



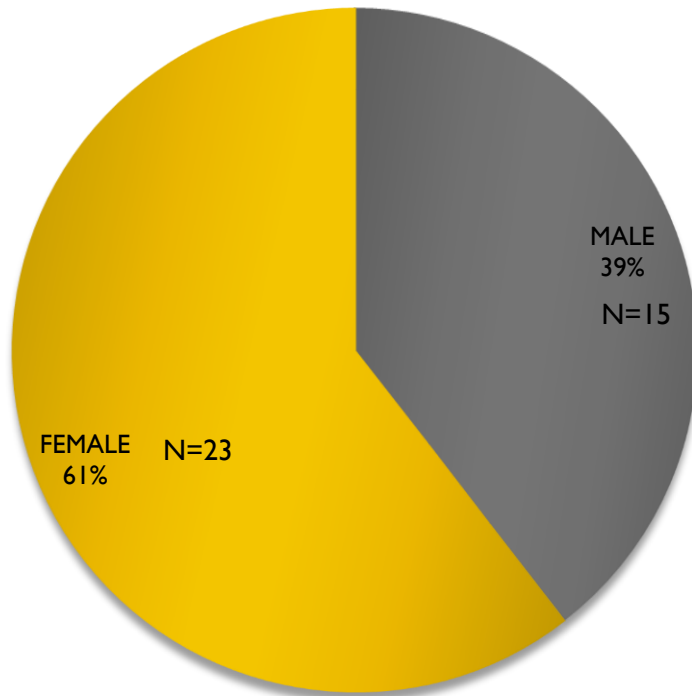
# telePresence Tracking Project Results



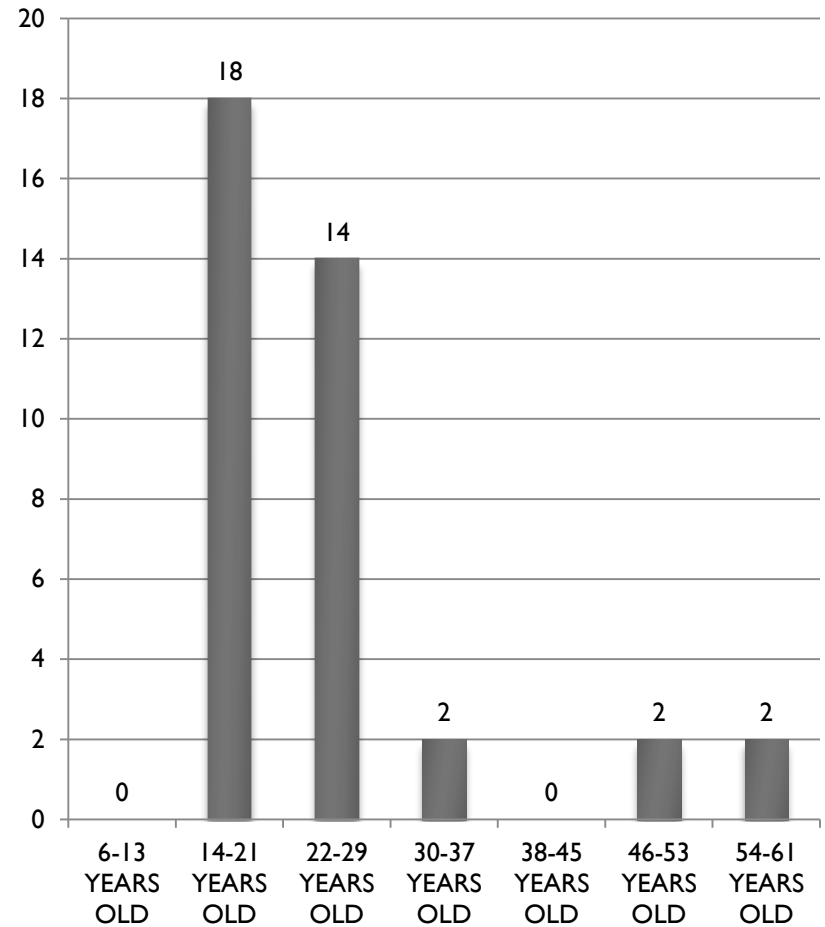
Psychological Processing of Media Spring 2013

