

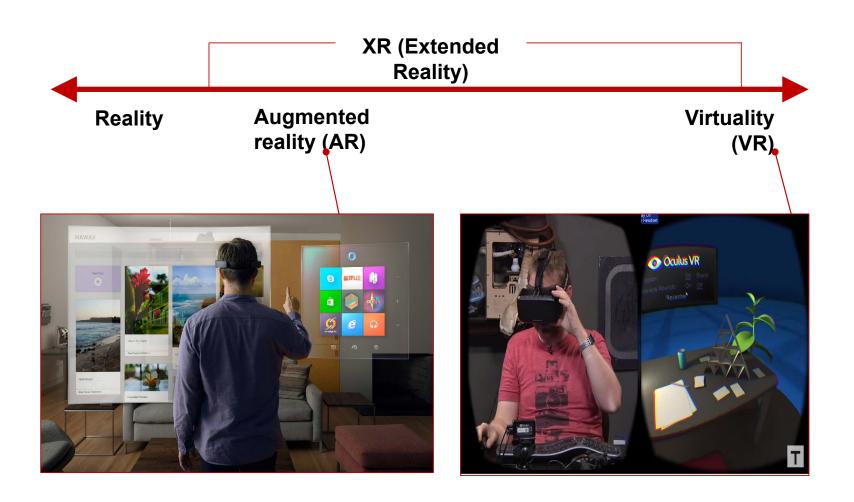


# That's me (t.hartmann@vu.nl)

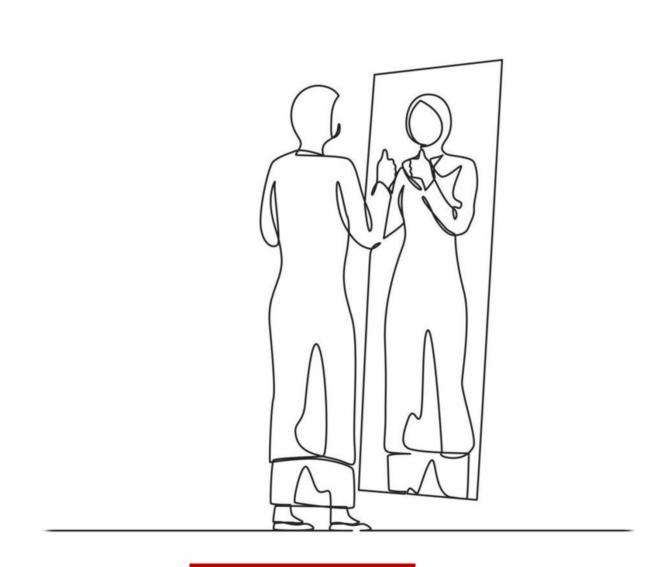


- Tilo Hartmann
- Prof. Virtual Reality
- Communication Science
- Core interest: Perceptual (social) illusions triggered by media technology

