Hit the Field · Residency 03

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Executive Summary

The construct I will be studying is extended reality (XR), which is a group of technologies that includes augmented reality (AR), virtual reality (VR) and mixed reality (MR). For this field assignment, I visited the metaverse via Oculus Quest virtual reality to explore how people use XR to connect socially. The metaverse can be described as a digital environment where users immerse themselves in simulated worlds that have elements of AR, VR, social media and blockchain (XR Today, 2022). The goal of this project was to observe how social interactions occur in a virtual setting and how elements of in-person interaction change or stay the same when the context is virtual.

Site Selection

Several popular social VR apps were explored before selecting AltSpace VR, Horizon Venues and Horizon Worlds. Social spaces in VR give people an opportunity to meet others from around the world in an immersive fictional environment (virtual worlds). The sites were selected due to their social nature and willingness of participants to engage in at least some level of conversation.

Horizon Venues teleports the user to an outdoor courtyard where several short hallways lead to rooms with shows. In Horizon Worlds there are a few options including social games and a hangout space. Once a user teleports into the main social space in Horizons, they have access to simple obstacle courses and doors to other worlds. Altspace VR had the most active community throughout the day while Horizon Venues and Horizon Worlds tended to be more active in the evening.

Key Learnings

My assumption when visiting each of the sites was that the interactions might be more awkward, and it would be more difficult to start conversations. I was curious to see how the concept of

personal space is handled since we turn into avatars when we go virtual. Some apps have just your head, others a torso and others you are in a full body costume like a space suit. In terms of my initial assumptions, I found that several apps have implemented some option to enable a bubble where you can have a buffer around your avatar.

Overall, conversations are generally shorter and fleeting as the spaces encourage people to move around, try out different games or just explore the virtual world. This could be an interesting research topic in the future to understand how frequent VR visitors feel about their social connections when the conversations that do happen tend to be short and likely not very personal since they are occurring in a public space.

Field Study Observation

In my observations, I noticed that world creators built activities and rich landscapes that made it easy for people to relax and explore on their own or join a social game. In one venue I visited on a field study, there was a clothing rack and a mirror where people could try on different formal or casual clothes. Interactive features like this tended to create a lot of conversation among users whether they knew each other or not. Random objects appearing like a dragon, or a pony were also ways to break the ice and give users something to focus on and talk about.

A few interesting takeaways emerged. The first was around different sound settings in various worlds. World creators can use a default radius for sound to travel or set sound to a whisper where avatars need to be standing close together to hear a conversation. The second is around social queues where there is a lag in response time from avatars. This could be due to technical issues, complexity of having two controllers or inability to immediately ascertain if the avatar is speaking to you or someone else.

Lastly there is the issue of anonymity, which is both a positive and a negative. The positive is you can see the handle of the person tied to the avatar and it creates some comfort that there is accountability if anything should go wrong. However, this could also make it easy for others to find your avatar in real life on social media (e.g., Oculus VR is owned by Facebook/Meta) so there are considerations around how to manage who connects with you in VR as a contact.

Interview Takeaways

The social nature of XR environments seemed an appropriate venue to leverage a semi-structured interview technique with a few brief questions that could be asked in one-on-one conversation or within a focus group discussion. When I came across an approachable group in Horizon Venues, I started by asking the primary questions to see if a natural flow of conversation would emerge, which it did. As stated by Myers (2020), focus groups enable researchers to "elicit opinions, attitudes and beliefs held by members of a group", in this case members of the VR community visiting a specific world (p. 151).

My initial concerns when planning for the interview phase were around the observation that conversations were very brief, and people moved around quite a bit. It also took several trips to different social events in different worlds to finally find one that had enough people and had people who were willing to engage in conversation. Participants in the Horizon Venues focus group were open to sharing their thoughts about that world, the VR ecosystem and offering game recommendations and help using world features.