# Sample Demographic

**SEX**

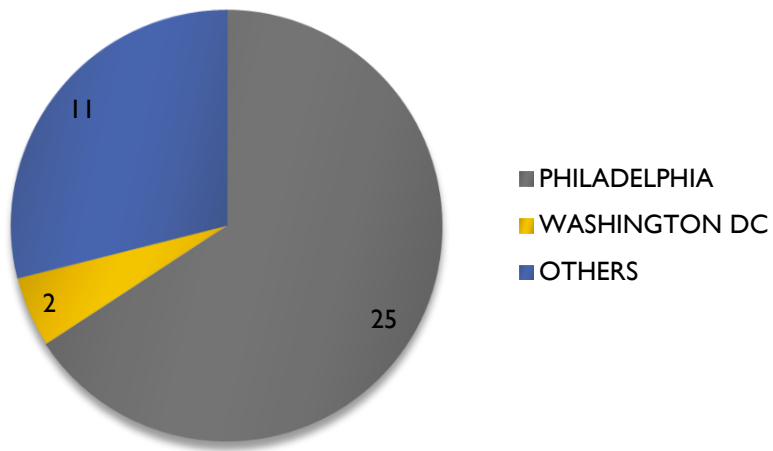


**AGE**

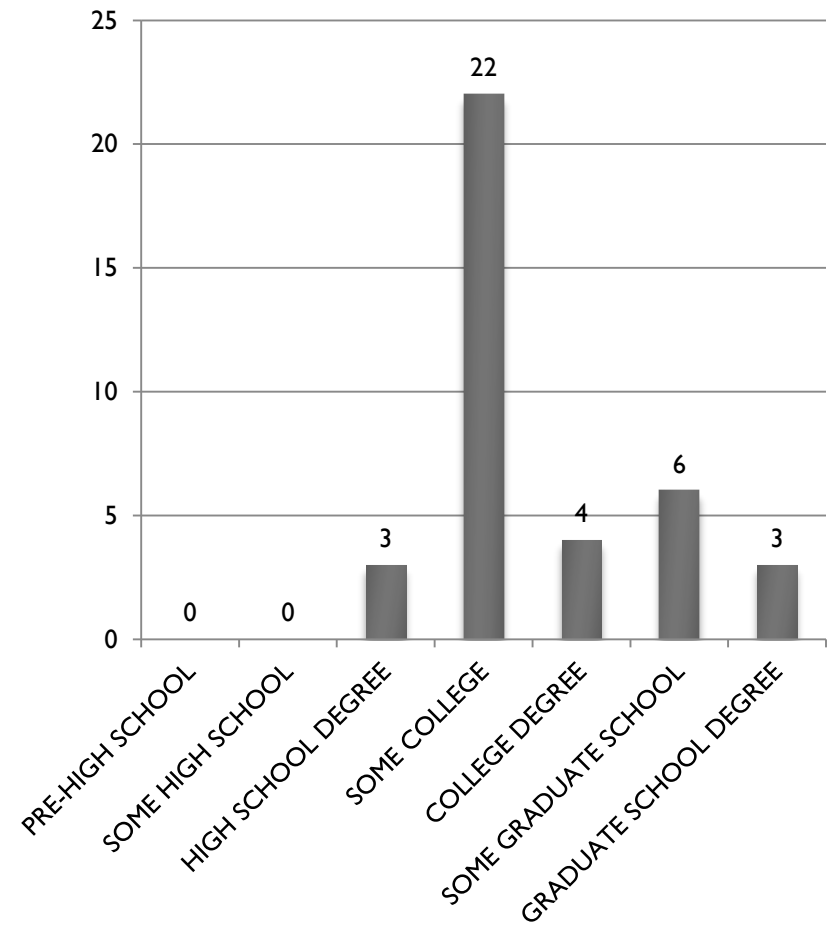


# Sample Demographic

**CITY**

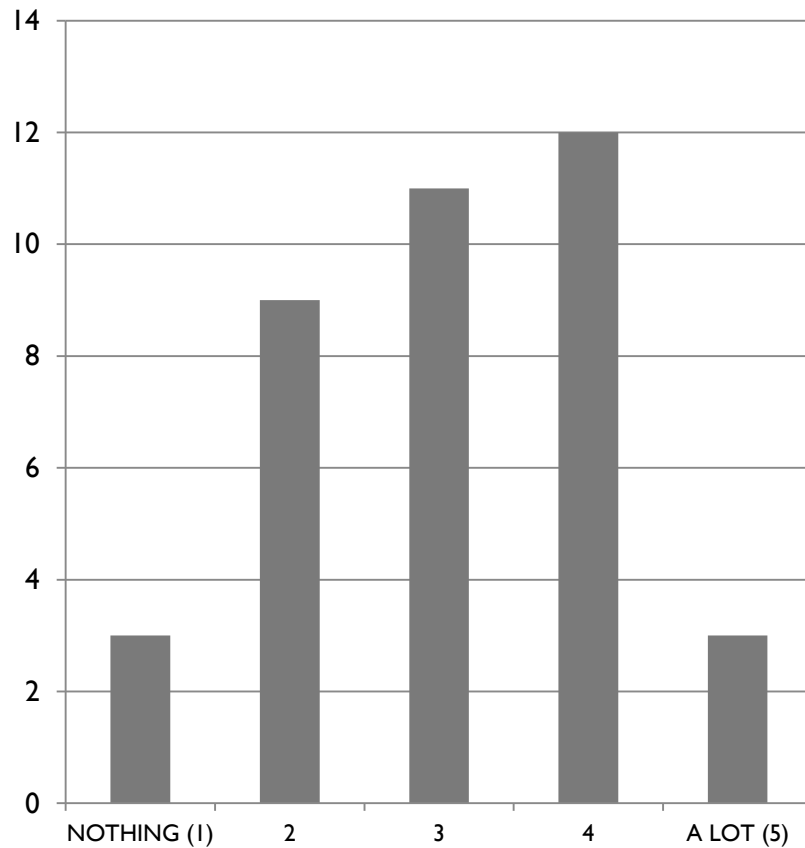


**EDUCATION**

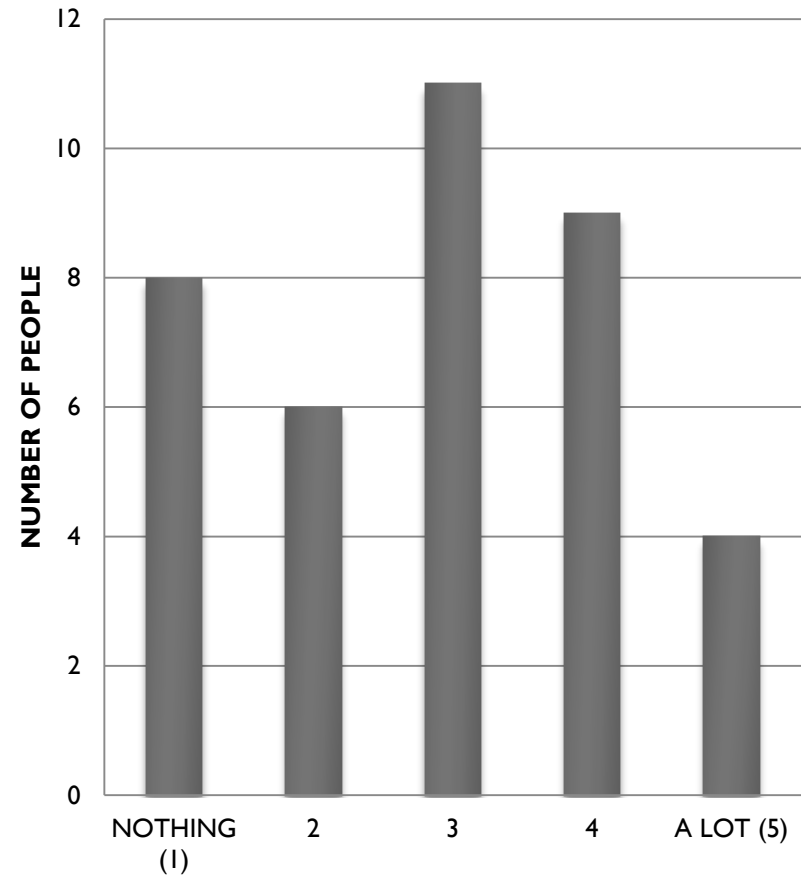


# Sample Demographic

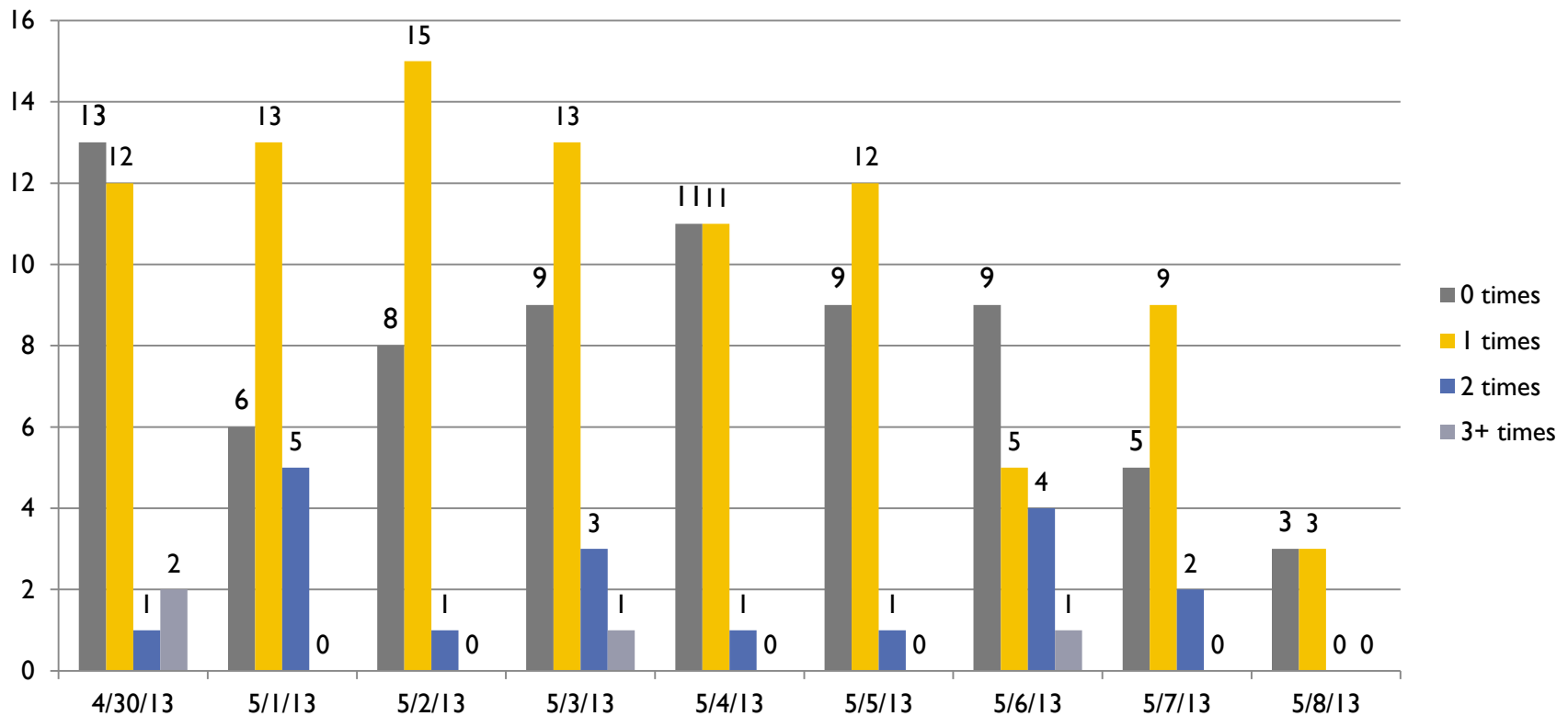
**FAMILIARITY WITH MEDIA PRODUCTION**



**FAMILIARITY WITH TELEPRESENCE**



