from there to on the dashboard with no discernible transition?
13. Using a headset, I didn't get a lot of motion sickness because there wasn't too much going on in the video; however, I'm not sure if there was a lighting issue or if the video cut, but right in the middle of the video the scene seems to cut to a different scene which brought me out of my state of presence.

Group 5: PERSPECTIVE:

1. I felt that I was part of the conversation a bit and the fourth wall breaking was very subtle but still worked. I would liked to maybe have seen longer fourth wall breaking in the video but I think the video itself worked well. I felt more within the conversation in this video than I did with the conversation video and that may be because there was no hands doing something that I wasn't actually doing.
2. This video was great. I really liked how the actors were interacting with me. Also, great job with the title animations!
3. I felt like i was there !
4. I really like the way the put the camera at the table and positioned it so that it would look like if you were actually there. I think this group did a good job of really fully emerging you into the scene.
5. The way they looked and talked to the camera felt real. It almost felt as if I was a shy friends at the table and they were encouraging me to interact.
6. I thought it was done very well, and the actor coming in halfway through the video and interacting with the others did a good job of drawing my attention to the right which makes it a more immersive experience.
7. Similar to the card playing video, this one does a good job at making you think you're at a round table. However, when I moved my head I noticed the empty chair and also got distracted by the person sleeping "behind me".
8. When the beer was placed in front of the camera it felt like I was there
9. I really enjoyed the credits, and also the conversation directed at the camera.
10. interact with the viewer more
11. Felt distant in the video when I couldn't grab, pick-up, and cheers my beer. Could consider dialogue that could help get past that feeling for this kind of view (ie: someone taking the beer away by saying something like "oh sorry, I forgot you were the designated driver. I'll get you a soda.") That's just one example obviously. This is for when the camera is placed as a person

without a person being there...how this video differs from Video 1 by being placed on top of someone's head so we see their hands.

12. The placement of the camera allowed for spatial presence to persevere in the clip. The group of people all seemed to have known each other. While it didn't feel as if I could interact with them it did feel like a possible interaction I could be in.
13. I think we could have put the camera slightly closer to the table.
14. No one really addresses the viewer. You feel like you're sitting at the table, but the conversation is happening more around you than with you.
15. This was interesting to watch. I really did feel like I was sitting at the table listening to their conversation.
16. Nah, I actually don't like Yuengling, but it sounds like I'm not the one paying for it, so best believe I'm down with the 'Ling for this moment.
17. The video is very solid. I liked that it made me feel like I was sitting right at the table, but it would have made me feel even more present in the video if the camera was at eye level and the people in the video were looking at the camera instead of the one holding the camera, but above all I felt like I was sitting at the table with them.