Having been through the process of finding people to interview, the key takeaway for me is that interviews are possible in XR. Recording will be a challenge in terms of disrupting the social flow but can be done tactically using the native video feature in Oculus/Meta. A design science research approach where a custom world would be created may be valuable for future studies since the environment could be optimized for semi-structured interviews and/or surveys.

Theoretical Framework

Social VR & Mediated Interactive Experiences

The author presents a model for social VR that is characterized by high immersion, diverse interactive modes and contextualized social content (Wang, 2020, p. 1). Their literature review highlights aspects of human communication proposed by Ray Birdwhistell who noted that non-verbal communication accounts for 70% of human communication and 30% verbal communication (Wang, 2020). While it was difficult for me to match up the facial expressions with what people were saying or how they were expressing themselves (e.g., laughing but the avatar facial expression did not change), the ability to track hand and facial movements does exist in VR. The author points out that the expression of body movement and facial gestures

can facilitate experience sharing by adding "presence" and dimension that is not found in 2D social media (Wang, 2020, p. 7).

The authors wanted to understand the role of social VR in mediated interactive experiences that are "transforming how people meet, interact, and establish connections with others compared to other forms of media" (Freeman & Acena, 2021, p. 84). They explored three research questions related to motivations for building and developing relationships in VR, how those interpersonal relationships are fostered, and how they affect online and offline social lives (Freeman & Acena, 2021). The authors found that relationships naturally emerged and were not directly sought out and these relationships were fostered through social gaming, shared activities, and immersive events (Freeman & Acena, 2021). They also found that social VR had a mixed influence including enriched social lives online and offline, better understanding of self and management of tensions in online and offline social circles (Freeman & Acena, 2021).

Both articles aligned with what was observed during the field studies and focus group interview. The interview happened spontaneously. While as a researcher I was actively seeking participants for the field study project, the other avatars did not appear to have any particular agenda except to go the metaverse, check out what was happening and have conversations if those conversations were available. The various platforms facilitated the ability to connect with the avatars in the space at that time and prioritized those closest to you. This could be valuable if users have mutual interests they would like to pursue offline, or desire to set a time to meet again in a virtual world. While it may take some time to master facial expressions and the use of digital emotions like emojis or confetti, the current tracking for arms and faces does add an immersive and personal feel to the interaction versus messaging an unknown person on social media or in a group chat. This raises an interesting option for new research avenues to study the longitudinal effect of social VR on personal relationships built in VR and how those contribute to emotional well-being and personal growth.

Appendix

Field Notes

General Observations

Several popular platforms were explored before selecting Altspace VR, Horizon Venues and Horizon Worlds. Horizon Venues teleports the user to something akin to a convention hall or outdoor mall courtyard where there several short hallways lead to rooms with shows. There is a lobby area in Horizon Worlds where people can interact though the interactions were limited. Users can teleport into a show-in-progress at any time. While in Horizon Venues, I visited a Billie Eilish concert in progress which had quite a few visitors as avatars and replicated a concert hall where you can teleport to different balconies and view the show on a large screen. One avatar even appeared to be dancing.

The second site reviewed was Horizon Worlds. Horizon Worlds and Horizon Venues are both developed by Meta (formerly Facebook) who also owns the Oculus hardware and platform. In Horizon Worlds there are several options including games that you can play with others and a social space. Once a user teleports into the main social area, they have access to several obstacle courses where they can climb up to a treehouse or teleport to various social games in other worlds. There were not as many users present as I've encountered before during virtual happy hours, but overall users here were friendly and would at minimum say hello, wave and send you an emoji.

Altspace VR had the most active community throughout the day, so this is the one I selected for the primary field study. There is a virtual campsite that is open most of the day where anyone can walk around to several stations including a campsite fire and just relax or interact with others. The venue seemed to naturally encourage interaction, possibly because of the campsite feel and the large number of users present, even for my first visit during lunchtime hours. The venue also has safety features where a user can choose to be on mute and turn on a protective bubble giving themselves some distance from other users. There are also games users can play as well as a dress up mirror and access to other worlds. Altspace VR also has a series of events similar to Meetup.com, but virtually, so this venue presented a number of opportunities to study how users interact socially in a virtual space. I may use Horizon Worlds as a secondary

option for the interviews since my initial observations were that Horizon Worlds users were more open to conversations about VR versus Campsite users.

