Self-identification with a virtual experience and its moderating effecton self-efficacy and presence######

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General Introduction

This dataset contains data collected in a study on self-identification with a virtual experience and its moderating effect on self-efficacy and presence, conducted in Interactive Intelligence Group, Department of Intelligent Systems, Faculty of Electrical Engineering, Mathematics and Computer Science, TU Delft.

Purpose of the experiment

This study aims to investigate whether the level of self-identification with a vicarious experience in virtual reality affect self-efficacy and its relationship with direct experiences

Description of the dataset and the data in this dataset######

Beside this readme file, this dataset included another three files: 1) The data files (the data collected in the study), 2) The R markdown script for analysis the data, and 3) The output of the R analysis. The following is the introduction of each file.

The data file (the data collected in the study)
all_data.csv #The dataset contains the data collected in the study, such as all the self-efficacy measures, subjective unit of discomfort (SUD), presentation performance (PP), and so on.
Length.csv #The dataset contains the data of participants' speech length.

The R Markdown script for analysis the data
The R script includes the R code of the analysis.

The output of the analysis
After running the script in R, all the analysis results have been stored in this file. Through this file, the reader should be able to find all the results of the analysis we done and the data we published in the paper.