

**Project title:** SPIELEND - Social presence through immersive and living experiences of closeness at a distance

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### Mission Statement

Our society is in a state of change: education, study and work, but also the limited living space in cities, are placing increasing demands on the mobility of citizens. At the same time, travelling is proving to be an unsustainable solution in terms of its ecological and economic consequences. Social distancing in the COVID 19 pandemic intensified the separation of families, friends, club members and church congregations. At the same time, the digitalisation of social exchange through video conferencing accelerated as a result of the pandemic. Nevertheless, negative effects of digital communication are also emerging. Video conferences cannot replace real meetings; there is a lack of spontaneity, non-verbal exchange, play and emotionality

### Approach

The aim of „SPIELEND“ is to develop a system that enables physical-emotional immersion in the context of a playful interaction at a distance to intensify a feeling of closeness. In doing so, well-known play concepts are used, further developed and expanded to include sensory qualities. In this way, close people who suffer from the social side effects of spatial separation can support each other. The following questions will be answered:

- Which possibilities for promoting social closeness through technology-supported games and which evaluation possibilities can be derived from psychological and cognitive science research?
- How should games be designed so that they explicitly increase the closeness between distant participants?
- How should the other person or the other players be represented and how can multimodal, non-verbal, explicit and implicit representations promote closeness between the players?

The target group will be family and friends aged 18 and older who live separately from each other but feel the need for more social interaction.

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