One challenge is the issue of sound. I found that you have to get close to really hear people. When there's an event or a lot of people in the social venue, it could make it hard to get past the background noise and general distraction of avatars floating around. People seem willing to at least greet others with a hello or an emoji so it should be an interesting platform to explore as a research topic. However, I find it likely takes several visits to collect all the data since conversations tend to be very short and people tend to move around quite a lot more than they would in a real-world event. Some interesting follow up visits include attending happy hour style events as those seem to encourage more engagement and draw in users who are looking to chat and participate in activities.

As I walked through different social venues, a lot of avatars would pause and want to say hello though there appears to be a lag in the social interaction. It seems to take longer to read those social queues that we can easily read when in person – is it safe to say hello to this avatar? Are they just here to meditate and relax or are they here to be social? Are they delayed because they're on mute and can't find the unmute button or are they quiet because they just want to do their own thing? The logistics of managing a pair of controllers also means that emojis as a way to say hello might be slightly delayed.

Technical issues and specific world settings can also be a barrier when planning for future XR interviews. In a few visits, I was able to hear other avatars but they could not hear me. Rebooting the Oculus Quest headset a few times seemed to eventually fix the issue. Some worlds have the volume set very low so that conversations are more isolated. For example, there was a speed friending event in the Horizon Worlds main social hub where you could only hear people if you were standing right next to them. In contrast, Horizon Venues allows sound to travel a bit further and its possible to listen in to some of a conversation in the distance before deciding if you want to participate. The avatars offered recommendations about other games or social venues to visit, and actively helped to troubleshoot if an avatar was experiencing an issue. The topic of other games/worlds and helping others to learn about world features was a common theme in the multiple sites visited for the initial field study.

It may be worth considering creation of a custom world where users are informed upon entry that there are opportunities to participate in research, in addition to interacting with features

developed for that world. This ensures the volume settings can be setup appropriately and that people are open to participating in a semi-structured interview. Being able to control the world as a researcher/creator means a survey could also be presented.

Horizon Venues

The Horizon Venues app starts you off in a home room which is your personal space, similar to a small studio apartment. At one end of the room is a window that you can teleport through to reach the Venues lobby. I am struggling to figure out how you teleport back to the home room without having to quit and restart the app. After teleporting, you arrive at the top of the stairs and can see the different venues in progress. I counted 8 shows running that you could teleport into and then teleport back to the lobby. The Venue is set in an outdoor courtyard so it's not very large. If you look up you see tall towers, like skyscrapers or high-rise apartments, against a night sky – in all three VR apps, the imagery is vector based, not photography/video unless you are watching a show. As people teleport in, you see the animation of their teleport floating up to the sky and disappearing. I don't think you can travel outside of this venue lobby to visit the city in the background. There were about 10 people the first time I visited. There were 2 groups with about 3 people just standing around and chatting with each other. As I got closer and overheard some of their conversation, it seemed like these might be friends IRL who met up in VR. Everyone else's avatar was standing around or walking back and forth between shows, presumably trying to figure out which one to see if any. I also noticed that all the avatars don't represent age necessarily…there were a couple users there who sounded like there were small children and not adults. I'm guessing because of Facebook's age restriction they didn't factor in avatars for kids. Opening the menu on your wrist, you can see a list of avatars currently in the venue and can add them as a friend if you want. It's also possible to invite a friend to join you in VR. Of the people in the lobby, you can see each person's avatar and their handle. I didn't notice a bubble around users, so it looked easy to get very close to other avatars and bump into them. That did feel a bit awkward and I found myself intuitively wanting to maneuver around people out of politeness, but not everyone does this. Not sure if they are just newbies or are focused on trying to get where they're going and not really that concerned. Since there isn't really facial emotion, just hands moving around, it seemed easy to misconstrue what someone is thinking. I overheard one person say to an avatar standing next to their group, "Hey, what are you looking at?" As far as walking around, it appears you have to sort of mind where your avatar's body is pointing as you're trying to find your way since the eyes don't move. I heard three different languages being spoken as I wandered around the lobby: English, Spanish and

French. One of the users wandering around seemed to be talking to someone who was not in VR. Not sure how they did that…I will have to research that feature.

