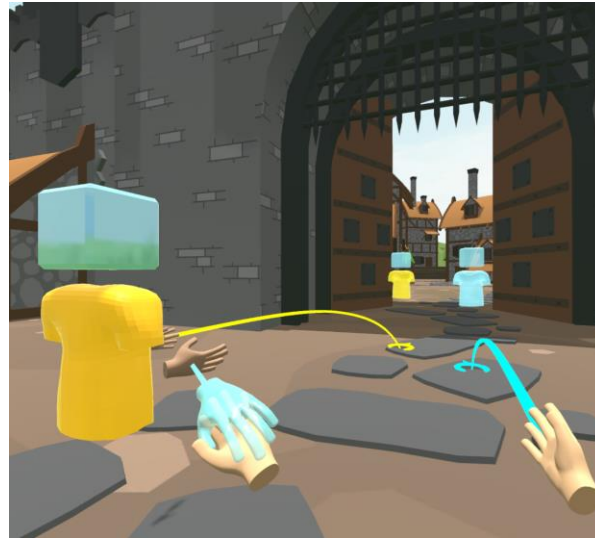


Holding Hands for Short-Term Group Navigation in Social Virtual Reality

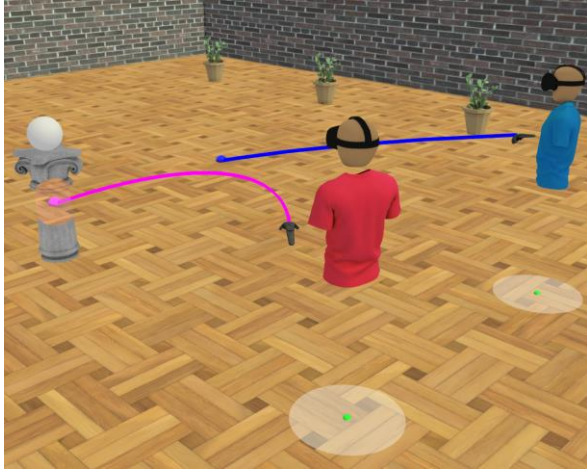
Tim Weissker, Pauline Bimberg, Ankith Kodanda, Bernd Froehlich



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Abstract

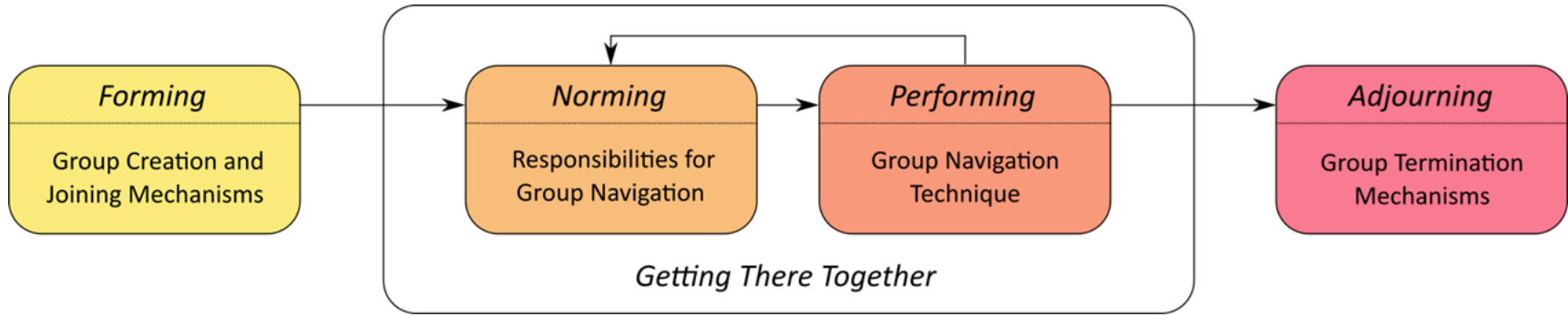


What is Group Navigation?

