"Wow! I Have Six Fingers!" Would You Accept Structural Changes of Your Hand in VR?

With the increasing demand in virtual reality applications and games, the need to understand how users perceive their virtual representation (avatar) is becoming more and more important. In particular, with the potential of virtual reality to alter and control avatars in different ways, the user representation in the virtual world does not always necessarily match the user body structure. In this context, this demo explores how users would accept as their own a six-digit realistic virtual hand.

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