**INTRODUCTION**

Driving simulation, like other VR applications, aims to achieve a sense of being present in the virtual environment, also often referred to as (virtual) presence. A strong sense of presence is believed to foster a realistic driving behavior in the simulator, which is a necessary condition when conducting human-centered research in simulated driving environments.

**FACTORS INFLUENCING PRESENCE**

Presence was suggested to be influenced by internal and external factors. Internal factors depend on the interindividual influence, while external factors refer to the objective properties of the virtual environment. One external factor that is often hypothesized to influence presence is simulator fidelity.

In the presented study, we therefore investigated the influence of simulator fidelity on presence.

**STUDY SETUP**

Does simulator fidelity influence presence?

- 50 subjects (M = 40 yrs, SD = 9 yrs), 14 % female
- Driving scenarios: country road, driver tasks, parking, urban
- Igroup Presence Questionnaire (IPQ), Slater-Usoh-Steed Presence Questionaire (SUS*)

**RESULTS**

- Simulator: lower-fidelity, higher-fidelity
- Presence:
  - Simulated: higher-fidelity, lower-fidelity
  - Raw: Simulated: higher-fidelity, lower-fidelity

**IMPLICATIONS FOR AUTOUI**

Driving simulation is one of the most frequently used research tools in the Automotive UI community. In order to create an utmost realistic experience in simulated driving environments, factors influencing presence must be understood better. With a higher sense of presence drivers are expected to behave more natural in the driving situation.

**CONCLUSION**

The present paper can serve as the basis for further considerations, as it was successfully demonstrated that presence differs depending on simulator fidelity. This knowledge can be used to further investigate the relation of presence and behavior in the driving simulator. It should also be further investigated which exact simulator factors contributed to the observed higher sense of presence in the high-fidelity simulator.

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*Simulator Fidelity Influences the Sense of Presence in Driving Simulators*

Himmels, Rock, Venrooij, & Riener, 2022

Chantal Himmels [chantal.himmels@bmw.de]
Teresa Rock [teresa.rock@bmw.de]
Joost Venrooij [joost.venrooij@bmw.de]
Andreas Riener [andreas.riener@thi.de]