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Investigation of changes in the sense of speed in a VR environment due to exaggerated expressions

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The purpose of this study was to investigate whether the use of speed emphasis in VR space affects the sense of speed, and to examine the effectiveness of the conventional emphasis on speed in a highly immersive environment such as VR space.

In this experiment, we created an emphasis expression using afterimages and distortions used in manga and other media. The experiment was conducted using these expressions, and it was confirmed that the sense of speed was higher when the emphasis expression was used, and that both afterimages and distortions were effective. The sense of speed with emphasis was higher than that with background, but the sense of speed without emphasis was also highly evaluated, so it will be necessary to investigate this in more detail.

In addition, it can be said that the emphasized expressions created in this experiment are unlikely to cause VR sickness. However, VR sickness itself did occur. Since this was only a short-time verification, future investigation of VR sickness through a long-time experiment is desired.