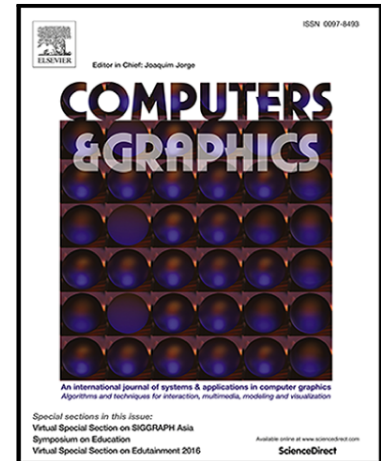


Accepted Manuscript

Self-Attribution of Distorted Reaching Movements in Immersive Virtual Reality

Henrique Galvan Debarba, Ronan Boulic, Roy Salomon, Olaf Blanke, Bruno Herbelin

PII: S0097-8493(18)30135-3
DOI: <https://doi.org/10.1016/j.cag.2018.09.001>
Reference: CAG 2975



To appear in: *Computers & Graphics*

Received date: 3 May 2018
Revised date: 22 August 2018
Accepted date: 3 September 2018

Please cite this article as: Henrique Galvan Debarba, Ronan Boulic, Roy Salomon, Olaf Blanke, Bruno Herbelin, Self-Attribution of Distorted Reaching Movements in Immersive Virtual Reality, *Computers & Graphics* (2018), doi: <https://doi.org/10.1016/j.cag.2018.09.001>

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Highlights

- The difficulty of a reaching task can be manipulated while preserving enhanced agency
- VR users are largely unaware of discrepancies between physical and virtual movements
- VR users are biased to self-attribute distorted movements that make a task easier

ACCEPTED MANUSCRIPT

Download English Version:

<https://daneshyari.com/en/article/11032490>

Download Persian Version:

<https://daneshyari.com/article/11032490>

[Daneshyari.com](https://daneshyari.com)