# Article information:

Time Compression in Virtual Reality in: Timing & Time Perception Volume 9 Issue 4 (2021)
<https://brill.com/view/journals/time/9/4/article-p377_377.xml?ebody=abstract%2Fexcerpt>

# Article summary:

1. Virtual-reality (VR) users and developers have informally reported that time seems to pass more quickly while playing games in VR, which is referred to as time compression.

2. To investigate this effect, two versions of a labyrinth-like game were created: one for VR and one for conventional monitors (CM).

3. Results suggest that VR displays do produce a significant time compression effect, potentially due to a reduction in bodily awareness.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy, as it provides evidence from an experiment conducted by the authors to support their claims about time compression in virtual reality. The study was designed with appropriate controls and used an interval production method to measure participants’ estimates of time passing. The authors also discuss potential explanations for the observed effects, such as a reduction in bodily awareness due to being immersed in the virtual environment.

However, there are some potential biases or missing points of consideration that should be noted. For example, the study only included male participants, so it is unclear if the results would be similar for female participants or if gender could influence the results. Additionally, although the authors discuss potential explanations for their findings, they do not provide any evidence to support these explanations or explore any counterarguments. Finally, although they note some implications of their findings and suggest follow-up experiments, they do not provide any concrete recommendations or suggestions for how these experiments should be conducted.

# Topics for further research:

* Gender differences in time perception
* Virtual reality and bodily awareness
* Interval production method
* Time compression in virtual reality
* Follow-up experiments for time perception
* Implications of time perception in virtual reality

# Report location:

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