EMBODIED PRESENCE

SIM-BODIED PRESENCE

RESPONSE PRESENCE

SENSES

PERIPHERALS

If necessary

£/ £(££)

Basic — Immersive — Intuitive — Full experience

£ £££ ££ £££

Basic — Intuitive

£(££) £(££)

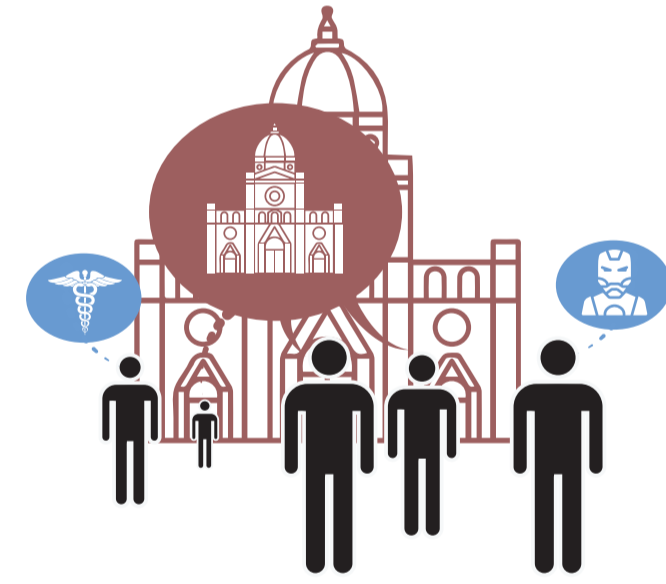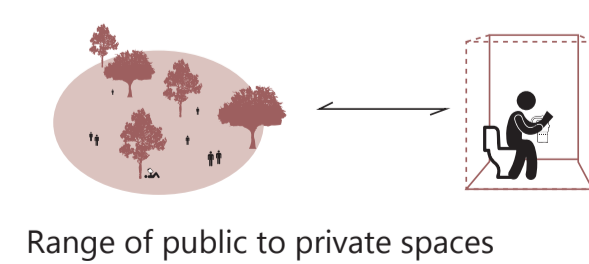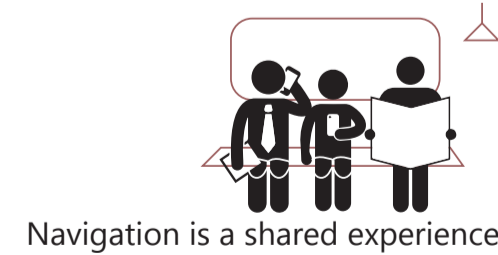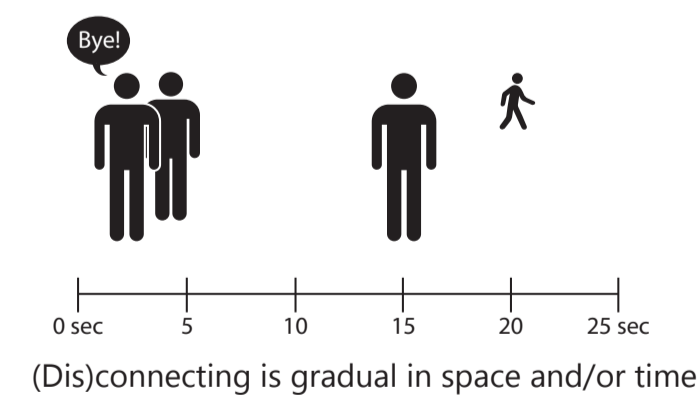**DISTANCE & SPATIAL RELAY**

Maximum distance for RECOGNITION
Minimun distance for FAMILIARITY

TRIANGULATION: the spatial object can become subject of interaction, but doesn't have to be

PHYSICAL distance is meaningless, SIMULATED distance meaningful

OVERLAY: the space of interaction exists ON TOP OF a PRIVATE space
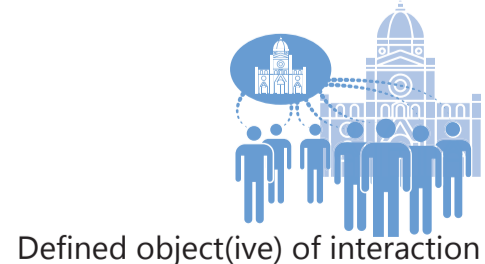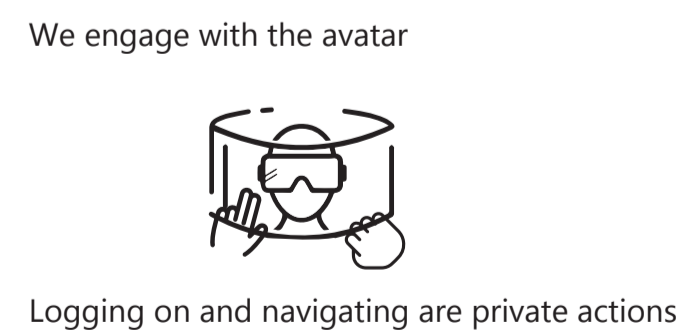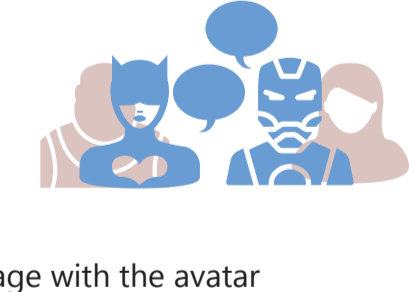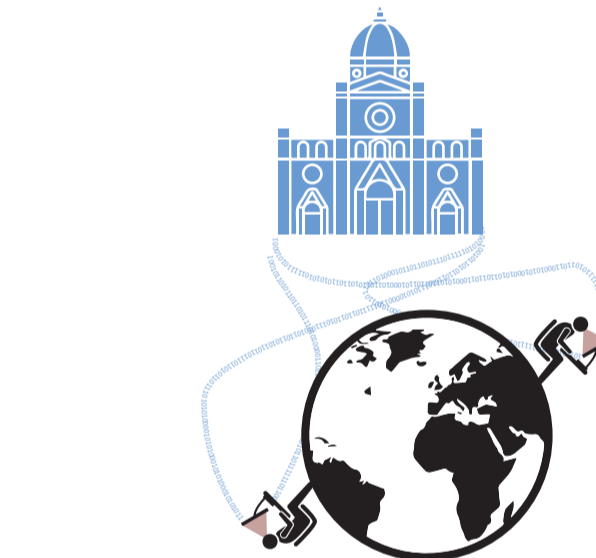
PHYSICAL distance is meaningless at the simultaneous display of the object