# Frequency of Presence Experience

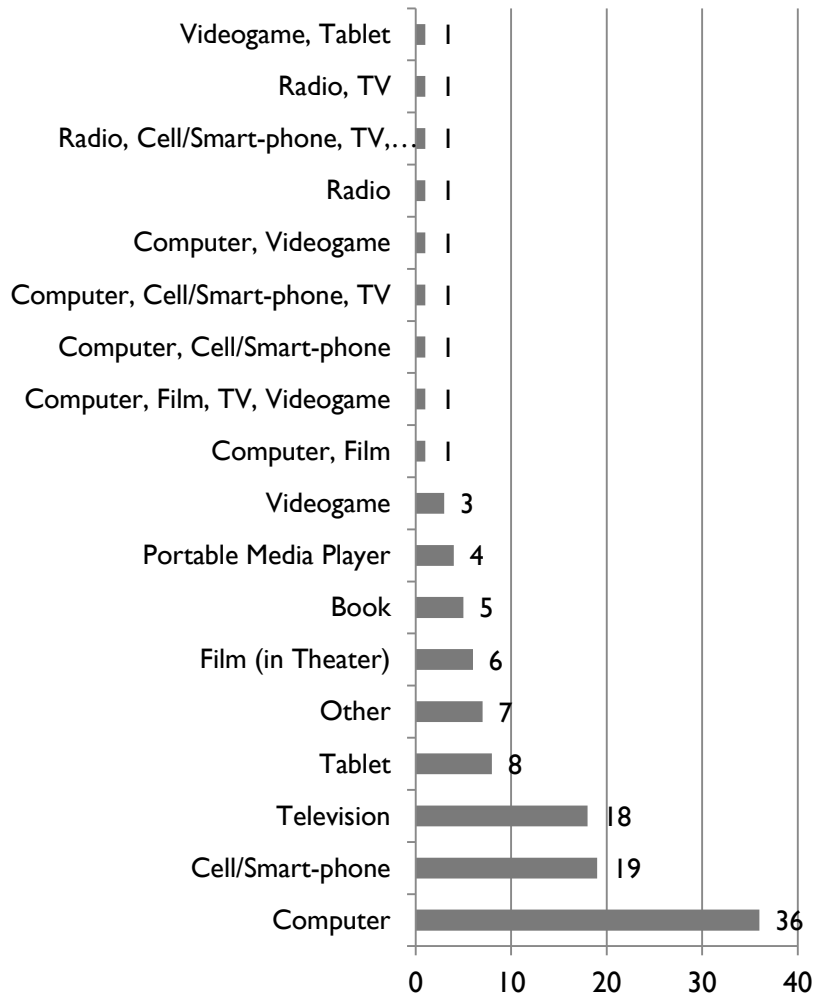


- One experience per day most common
- Note first day anomaly, trailing off

38 people  
115 experiences

# Media Technology

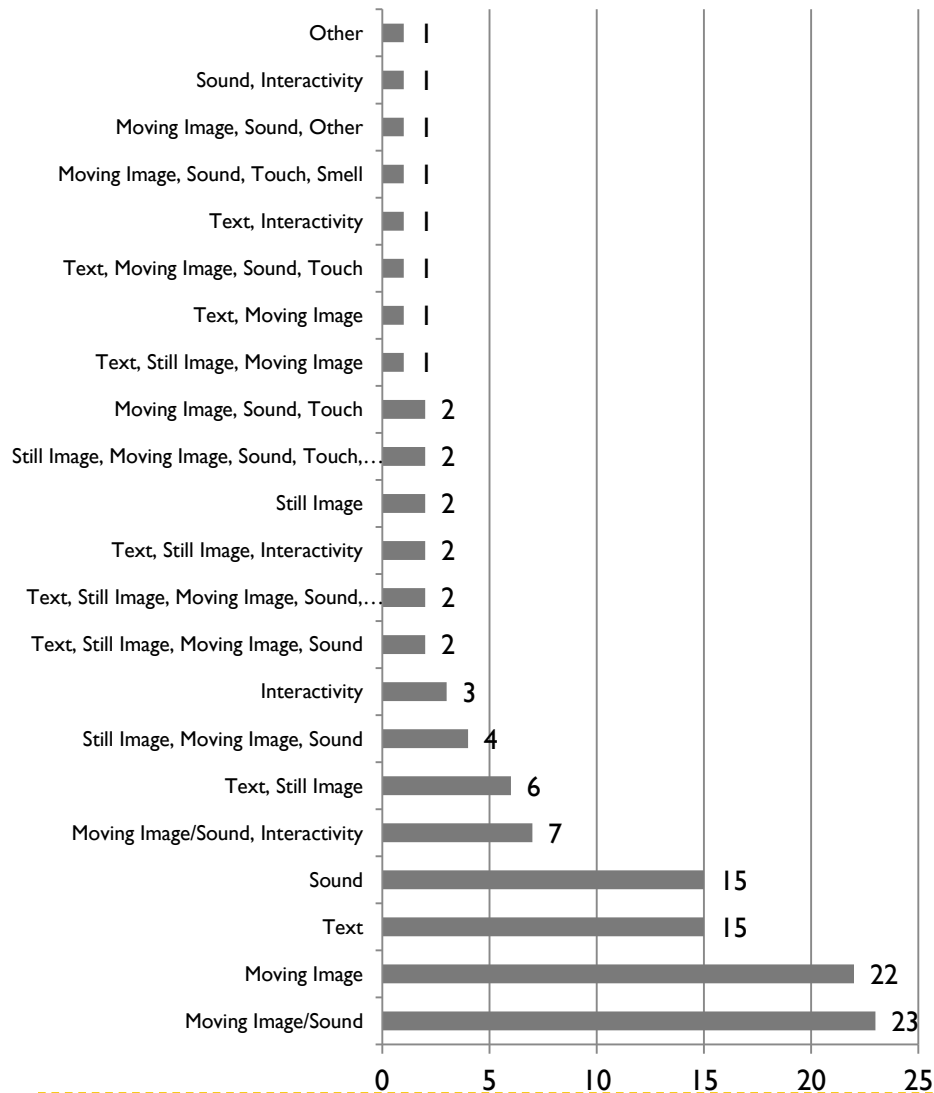
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- ▶ Computer, smartphone, TV and tablet
- ▶ No landline phone
- ▶ Film affected by time of semester?