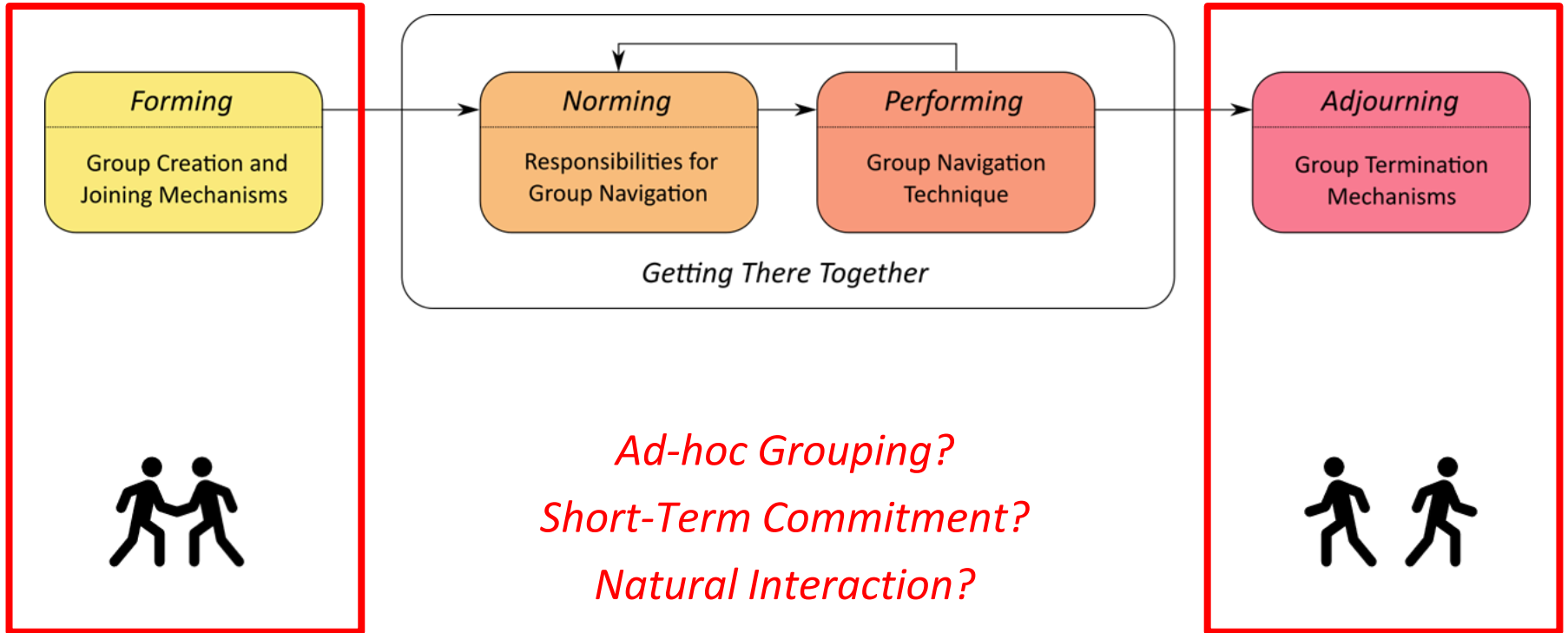


“Getting There Together”

