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Title: “Body Representations in VR”

Our brain contains a representation of both our body and the environment. It has been suggested that these representations have the ability to influence one another. For example, increasing the range of your reach using tools may have effects on how your brain represents the space immediately surrounding you. My current research is using video games and virtual reality to better understand how these representations interact.

Specifically, I am interested in the possibility that playing video games allows us to extend the representation of our body to include the body of the avatar in a video game setting.

Additionally, I am interested in investigating how space and body in virtual reality are represented and how similar these representations are to those in a non-virtual environment.