Horizon Worlds

Horizon Worlds had a daytime background as opposed to Venues which had an evening setting. There were only 3 people at the time versus another time when I entered Worlds and there was a happy hour in progress with lots of people and promoters/creators inviting you to their game. In a prior trip to Worlds, I visited a few of the featured worlds by other creators…one was a recording studio that was packed with avatars and a DJ would play a request for anyone who wanted to sing. Another was a bar where you could get a virtual drink. This second visit was around lunchtime so it wasn't as populated. One person called me out by my handle to say hello and threw some smiley emojis – different combinations of buttons and hand gestures on the controllers will allow you to send a thumbs up, smiley emojis or confetti. The avatar's handle didn't look familiar so I don't think this was one of my Facebook friends. Mostly the three avatars there were standing around talking about other VR games they've played or other places in Horizon Worlds they've visited. I couldn't tell from the conversation if they all knew each other IRL or just happened to start chatting since they were in Worlds. As you walk around there are these stations where there's some activity to do. There are doors that allow you to teleport to another world where there might be a social game or event happening. In the social games, they match you up with other users waiting to play and you compete against each other or work together on a quest. There are stairs to climb up to scenic spots or a treehouse. There are places where you can try to jump across floating islands without falling off the world. If you fall of the world, it teleports you back to the starting point so you can try again. There are places that have boxes of stuff like basketballs or rockets that you can grab and interact with.

Altspace VR

First Visit: The Altspace VR Campsite had an eclectic design. It still had the hexagonal shapes common in other VR apps but the developers layered on a lot of smaller shapes to give items like trees the feeling of having leaves. Where Horizon apps have a more polished and professional feel, Altspace VR felt more organic. People are happy to greet you and say hello or wave, even if they don't say much else. Campsite had a number of groups gathered around certain stations like the dress up mirror and one of the campfires. I saw two people floating in the air…I'm not sure how they managed to get themselves airborne and hovering over the

campsite…another feature I will need to research (Or maybe those were moderators? Not entirely sure). It looked very meditative floating in the air. I saw one avatar walking over to a fence with a glowing spear. I watched as he threw it and tried to aim for some rings that were floating over the valley below. In the distance there was a hill with a Mollywood sign on it. Across the field there were other users wandering around from where you teleport in. The Campsite even has a cow on the other side of the fence. Like Worlds, there were stations you could walk to for a different view or to find toys to play with. There is a board where you can view other worlds and teleport yourself to another. I saw there was Campsite Chaos so I visited that one. There weren't as many people in that one though I suspect it is more of a party campsite considering it has a nighttime setting. I got the sense the eclectic design made this venue more relaxed and sociable versus the Horizon apps which might be more appropriate for a wider audience and for creators who want to build their own custom venue experience for corporate events. In subsequent visits I plan to attend one or two of the meetups in Altspace VR to compare those with the campsites. Somehow I wound up in an NFT LA venue after clicking on a billboard ad. The place looked a bit like a mini version of the LA Convention Center. Outside the window was a view of the famous downtown LA skyline. There was only one other person there and much like Horizon Venues, there were hallways you could go to where there was a show. I will have to visit again as DJ Steve Aoki apparently does a VR show there some evenings. So there are lots of different experiences creators can design in Altspace VR to build social meetup venues.