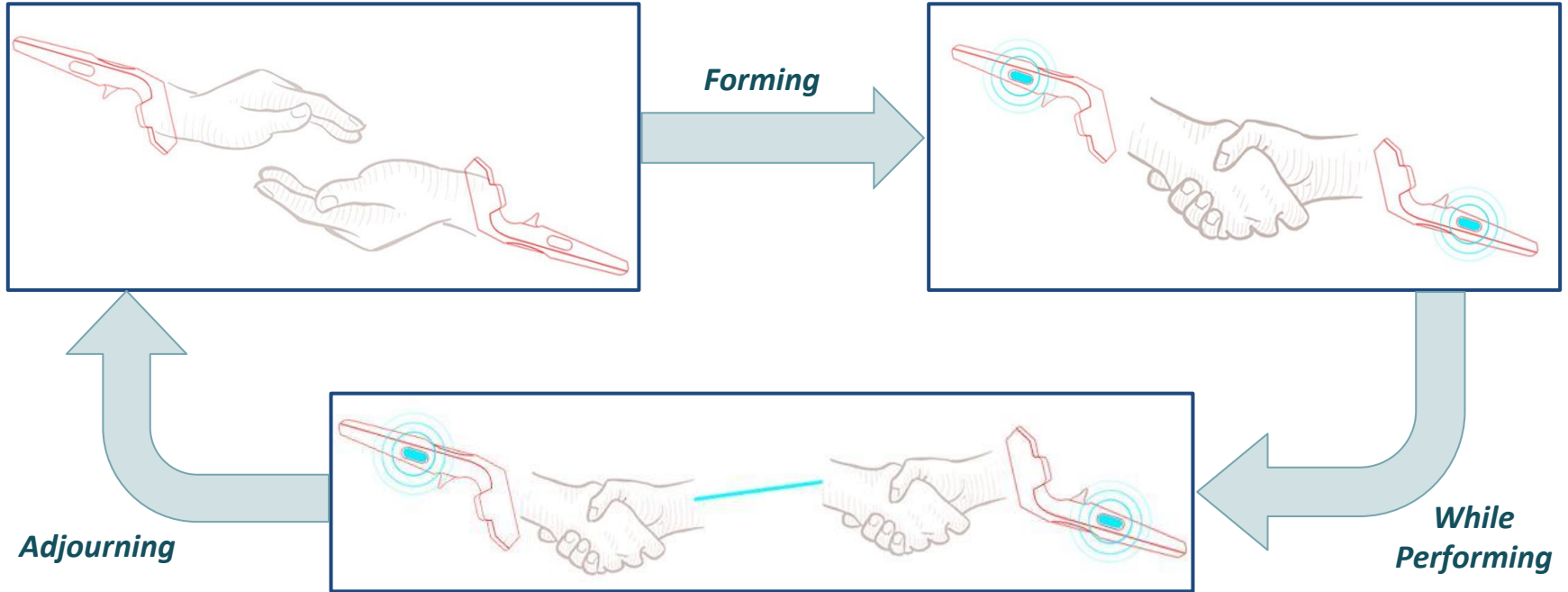
What is Group Navigation?



What is Group Navigation?



