

135/04 - "Telepresence and telepathy in immersive virtual reality"

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Abstract:

Objectives: We developed an immersive virtual reality (IVR) application as an experimental environment and medium for the study of telepathy. Our own Telepathy Immersive Virtual Environment (TIVE) uses three-dimensional computer graphics technology to generate artificial environments that afford real-time interaction and exploration in conjunction with head mounted displays (HMDs), sound, instrumented data gloves that allow participants to interact with virtual objects.

Methods: We conducted two telepathy studies using TIVE. Study 1 included 100 participant pairs who each completed a trial as a sender and receiver, 200 trials in total. In Study 2 30 participant pairs took part in four further trials without changing roles, a total of 120 trials.

Results: Neither of the above studies showed evidence in support for the psi hypothesis, either in terms of directional hitting or in a post hoc magnitude analysis, where the outcomes were no different from what would be expected by chance.

Conclusions: Future analyses will explore correlates of psi performance within the same studies. This approach takes the view that the psi process may function differentially according to state of consciousness and personality factors. The null effect overall reported here may therefore reflect a systematic balance of psi hitting and psi missing.

Publications: Murray, C.D., Simmonds, C. and Fox, J. (2005) Telepathy and telepresence in immersive virtual reality. *Proceedings of the Parapsychological Association, 48th Annual Convention*. Pp.236-241.; Murray, C.D., Howard, T., Fox, J., Caillette, F., Simmonds-Moore, C. and Wilde, D. (2006) The design and implementation of the telepathic immersive virtual reality system. In C. Simmonds-Moore, editor, *Proceedings of The Parapsychological Association 49th Annual Convention*, pages 100-114, Stockholm, August 2006.; Murray, C.D., Wilde, D., Simmonds-Moore, C., Fox, J. and Howard, T. (2006) Observations of the embodied use of target objects in the telepathy virtual environment. Paper presented at the *30th International Conference of the Society for Psychical Research*, Liverpool.; Murray, C.D., Fox, J., Wilde, D., Simmonds-Moore, C., and Howard, T. (2007) Testing for telepathy using an immersive virtual environment. Paper presented at the *31st International Conference of the Society for Psychical Research*, Cardiff.; Murray, C.D., Howard, T., Fox, J., Caillette, F., Simmonds-Moore, C. and Wilde, D. (in press) The design and implementation of the telepathic immersive virtual reality system. *International Journal of Parapsychology*, 13.; Murray, C.D., Simmonds-Moore, C., Howard, T., Wilde, D. and Fox, J. (in press) Testing for Telepathy Using an Immersive Virtual Environment. *Journal of Parapsychology*

Keywords: Immersive virtual reality, Telepathy