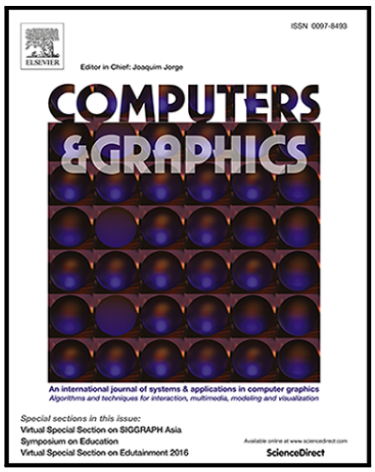

Self-Attribution of Distorted Reaching Movements in Immersive Virtual Reality

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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