Technique Design

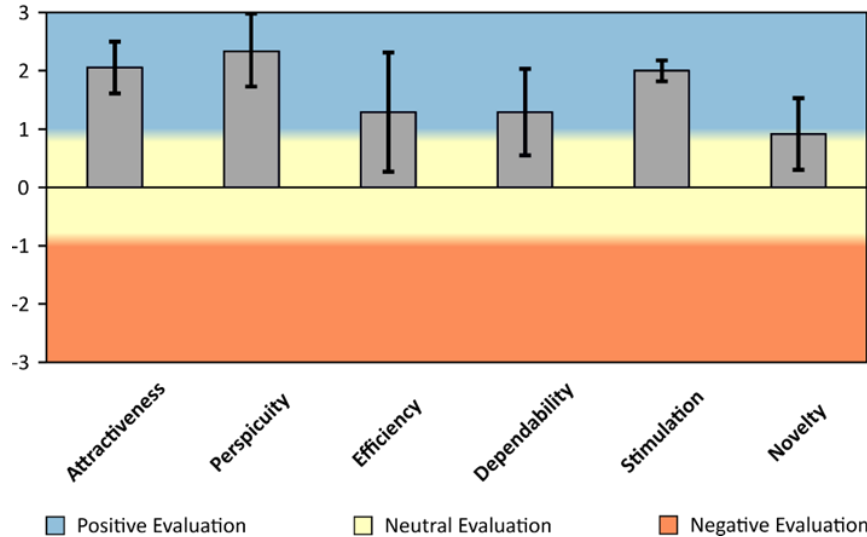


Video

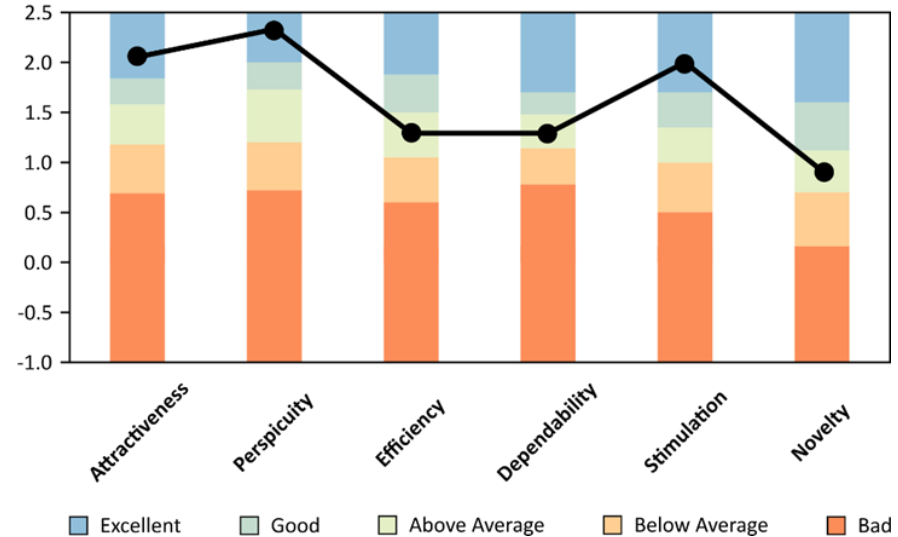
<https://www.tim-weissker.de/videos/2022-hand-holding.mp4>

User Experience Questionnaire

Average Scores with 95% Confidence Intervals



Benchmark Comparison of Average Scores

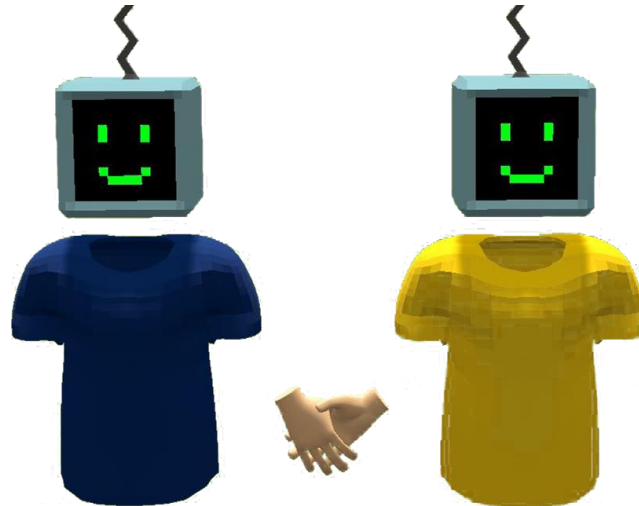


User Feedback

*"I like the **real world concept** in the VR world."*

*"Overall I like the technique. It requires something **social** like holding hands to initiate a group interaction."*

*"I like that it requires something very human [...] anything that makes us **more connected** to the real world in VR is a positive."*



*"This could be used in **VR games** to follow someone."*

*"Holding the hand in a way I can feel the **intimacy**, it reflects what we have in the **real world**."*

Conclusion and Future Work



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Abstract

- Attractive, perspicuous, and stimulating technique
- Suitable for closer friends
- Constant button press effortful but explicit awareness cue
→ especially suitable for short-term groupings
- Future work: techniques for larger groups, alternatives for different social settings