



21 28803: VIRTUAL MEETING SUPPORT FOR ENHANCED WELL-BEING AND EQUITY FOR GAME DEVELOPERS (2023)

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	STUDY OVERVIEW	ACTIVITY PROGRESS	KEY FINDINGS FROM PRODUCTS (2023) AND STUDIES IN-PROGRESS
STUDY 1	Natural language processing to identify virtual meeting terminology	Twitter post data (5,073,146 tweets) collected, analyses in progress	<ol style="list-style-type: none"> Top three expressed emotions related to VR on twitter: anticipation, joy, and trust. <ol style="list-style-type: none"> Users felt mostly positive about VR, with hope and anticipation for future use. Emotional responses to VR are tied to both future anticipation and physical limitations <ol style="list-style-type: none"> e.g., cybersickness, income Interviewees suggest VR is not only for play & gaming, despite longstanding ties. Remote work is efficient, but social isolation is common among developers. Developers did not want “serious” meetings in VR. <ol style="list-style-type: none"> Instead, they want informal and unstructured social play (e.g., toys, puzzles) Fidgeting is good! Focusing on fun collective activities was most successful. Developers see play as instrumental in production, <ol style="list-style-type: none"> Especially true for testing tools & creating examples. Time spent in VR meetings has a curvilinear relationship with enjoyment. Onboarding—learning to use HMDs, accounts and avatars—is essential. <ol style="list-style-type: none"> Onboarding issues are prevalent, significant barriers to VR platform adoption. Virtual meeting platform features (e.g., self-presentation mods) are correlated with virtual meeting fatigue and other psychological outcomes (e.g., social interaction anxiety, perceived competence, relatedness, autonomy). <ol style="list-style-type: none"> Effects vary by demographics (e.g., gender, race, and years of job experience).
STUDY 2	Large survey to explore virtual meeting features' statistical association	Data fully collected from 2400+ survey participants, analyses in progress	
STUDY 3	Worker interviews to contextualize Studies 1 & 2	30 interviews conducted, analyses in progress	
STUDY 4	Video virtual meeting experiment to test hypotheses derived from Studies 1-3	Experiment design in progress based on Studies 1-3 & Study 5 prototype	
STUDY 5	Prototype virtual reality meeting platform to embody and validate Studies 1-4 insights	Platform alpha prototyped in VR Chat, 10+ communication features developed	

SPECIAL ISSUE on human communication in the realms of work, education, and socialization: CFP tentatively approved by J Media Psych

MEANINGFUL XR
Conference CFP in development

SUPPORT
for 8 graduate students (Chaeyun Lim, Dayeoun Jang, Alex Lover, Qiyang Lin, Dalton Bouzek, Luis Graciano, Hanjie Liu, Mary Onuche) & **7 undergraduates**

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MEETSPACE PLATFORM ALPHA PROTOTYPE



PRODUCTS (2023)

- Virtual limited: Boundaries of play in virtual reality production. *DiGRA 2023*
- Mixed feelings and realities: Joyful to nauseating sentiments about VR on Twitter. *DiGRA 2023*
- Playfully Virtual: Finding Authentic Communication in Videoconferencing and Online Meetings. *International Communication Association, 2023*
- Diffusion of gratification: The reception of VR as a modality for remote work and meetings. *International Communication Association 2023*
- Feelings for meetings: A sentiment analysis of videoconferencing platforms a year apart. *International Communication Association 2023*