Second Visit: My second visit was later in the afternoon around 4:00pm. There were roughly twice as many people in the Campsite. There was still a mix of small groups forming here and there as well as people moving around solo. I saw a group by the basketball court and headed over to observe. It would appear an unlimited number of people can interact with the self-replenishing stacks of basketballs and try to make a shot. It appeared some people might have known each other but most did not. As people struggled to make the shot and asked how they work this, others tried to show them. One avatar said, "Here, watch my hands" in an attempt to indicate which controller buttons they were using. Since you can't see the avatars controller buttons, another user tried to call out exactly which buttons they were. Mostly, the campfire seems to be a hub of activity. It is close to some throwing games that are floating over the valley, a random small hill with nothing really there except a slightly higher vantage point, and the dress up mirror. It took a few tries to figure out how people were finding these clothes. There is a logo floating in the air. If you point and click with your controller, it opens a rack with several

outfits. One is a pink sequin dress, others are hoodies or logo tops and jackets. Since the avatars don't have legs, most of the clothing is shorts or short skirts, except the pink dress which is about ankle length but still with no legs. I struggled to create my avatar a few weeks back when I signed up for Altspace VR so I look like a high school boy in mine. When I tried on the pink dress, one avatar commented "That's a very interesting dress you have on there sir." So clearly I need to go back and fix my avatar to be at least a bit more representative. I saw one lively group hanging together. Several of them had a British accent but others seemed like they just joined in the fun or perhaps were from somewhere else and have seen these avatars before at the Campsite. One guy tried on the pink dress and that became quite the point of conversation and laughter for several minutes. His avatar was originally wearing a hoodie and baseball cap and had a five o'clock shadow. And he was quite enamored with himself and how "sexy" he looked in the pink dress…still with the five o'clock shadow and the baseball cap on. From my first visit I figured out how to fly…there is a setting you have to toggle on once you're in the Campsite and it allows you to move in the direction your eyes are facing. If you look up and use your controller, it will cause you to move vertically. You can still use the other controls to move left and right or rotate while you're flying or moving on the ground. The conversation and tone are much different with the people flying. I went to check out a few small groups and no one said anything. They all just stood there or flew around. You can fly pretty high above the trees but not much further than that. Once you're a few "yards" off the ground, you can no longer hear any of the voices and it becomes very quiet. I imagine this could be nice for someone who wants to just relax and check out the scene. Also something new at this hour were these random figures that would pop out of nowhere and start running around randomly. There was a zombie, a pony, a dragon, a horse and a rhino. They did seem to have some recognition of avatars and would stop every so often to quizzically look at an avatar then run away. I tried petting the dragon but they seem more like holograms than solid 3D figures with mass. In some conversations I overheard, there did appear to be more people who knew each other from a prior visit. Not necessarily friends IRL but perhaps remembered their avatar. There was another billboard here where I guess creators can request to have a message put up. This one was about signing a petition to reinstate some user's rights. Apparently, he'd been revoked for being disorderly and according to the billboard was one of the original founders of Campsite. I popped back into Horizon Worlds to compare and see if they also would have more people later in the afternoon. They did. One girl was on a roof throwing paper airplanes, a couple others were talking about games they've tried out, but most everyone was just sort of roaming about checking out the different stations. In contrast, avatars zip around a bit faster in Horizon Worlds

versus Campsite where the general speed of travel is slower. As I'm walking about, I get a popup message about a petition to remove a certain player. I did overhear that player apologizing earlier for bumping into someone and the petition popped up right after they had passed me on some stairs. They got very close, looked at me and then sped off. So not sure if someone from a distance thought they were being aggressive or maybe at the top of the stairs they got into a bad interaction with another avatar. It's good to see there are moderated features that can remove a problematic user, and Horizon Worlds appears to make it democratic by allowing others to vote to remove a particular avatar for bad behavior. It also calls out the social norms of VR in contrast to real life. Whether that person was trying to be disruptive or was poorly skilled in using their controllers, movements in the virtual world can send mixed messages. In real life we may be able to make different judgment calls regarding whether someone is moving erratically because they're lost, nervous or are indeed being aggressive.