A PERSON-OBJECT interaction, NOT a PERSON-ENVIRONMENT interaction

PARAMETERS

(Dis)connecting is gradual in space and/or time

We engage with the natural body

Navigation is a shared experience

Interactions can be creative

Range of public to private spaces

Disconnecting means abrupt absence; the avatar becomes an object

Each interaction has to be DESIGNED to be possible

We engage with the avatar

Logging on and navigating are private actions

Defined object(ive) of interaction

Disconnecting means abrupt absence

Each interaction has to be DESIGNED to be possible

We engage with the textual representation

Logging on, navigating and reacting are private actions

Defined object(ive) of interaction
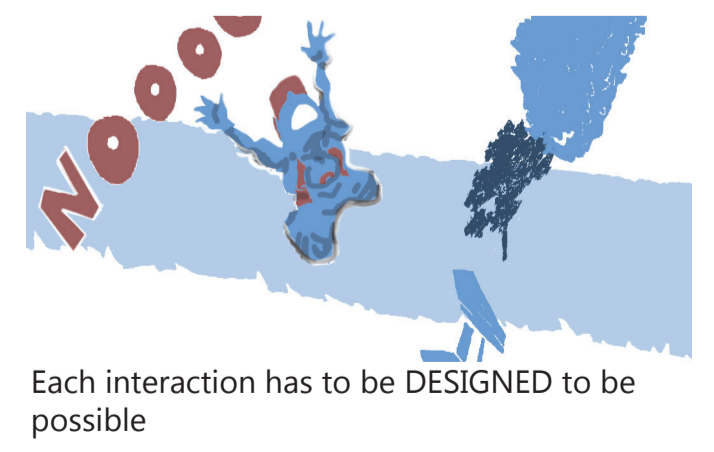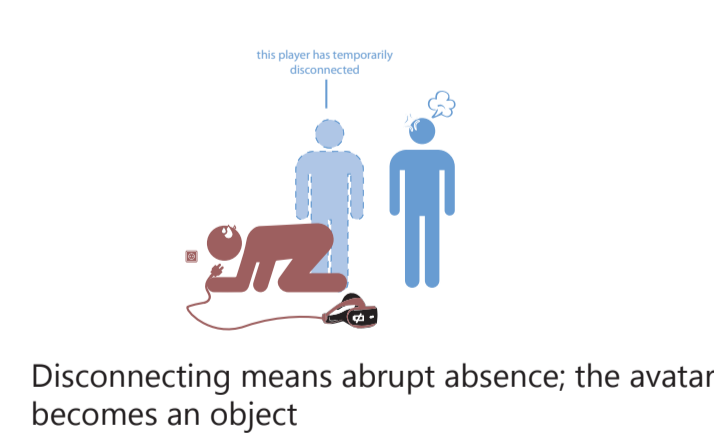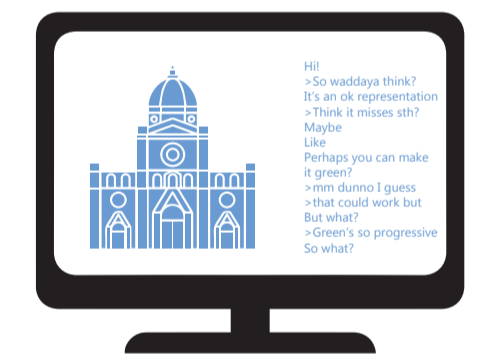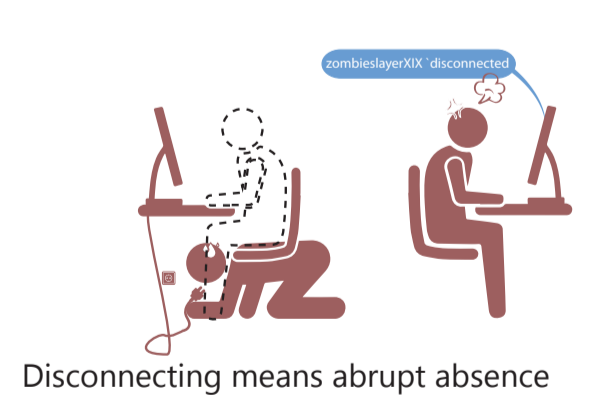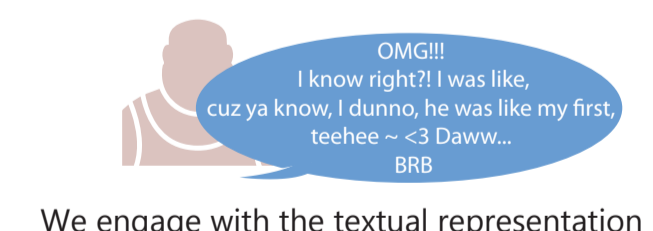
■ In the physical medium
■ In the digital medium / virtual