What’s the *Deal* with Presence?

**Immersion. It’s pretty good.**

Video games can be deeply immersive. What aspects of the game experience contribute to a feeling of being *present* in the virtual world?

**What about breaks in presence?**

In real life, games don’t always work as smoothly as they should. Frame rates drop, internet connections are dropped, and controls are damaged. Which of these have a negative impact on the gamer’s feeling of *presence*? Our research is based on the question ‘what causes breaks in presence’?

**So how do we study breaks in presence?**

In our experiments, participants play a video game while we periodically introduce ‘malfunctions’. After the game, participants report how significantly their feeling of presence was impacted by these malfunctions (see Figure 1).

**Results**

In our recent experiments, the type of ‘malfunction’ was shown to have *no effect* on the perceived decrease in presence and subsequent recovery time.

To find out more...

* jae.chung@anu.edu.au