Interview Guide

Primary Questions:

- First impressions – what do you think of the place?

- Have you visited before?

- Would you visit again?

Secondary Questions (time permitting):

- What brought you here (event, just to hang out, suggestion/invite from a friend)?

- Are there other places you would recommend?

- How did they compare to this one?

Horizon Venues Focus Group Discussion/Interview

The Context

I hopped into several virtual worlds to see which ones would offer opportunities for conversation. I met a small group of avatars chatting in the Horizon Venues courtyard (Chico, Craig and Brent) and that led to an almost 90-minute discussion about the questions above as well as other relevant topics mentioned in the executive summary and initial field studies. The

discussion/interview was from approximately 10:30PM PST when I entered Horizon Venues to 12:00AM PST when everyone dispersed. Everyone was pretty engaged in the discussion except for Brent and Dave who mostly just agreed every so often with something said by other avatars. Since the discussion/interview was not being recorded, I have tried to document below what was said by each participant.

Who Were the Avatars?

Note: Names below are fictional to protect privacy of the users.

Chico: West coast, early-30s, occupation unknown

Robbie: West coast, late-20s, occupation unknown

Craig: West coast, early-50s, occupation unknown

Scott: West coast, teens, high school student

Brent: West coast, ~early-30s, occupation unknown

Mike: Midwest, ~early-40s, cannabis business owner

Dave: Southwest, ~mid-30s, occupation unknown

Discussion/Interview Notes

Question: First impressions – what do you think of the place?

Craig: It's alright.

Chico: It seems really empty in here tonight. There's usually way more people.

Craig: Yeah, sometimes it gets so full it's just a lot of people.

Musangi [Follow up question]: Have you seen any of the shows? Are they any good?

Chico: Yeah, the Foo Fighters one is pretty good. That's been there for a long time.

Craig: I went to the Billie Eilish one. I didn't like it that much.

Musangi [Follow up question]: Can you visit the buildings in the background?

Craig: No, I don't think so. [Points to one the windows above the show rooms] And that's where Zuckerberg lives. [Everyone laughs.]

Robbie: Yeah, probably why we can't go up there.

Question: Have you visited before?

Craig: Yeah, I've been here before.

Chico: Yup.

Robbie: This is my first time. I just got my headset.

Craig: So where are you guys from? [Everyone in our early conversation indicated they are from the west coast. Mike and Dave joined a bit later and mentioned they were from the Midwest and Southwest respectively.]

Question: Would you visit again?

[We didn't go over this question.]

Question: What brought you here (event, just to hang out, suggestion/invite from a friend)?

[We didn't go over this question. My observation is everyone was curious and just there to hang out.]

Question: Are there other places you would recommend?

Craig: Have you tried Horizon Worlds?

Scott: Yeah, I tried to download it but it says it's in beta and the beta is closed.

Craig: You should be able to download it as long as you're in the US.

Scott: Nope. I tried it again and it says the download isn't available.

Musangi: Have you tried downloading it from the website instead? Maybe it's not available on the app.

Scott: Hold on, let me reach for my phone and try it.

Craig: I downloaded Horizon Worlds awhile ago. Unless you're outside of the country you should be able to get it. It's free.

Scott: Yeah, I have it open on my phone and it still says the beta is closed.

Chico: Maybe they're taking it out of beta and relaunching it.

Craig: Definitely check it out. It's pretty cool.

Chico: Woah, that's so weird. How did your arm get long like that Scott?

Scott: Oh I don't know. Does it look weird. [Moves his arms around and now both of them get really long] Oh wow that's really weird.

Robbie: Why is that happening?

Scott: I think if you put your controllers down it does that.

Robbie: [Puts one controller down and moves away. His arm gets really long.] Oh that's so weird. [So now everyone is doing it.]

Musangi [Follow up question]: Do you think they'll ever add legs to the avatars?