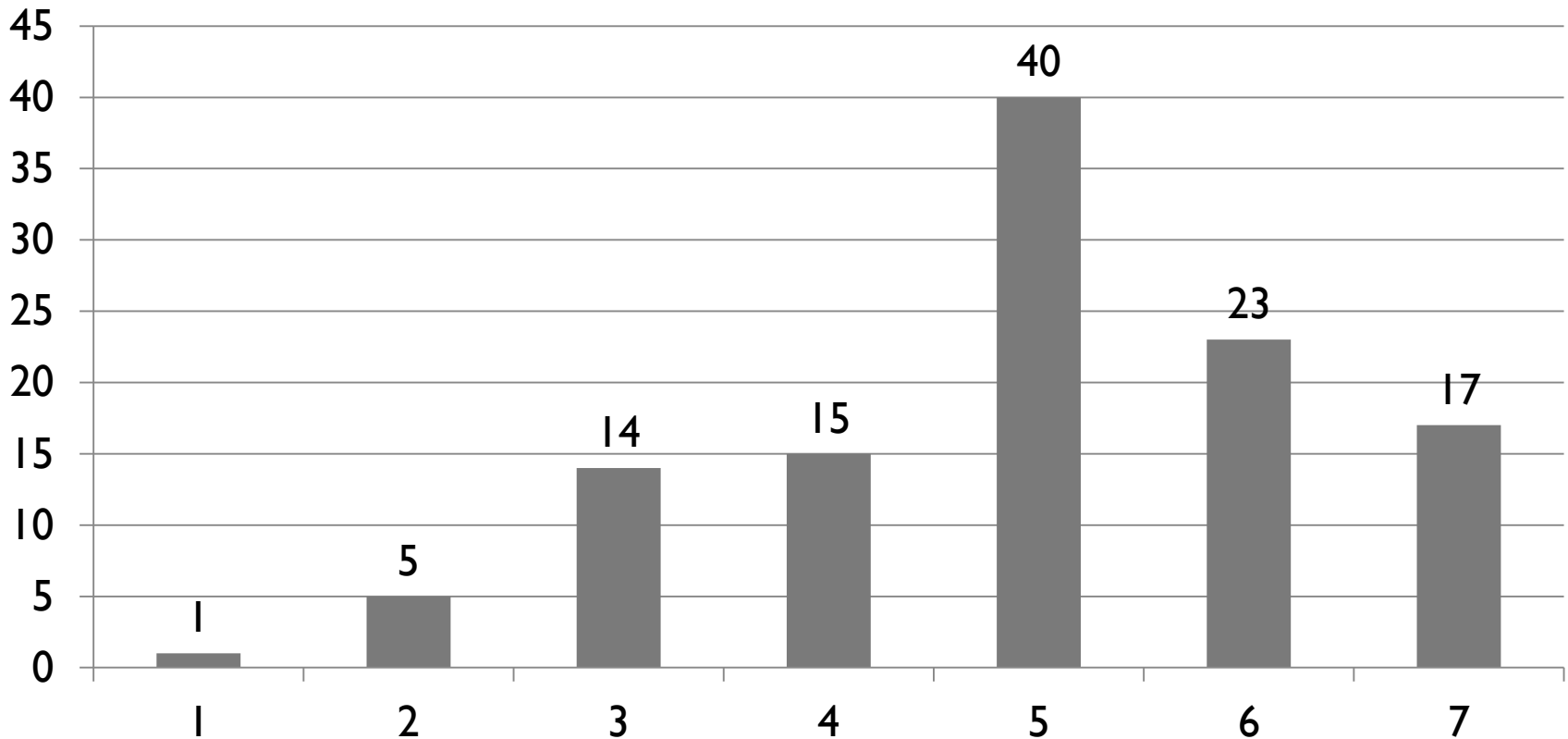


# Media Element



- ▶ Moving image/sound dominates
- ▶ Confusion about moving image including sound?
- ▶ Text well represented
- ▶ Many combos

