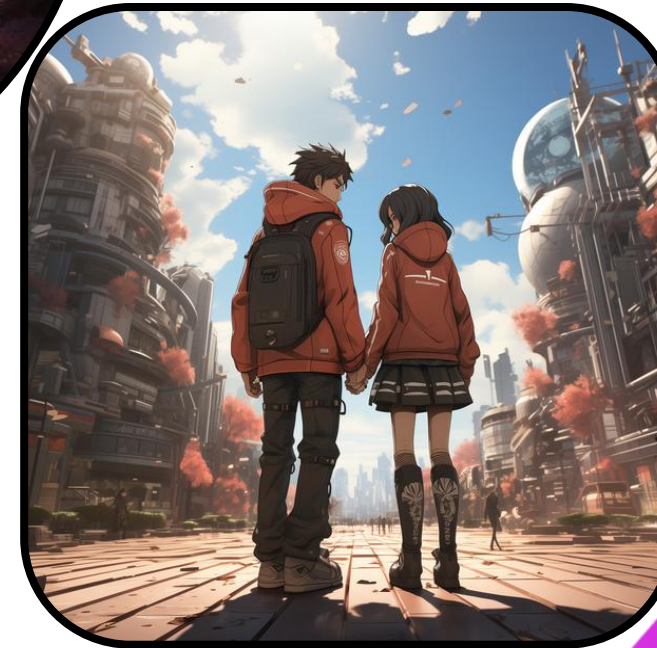


Self-Perception & Social VR



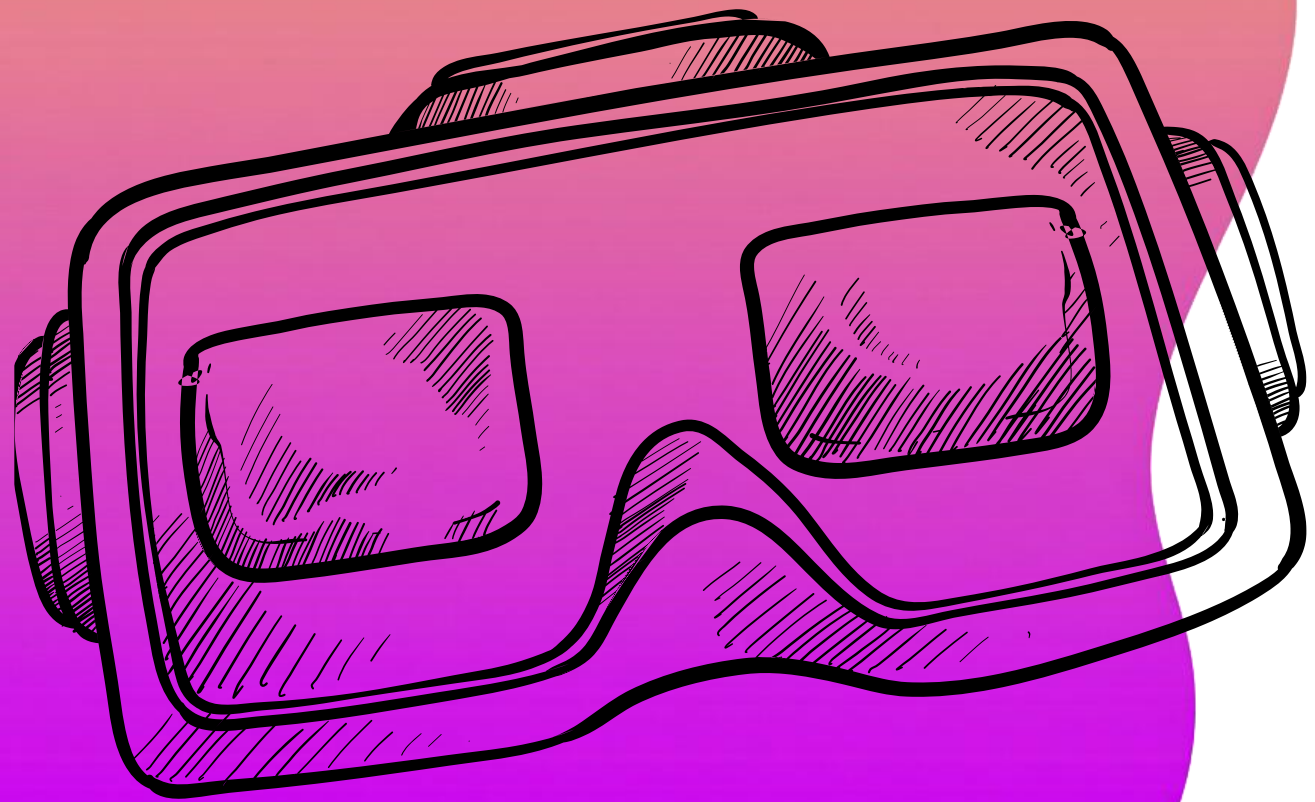


RESEARCH OBJECTIVE



Identify the Self-Perception domains that matter most to Social VR users, map how these domains are interconnected, and translate the findings into practical implications for Social VR players and platforms.





WHAT IS SELF-PERCEPTION



Perception = interpreting the world

Self-perception = interpreting the self



What is it?

Perception



How people interpret and understand their experiences. This interpretation is influenced by past experiences, personal identity, emotions, and expectations, so different people can see the same event differently.

Self-Perception



How we see ourselves. As with perception, the same event can strengthen, challenge, or reshape how different people see themselves.

Same Situation – Different perceptions



Perception:
Great feedback



Self-Perception:
I can improve



Perception:
This is criticism



Self-Perception:
I am not good
enough



How Social VR Shapes Perception



Social VR factors:

Avatar, Social Feedback, Community Norms, World Design



Perception: How people interpret the environment and signals around them



Self Perception: How people come to see themselves in response to their experience



An Example



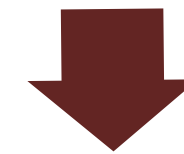
Perception:
I feel included



Self-Perception:
I'm comfortable
socially.

