Validation of a virtual audience for public speaking: Preliminary results

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**Aims**: validation of a virtual audience for public speaking by assessing its qualities and its ability to elicit emotional and behavioral reactions

**Methods**
- **Oral presentation** (5 min)
- 3 counterbalanced conditions
- **Virtuo_Public**
- **Virtuo_Vide**

**Session 1**
- **Questionnaires**
  - LSAS-SR
  - PROCS
  - BFNE-S
  - Immersive Propensity (QPI)
- **Vivo_Public**
  - Mastery of presentation
  - Oral presentation
  - SUDS (3x)
  - QP-UQO adapted

**Session 2**
- **Questionnaire**
  - SSI-4
  - Ora presentation
  - SUDS (3x)
  - QP-UQO

**Analysis**
- Measures: Speech disfluencies
- Subjective Units of Distress Scale (SUDS)
- Presence Questionnaire (QP-UQO)

**Tools**
- Computerized Language Analysis (CLAN)
- Subjective Units of Distress Scale (SUDS)

**Baseline**
- **SUDS during presentation**
  - 1 + 2 + 3 (reversed) + 4 (reversed)

**DISCUSSION**
- This pilot study is the first step of a long term project. It highlights positive results such as:
  - a sufficient feeling of presence
  - the lack of cybersickness
  - the realism of the virtual audience (their physical and behavioral characteristics, have now been improved by the research team)
  - methodological limits (small sample, absence of counterbalancing conditions, repetition of the same presentation)
  - the need to statistically confirm the ecological validity of this virtual audience

**References**


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