# Intensity



Mean = 4.96

SD = 1.398

N = 115

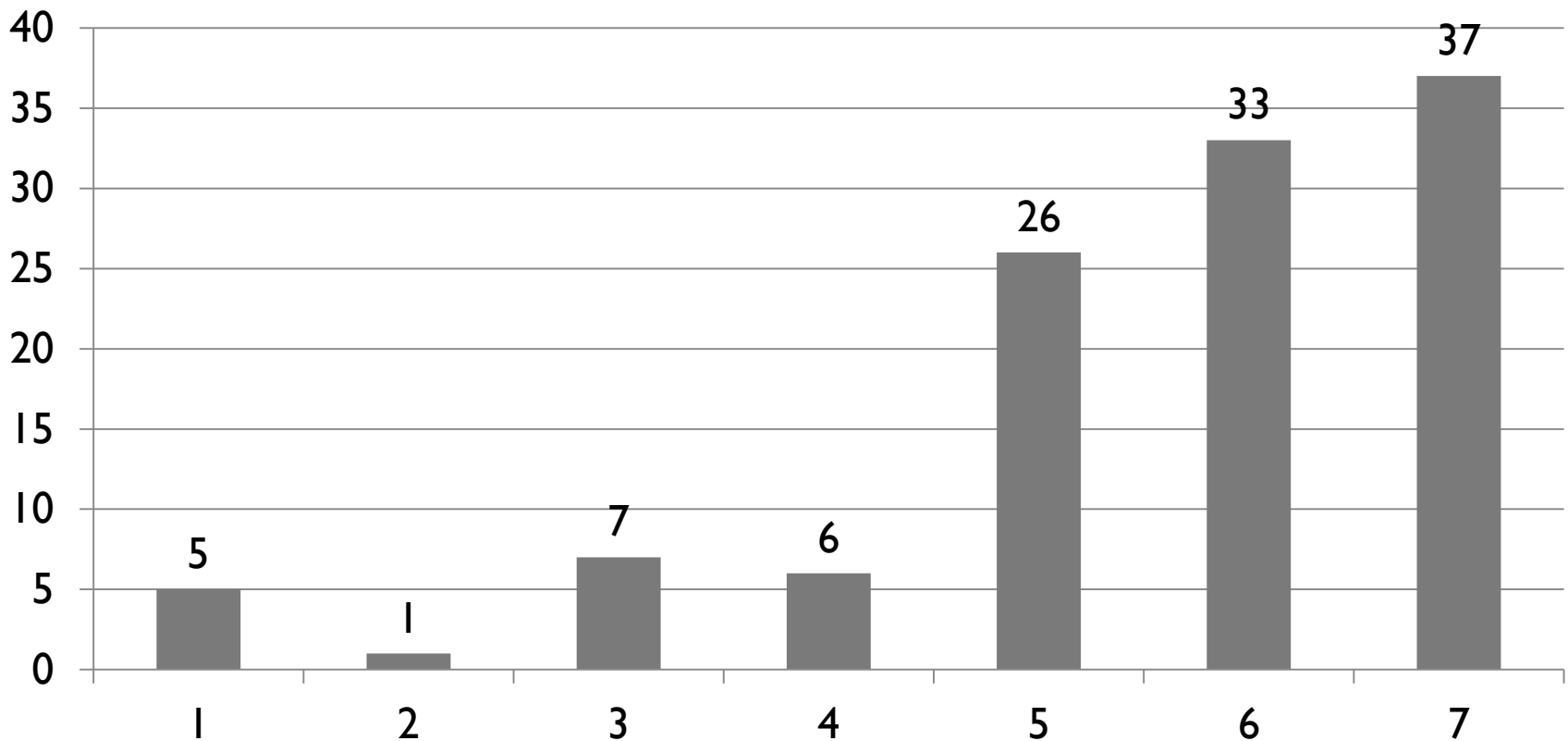
- Mean above scale midpoint

- Every point represented



# Enjoyment

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Mean = 5.56

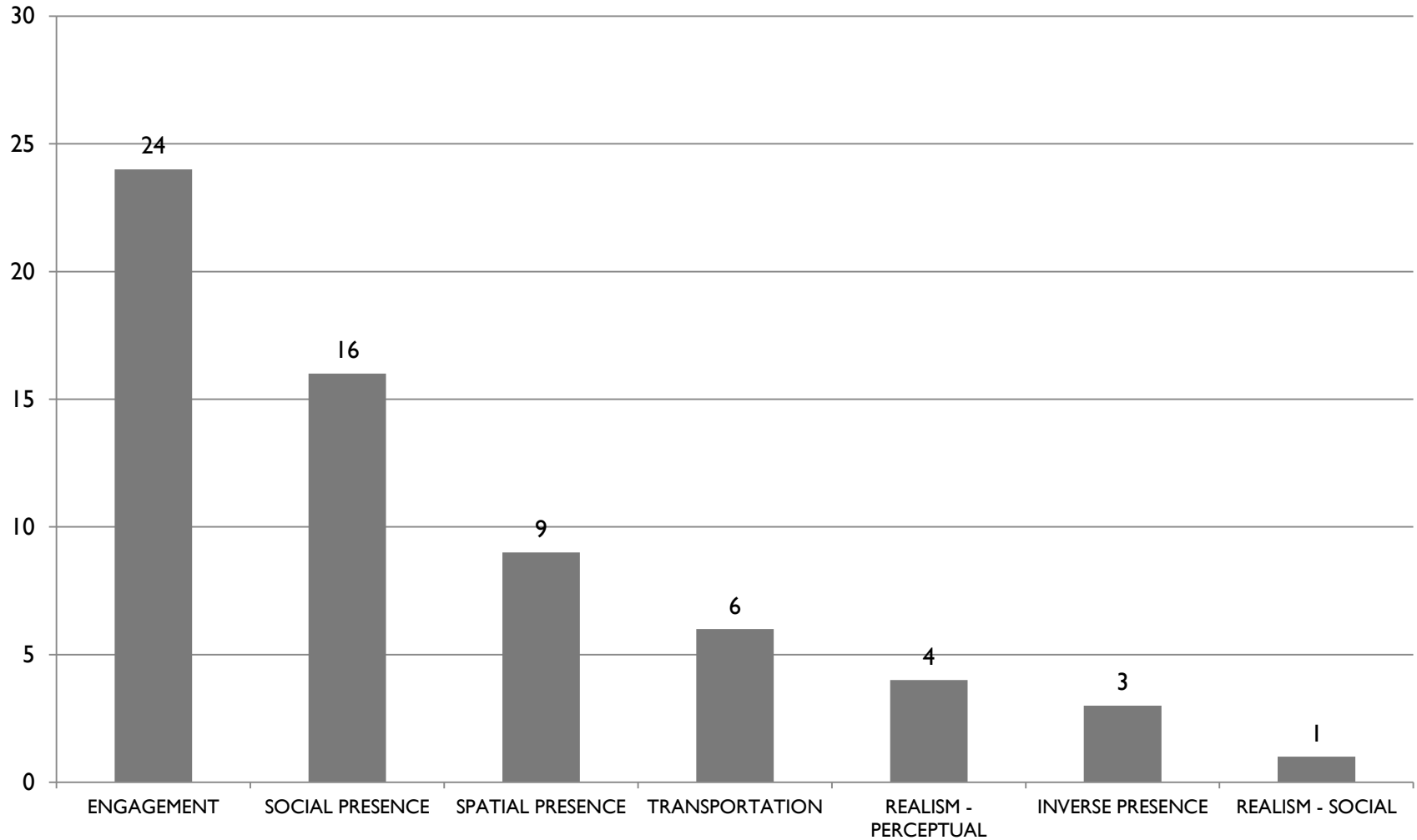