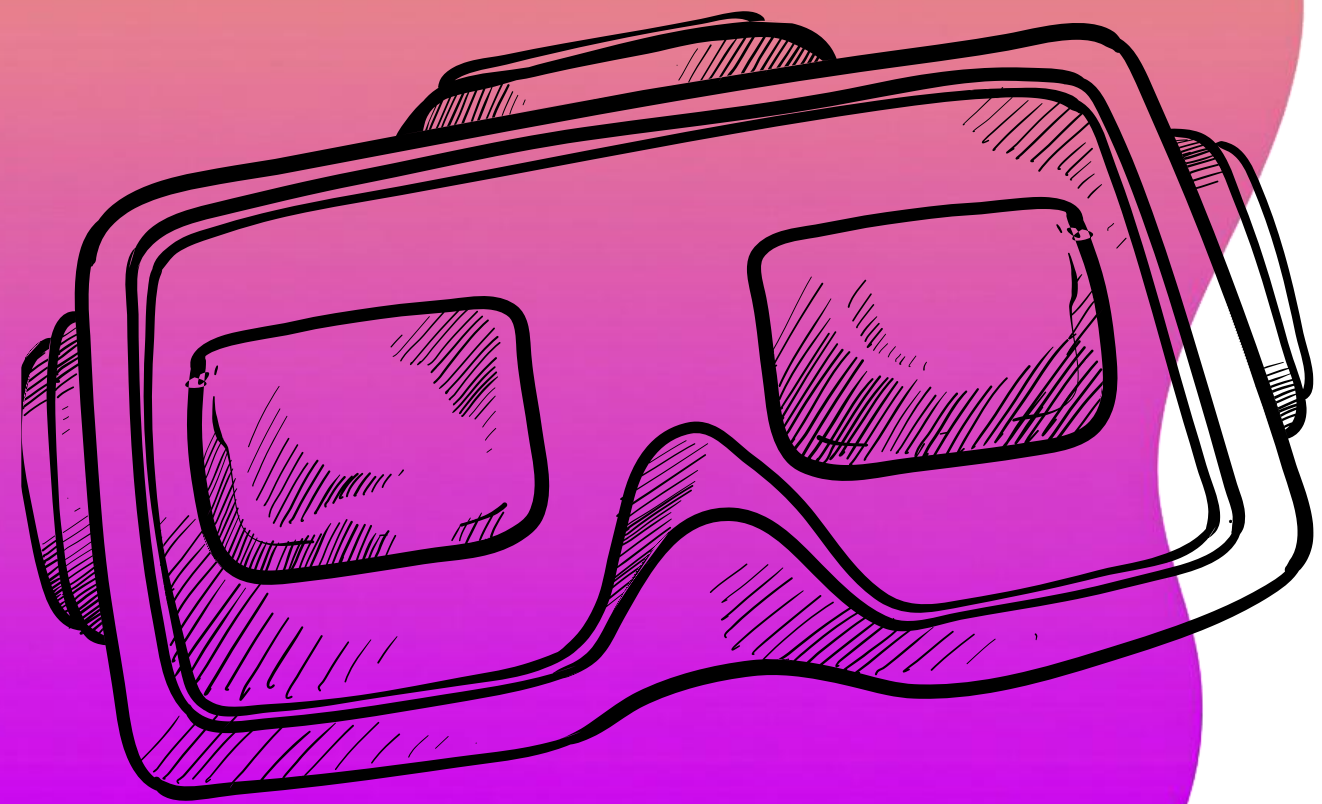


Perception:
I feel excluded



Self-Perception:
Maybe I'm awkward
/ don't belong.