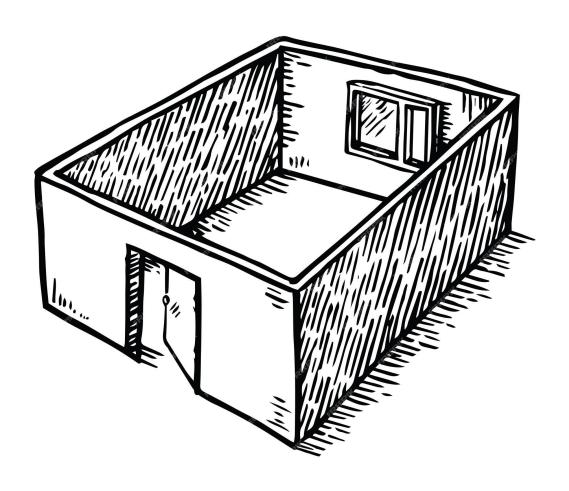








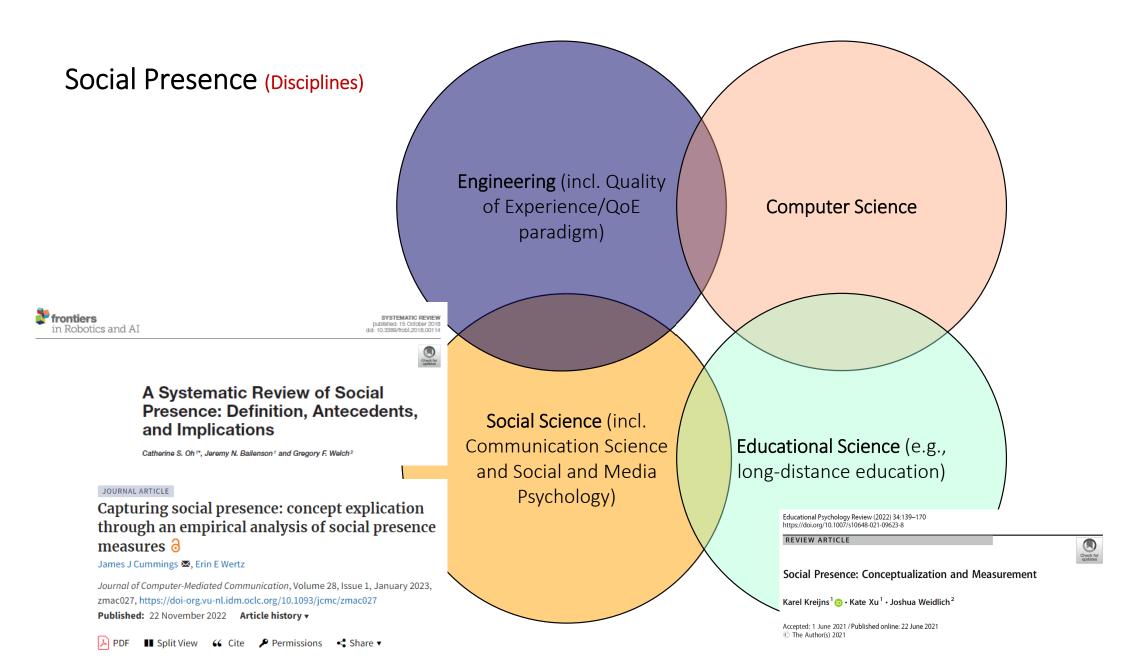
Self



Spatial



Social



#### Social Presence

Immediacy and Intimacy, Short et al. 1976

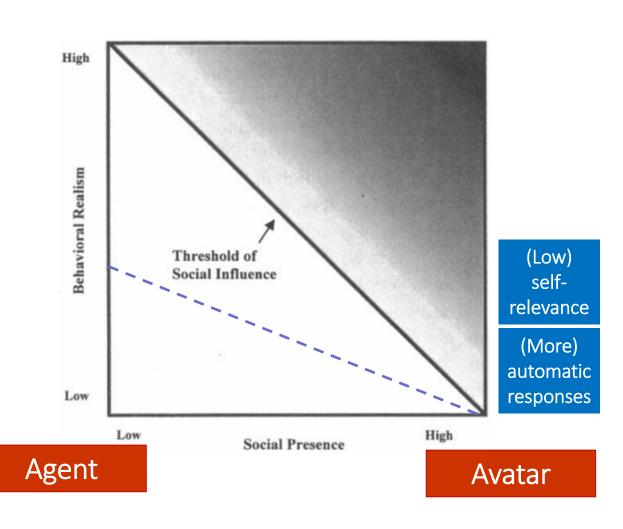
- "degree of salience of the other person in a mediated communication and the consequent salience of their interpersonal interactions"
- Determined by extent the medium/channel allows to transmit/communicate immediacy behaviours (e.g., smiling, nodding, proximity ~social cues) to foster intimacy (~warmth)



### Is the other a real person?

Threshold Model of Social Influence, Blascovich et al. 2002

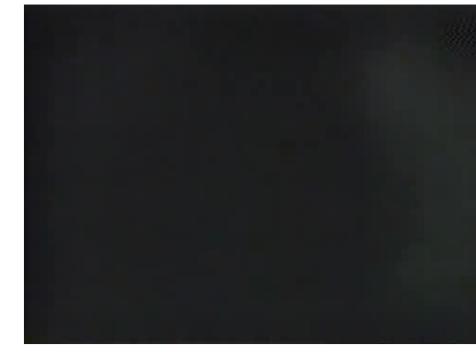
- Confusion since Short et al., 1976: Realness
- Avatars vs. Agents
- Social Influence
  - Avatar = always high (because real human)
  - Agent = depending on behavioral realism/ perceived anthropomorphism
  - Threshold lower for automatic responses, low self-relevance



## Realness/social perception

Animacy (e.g., Scholl) and Anthropomorphism (e.g., Kühne & Peters, 2023)

- Animacy: detecting intentional agents
  - Self-propelled motion/agency
  - Sentiency/experience
  - →Attribution of goals and beliefs
  - →Theory of mind
  - → Social network of brain
- Anthropormphism
  - Perceiving "human"
  - Unique human qualities (e.g., Haslam)



Heider & Simmel, 1944 Oatley & Yuill, 1985

#### Social Presence

Awareness and Engagement, Biocca et al.

"A sense of being with another" in the (virtual) environment

# 1. Co-presence

Mutual awareness (I was often aware of others in the environment)

# 2. Psychological involvement

- Mutual attention (The other individual paid close attention to me)
- Empathy (When I was happy, the other was happy.)
- Mutual understanding (I understood what the other meant.)