SD = 1.534

N = 115

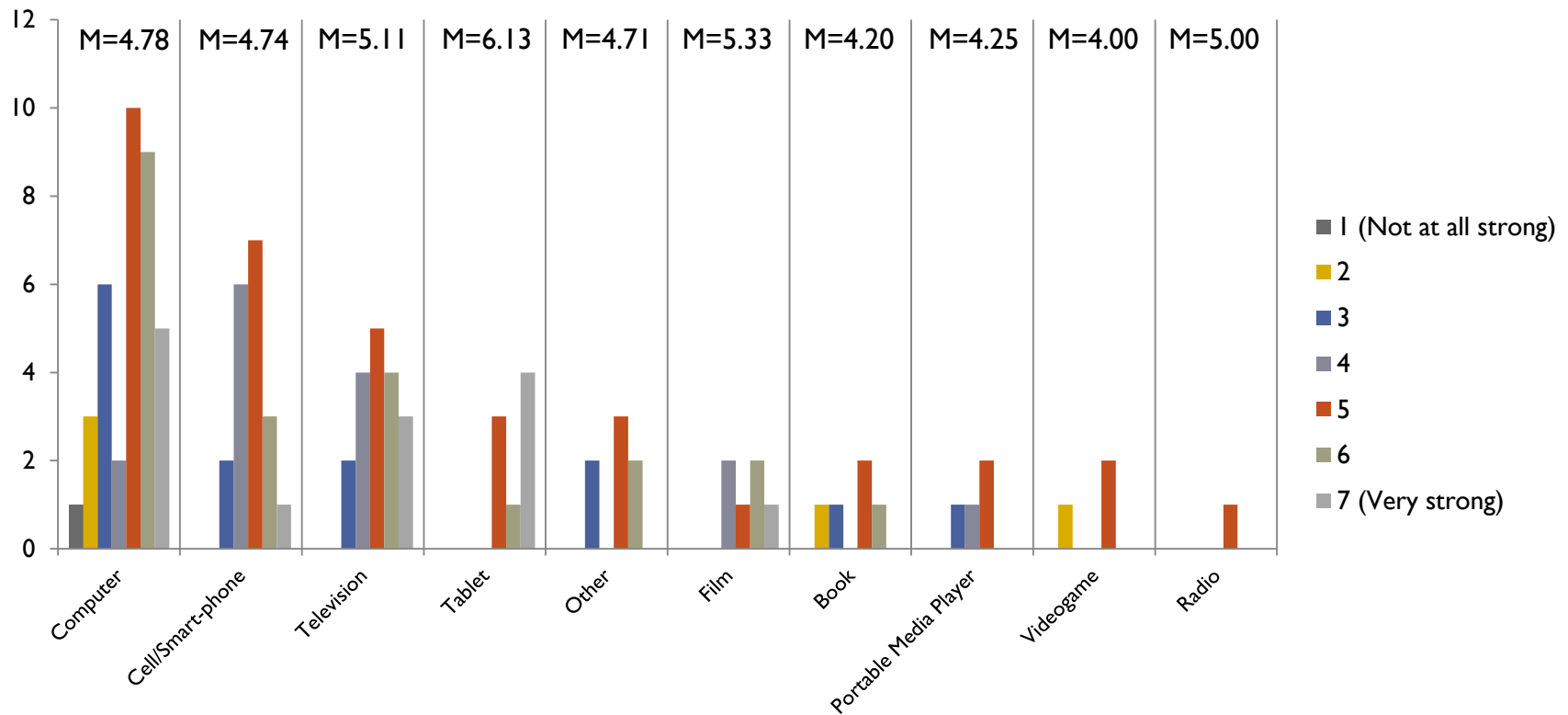
- High mean
- Every point represented



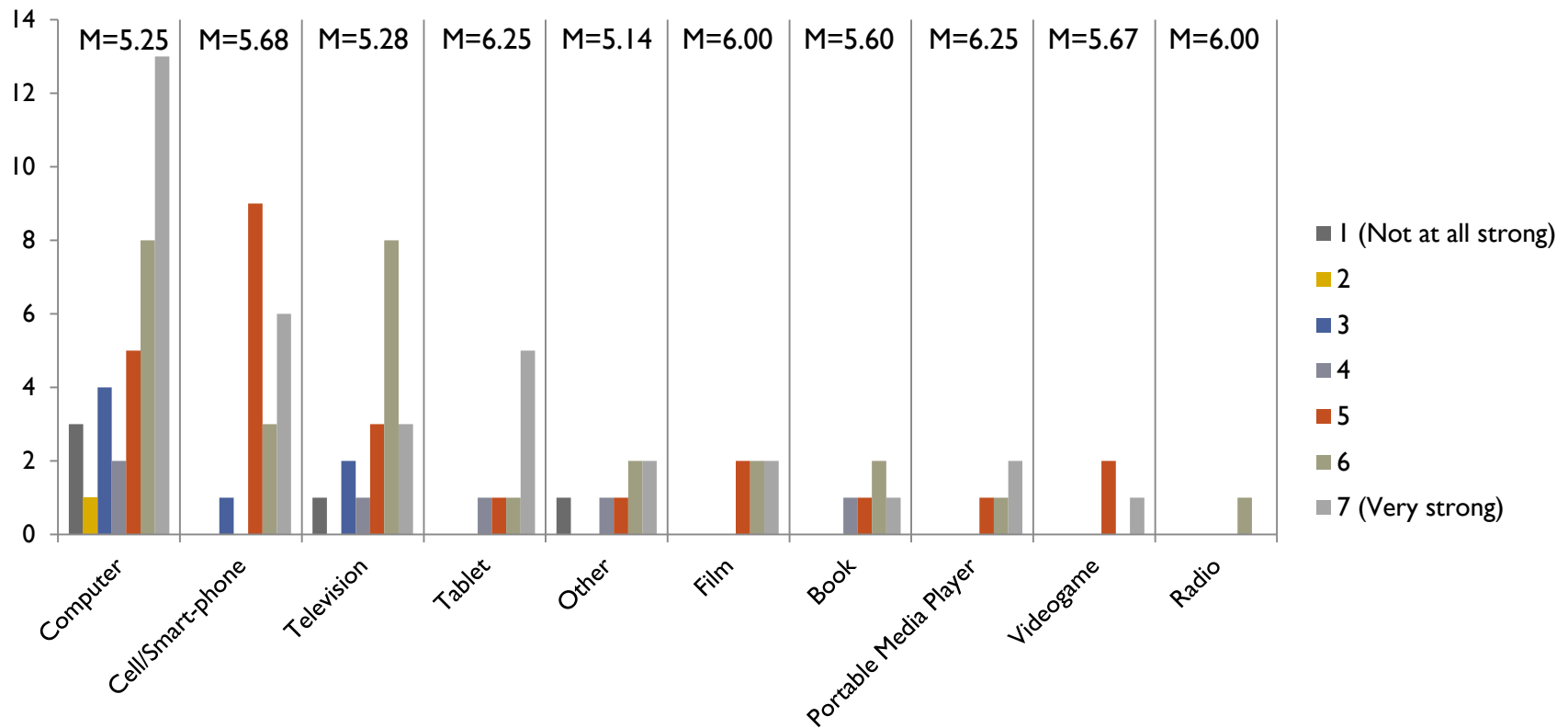
# Type of Presence



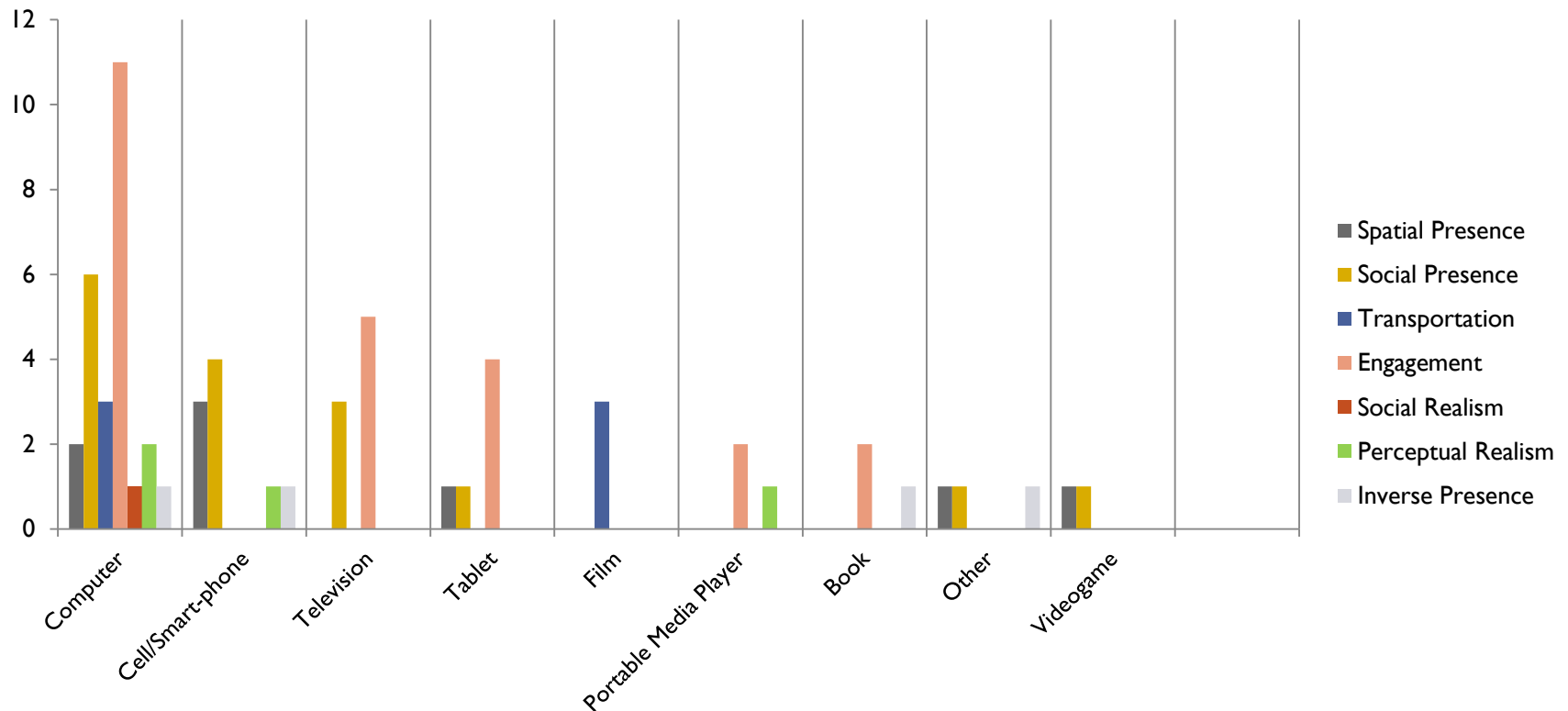
# Media Technology and Presence Intensity