Craig: I don't know, I kind of like the no legs look.

Robbie: I like just the torso. It's easier to dress just the torso.

Scott: The legs can get kind of buggy. It's hard for the tracking to get it right.

Craig: How did you get up there? [Scott suddenly seems to be taller than us like he's flying.]

Scott: Oh, I don't know. Am I taller now? [He walks up to one the avatars, I think Craig, as if to be intimidating now that he's taller.]

Craig: Oh wait, now I'm taller too. You just have to stand up. [Now everyone stands up and are amazed that we're all instantly taller]. Hey Musangi you look taller than everyone now. What are you like 6 foot?

Question: How did they (other worlds/games) compare to this one?

Chico: What other games are out there?

Scott: [Mentions another game I haven't heard of. Something with zombies in it.] You should check it out. It's pretty cool. Is there Grand Theft Auto?

Chico: I've seen Grand Theft Auto.

Craig: There are some Grand Theft Auto-style games. But GTA is not on VR yet.

Additional Topics Discussed

How old is everyone (question asked by Craig)?

Craig: So how old is everyone?

Robbie: Guess.

Mike: You look about 28.

Craig: Yeah I'd say about 28.

Robbie: I'm 25.

Craig: Scott you look like you're 12.

Scott: Really? I don't know how I look so young. I just tried to make my avatar look like me.

Craig: So how old are you?

Scott: I'm 13.

Chico: I'm 30. [Everyone turns and looks at me.]

Craig: I would say you look about 32.

Robbie: I would guess 30.

Musangi: Yeah, that's pretty close. *disclaimer: I'm a tad bit older than 30*

Craig: You look 30 but your voice sounds younger.

Robbie: Yeah you definitely sound younger than 30.

Craig: I'm fifty. The big 5-0.

Robbie: I didn't like the fashion options for my avatar. They are really limited.

Craig: Look at Mike with the overalls.

Mike: Yeah, you can tell city slickers designed all these clothes. Even the overalls have a hipster vibe to them. Where are the Carharts?

Craig: Robbie doesn't like the clothes because he wanted to dress like a dolphin.

Robbie: Yeah, why not? Or maybe a shark. I could be a shark.

Where did everyone buy their VR headset (question asked by Chico or Mike I believe)?

Chico or Mike: Where did everyone get their headset?

Craig: I bought mine at Best Buy.

Chico: I got mine at Target.

Robbie: I actually bought mine at Walmart.

Craig: You can get these anywhere now.

Working the controllers

Robbie: How did you do those emojis?

Craig: It's on your controllers. You have to press the thumb one.

Robbie: [Hands struggling with the controller buttons. He sees Chico throw his hands up in the air and confetti appears.] How did you do that?

Chico: You just throw your hands up in the air.

Craig: If you want the emoji you have to press your thumb controller. [Now everyone is making all sort of emojis…thumbs up, smiley faces and confetti.]

Revelation about privacy and security

Craig: Hey I can see everyone's real profile.

Scott: Wait, how did you do that?

Craig: When I go into Safe Mode, I can see the Facebook profiles of everyone. [Now we all start dropping into safe mode from the wristwatch menu to confirm what he's saying is true. You can in fact see the Facebook/Meta profile photo and profile handle of the people in Horizon Venues at that time.]

Craig: You all look really young. Robbie, you're a pretty good looking guy.

Robbie: Thanks for the compliment.

Scott: Hey that's a nice mustache you have Mike.

Mike: Oh, thanks. [Robbie and Mike both seemed like they genuinely accepted the compliments from Craig and Scott.]

Chico: Robbie, you [his avatar] kind of look like Fez from that 70s Show.

Scott: Oh yeah, he kind of does.

Robbie: That's probably because I'm brown.

Closing

Robbie: I think it's getting late.

Scott: Yeah I've got school tomorrow.

Craig: Yup. Time to go to bed. Great talking with you guys.

Mike: Nice meeting you too. See ya.

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