# 3. Behavioral engagement

- Behavioral interaction (What the other did affected what I did.)
- Mutual assistance (My partner worked with me to complete the task.)
- Dependent action (The other could not act without me.)



# Reciprocity

### **Social Presence**

Parasocial Interaction (EPSI, Hartmann & Goldhoorn, 2011)

- Mutual awareness
- Mutual attention
- Mutual adjustment

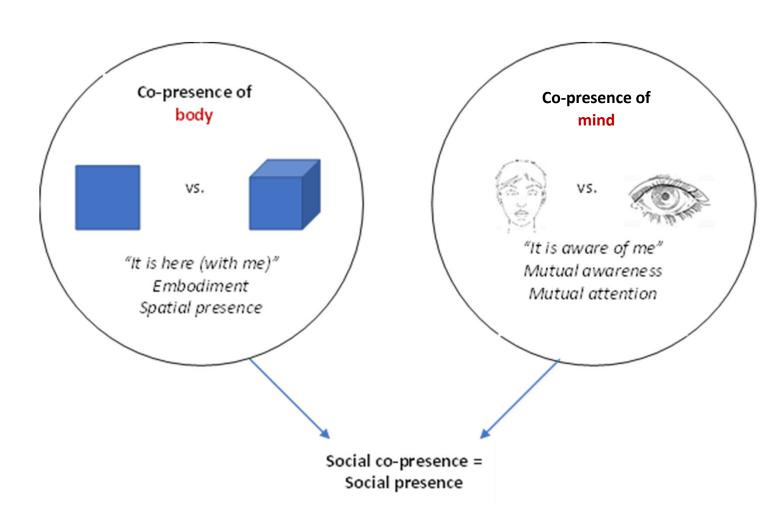
	Indirect		Direct			
Item	M	SD	$\overline{M}$	SD	t	
EPSI	2.06	1.07	2.49	1.09	3.92**	
While watching the video clip, Amy						
1 was aware of me.	1.88	1.16	2.39	1.24	4.13**	
2 knew I was there.	1.90	1.19	2.51	1.33	4.70**	
3 knew I was aware of her.	2.49	1.47	2.88	1.40	2.70**	
4 knew I paid attention to her.	2.43	1.41	2.92	1.40	3.40**	
5 knew that I reacted to her.	2.05	1.23	2.40	1.28	2.70**	
6 reacted to what I said or did.	1.58	1.01	1.83	1.12	2.31*	





#### **Social Presence**

Co-presence of body and mind? (e.g., Hartmann, in prep. ©)



# Co-presence

Imagine the impact/social influence on the observer based on...

		Body			
		No	Yes		
Mind	No	Nothing is present.	Another object, unintelligible social agent, or mindless social agent is present.		
	Yes	Another mind, spirit, intelligence is present.	Another body with a mind (animal, human, social creature) is present.		

### Co-presence: Really a part of social presence?

Cummings & Wertz (2022)

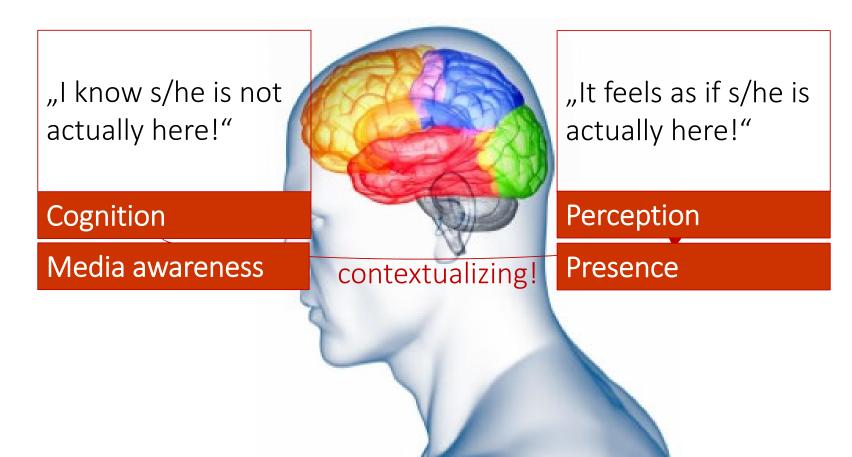
I am aware of you...

...intentional agent

With this in mind, social presence may then be conceived of as the perceptual salience of another social actor. This modified definition highlights the two dimensions that, in practice, are inherent to social presence. Further, such a definition helps to distinguish social presence from other constructs that are often conceptually—and, as seen here, operationally—conflated with it (e.g., copresence and co-location). That is, this definition sufficiently captures social presence independent of other possibly related but non-requisite perceptions, including perceived understanding of, association with, or physical proximity to another being. As this refined definition

#### Media awareness

Dual account of XR experience (Hartmann & Hofer, 2023)





# Thank you for joining!

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VU!