# Media Technology and Presence Enjoyment

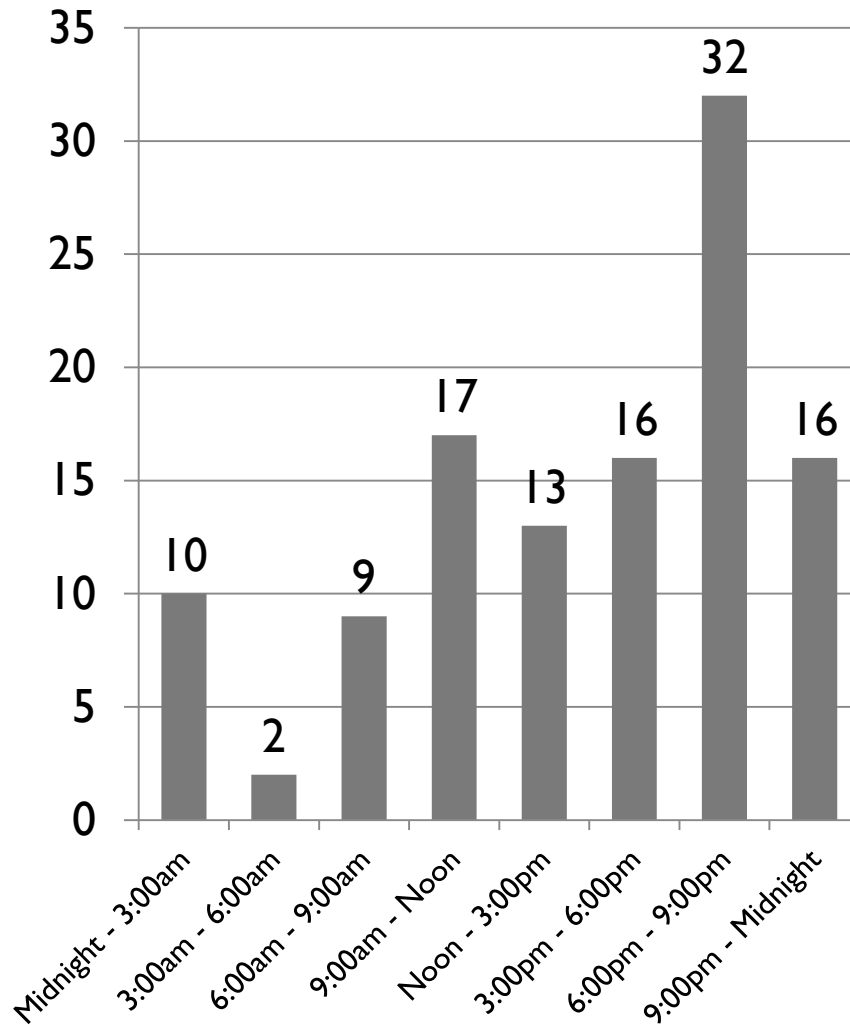


# Media Technology and Type of Presence



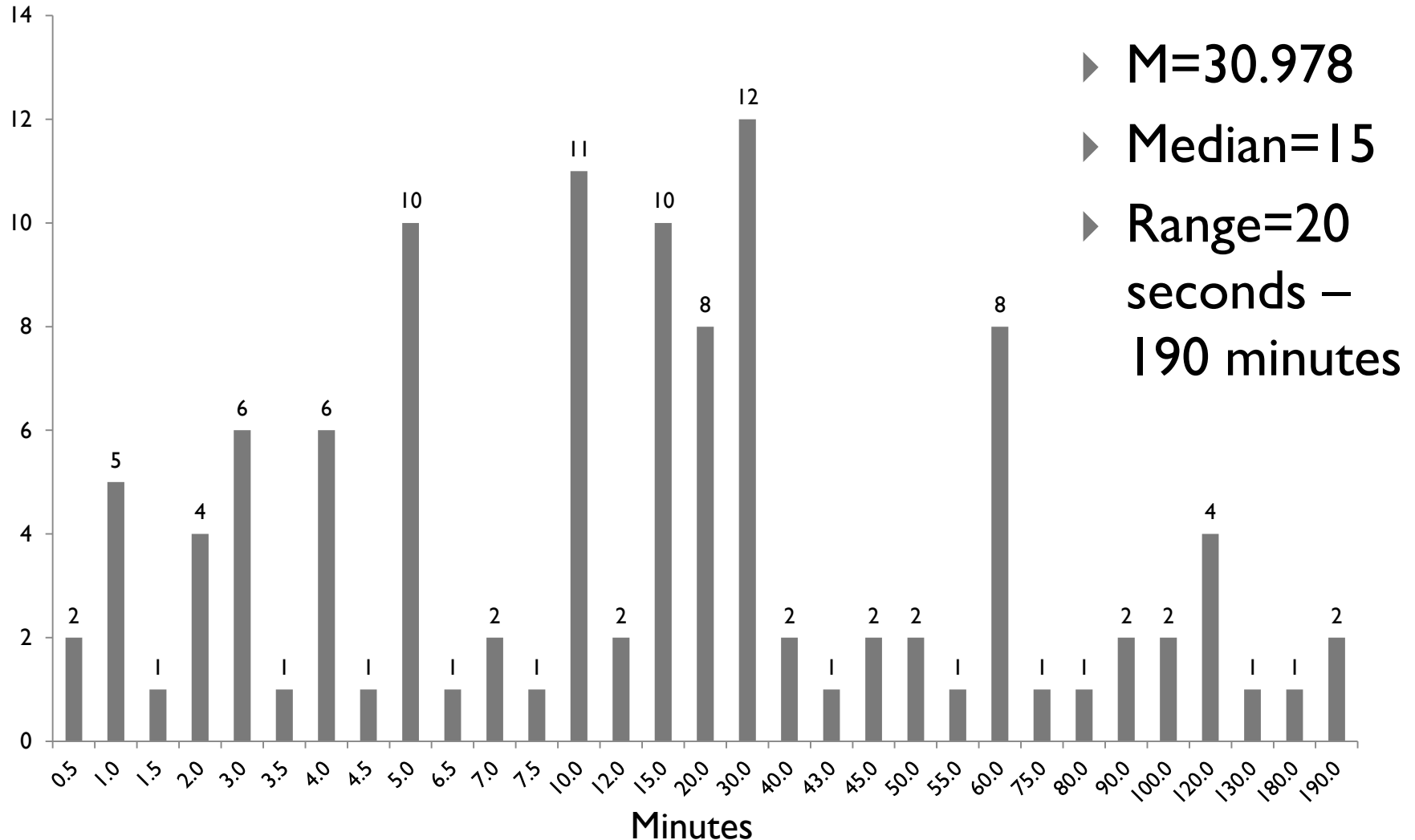
Computer: All types  
TV: Engagement, social  
Film: Transportation  
Phone: Spatial, social

# Time



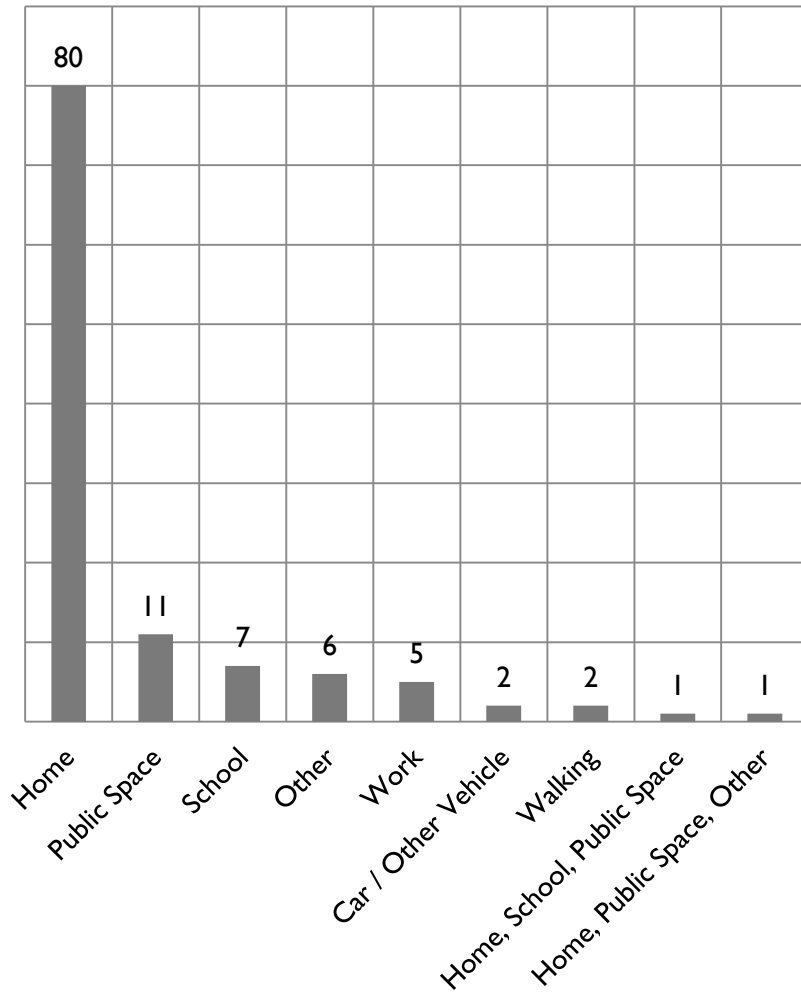
- ▶ Early evening most common
- ▶ Then late morning
- ▶ Every time represented

# Duration (Minutes)



# Place

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- ▶ Home dominates
- ▶ Public Space and School follows



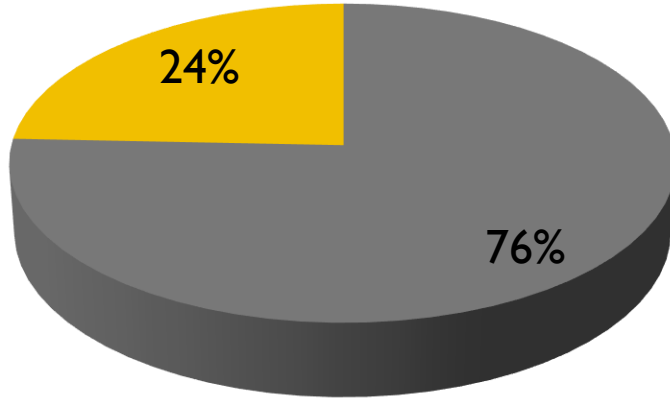


# Interaction with People

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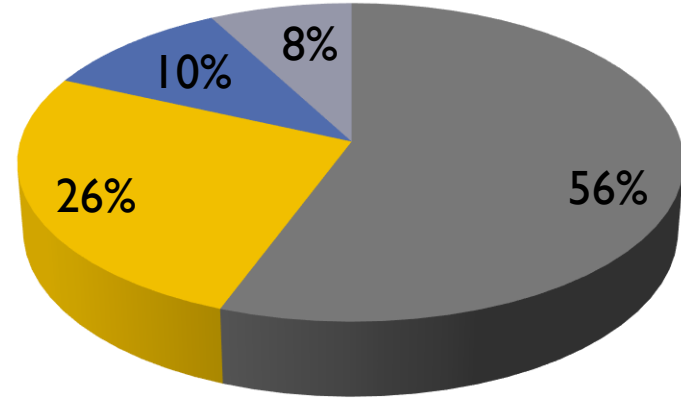
## Interaction with People