DEMOGRAPHICS

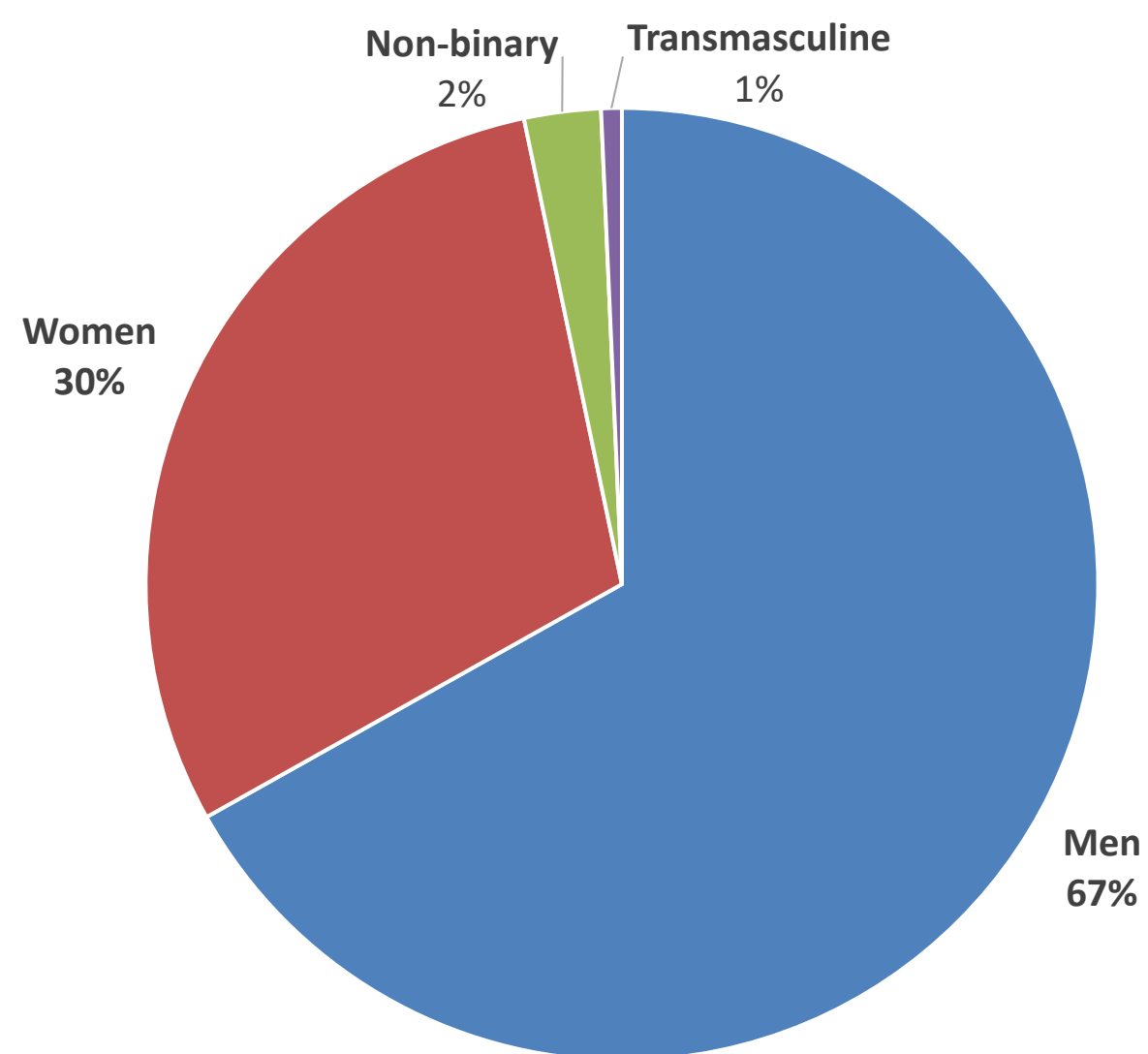


151 adult Social VR users
Predominantly U.S.-based and largely college-
educated