■ No ■ Yes



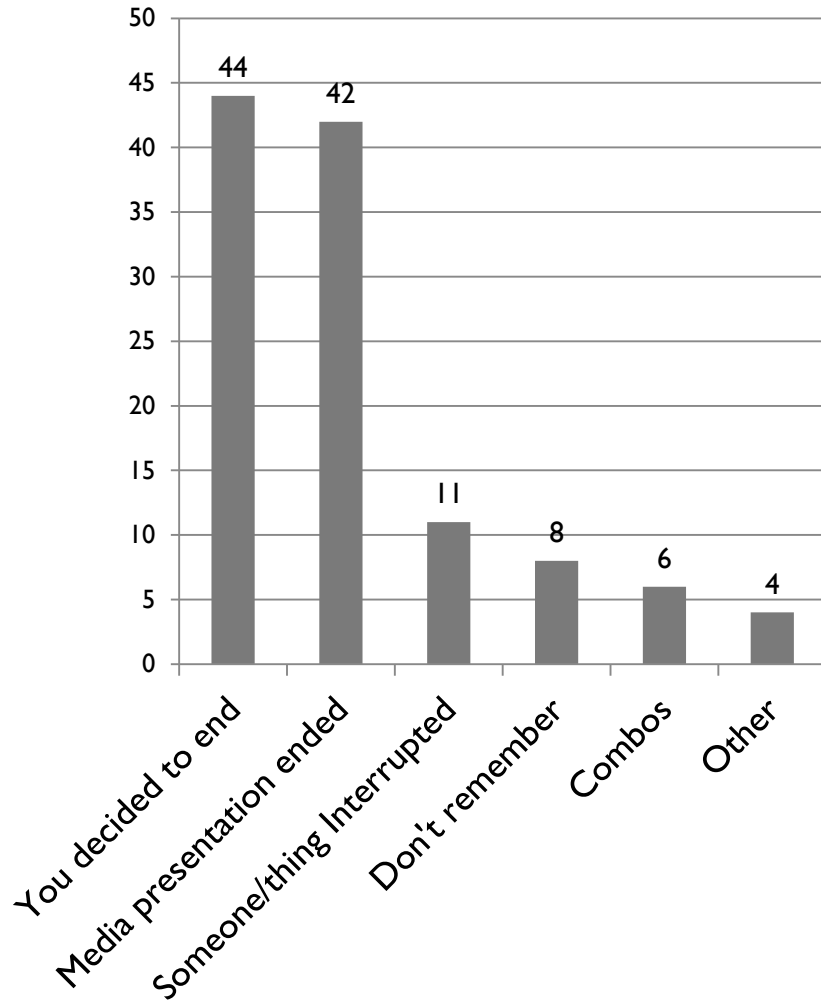
## Company

■ Alone  
■ One Other Person  
■ Group of Family and/or Friends  
■ Group of Strangers



# How the Experience Ends

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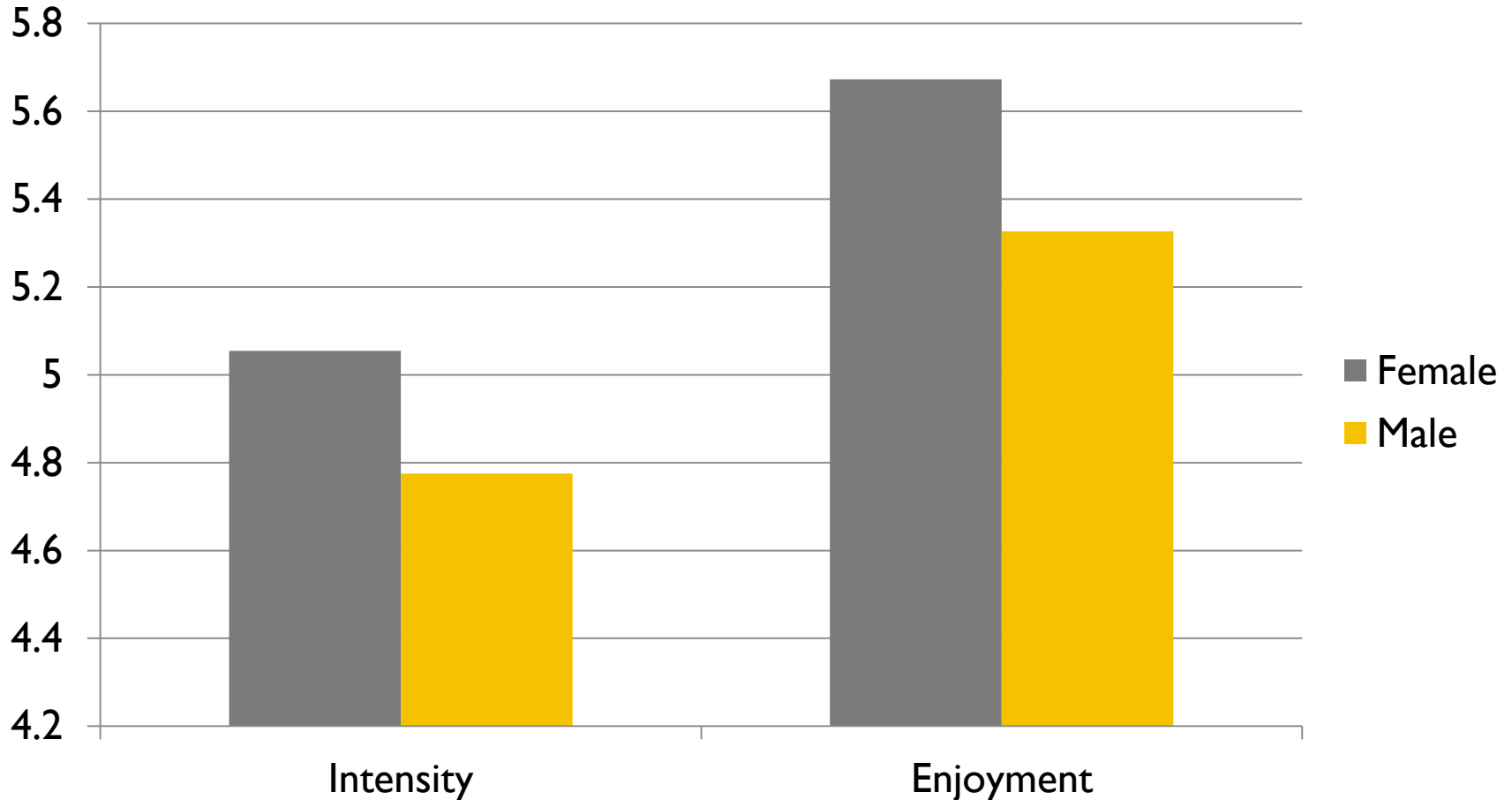


- ▶ Break in presence rare
- ▶ “I gasped extremely loud which interrupted my experience”.
- ▶ “The poor connection of network” (Technology fail)



# Gender Differences

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- Females report slightly stronger and more enjoyable experience
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# Additional Comments

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## ► **Movie/Music**

- “I was watching The Office and several characters broke the 4th wall. They talked to you while looking at you at the camera. It felt like I was talking with them”.
- “Happened to see end of Austin City Limits on PBS with Kat Edmondson, who I'd never heard of; her voice and the instruments were so clear and distinct and 'real' and 'present'; I was able to think how I was experiencing presence as I was experiencing it, very '2-track'...”
- “Was listening to music, felt like I was next to the person performing”.



# Additional Comments

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- ▶ **Mobile phone/Online text**
- ▶ “My sister snap chatted me videos of her talking to my dogs. It felt so real, like I was really there next to her”.
- ▶ “I was browsing the internet and was in an online forum. I quickly became engaged in the forum. After being on the website for a long enough time, despite being a text-only forum with posts from a few hours ago, it felt as if I was actually communicating in real-time with the other posts”.
- ▶ “I was reading an e-mail from my advisor, while I was able to see her expression and gestures by reading her words”.



# Additional Comments

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- ▶ **Videogame/Other technology**
- ▶ “I was playing an iPad game: D-day that I felt I was right on the battlefield”.
- ▶ “The screen is too small, otherwise the experience should be stronger”.
- ▶ “I went to the movies and saw a film in 3-d”.



# Bugs and Questions

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- ▶ Primary medium instead of “check all that apply”?
- ▶ How complete was reporting?
- ▶ “Who else was with you?": mediated or not mediated?
- ▶ How did you decide what to report and not to report?
- ▶ Future questions: time by medium, time by enjoyment, etc.
- ▶ Add tech failure, media presentation change?
- ▶ Moving images without sound?
- ▶ “Check all that apply” problems



# Conclusions

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- ▶ Telepresence is common
- ▶ At least once a day
- ▶ Home
- ▶ Alone
- ▶ Not with real people in real-time
- ▶ In early evening
- ▶ With computer and phone
- ▶ With moving image/sound
- ▶ Mildly intense, very enjoyable
- ▶ Engagement, social and spatial
- ▶ **Research is challenging, but we did good.**