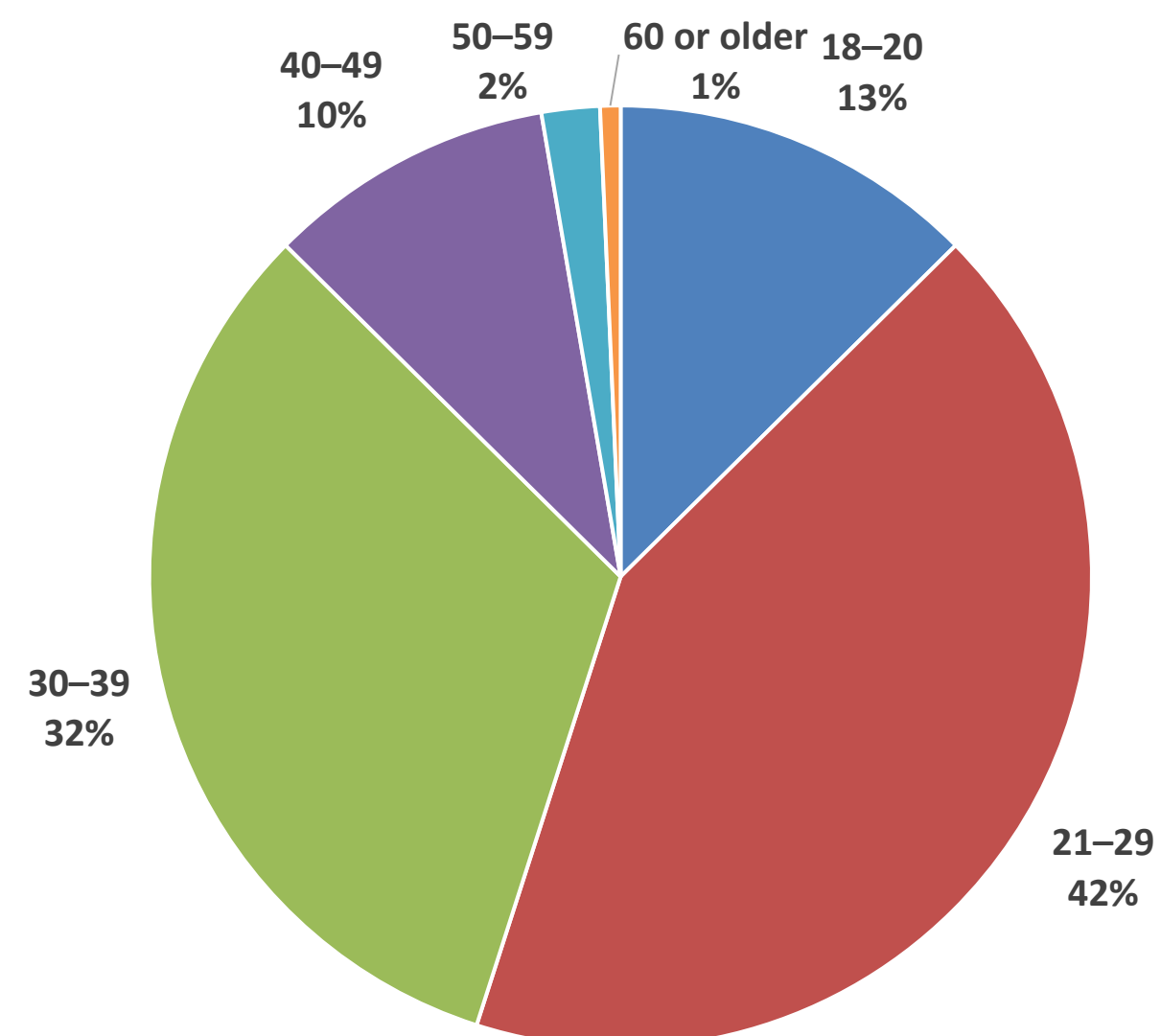


Age & Gender

Most respondents are men, and nearly three-quarters are ages 21–39.



Gender



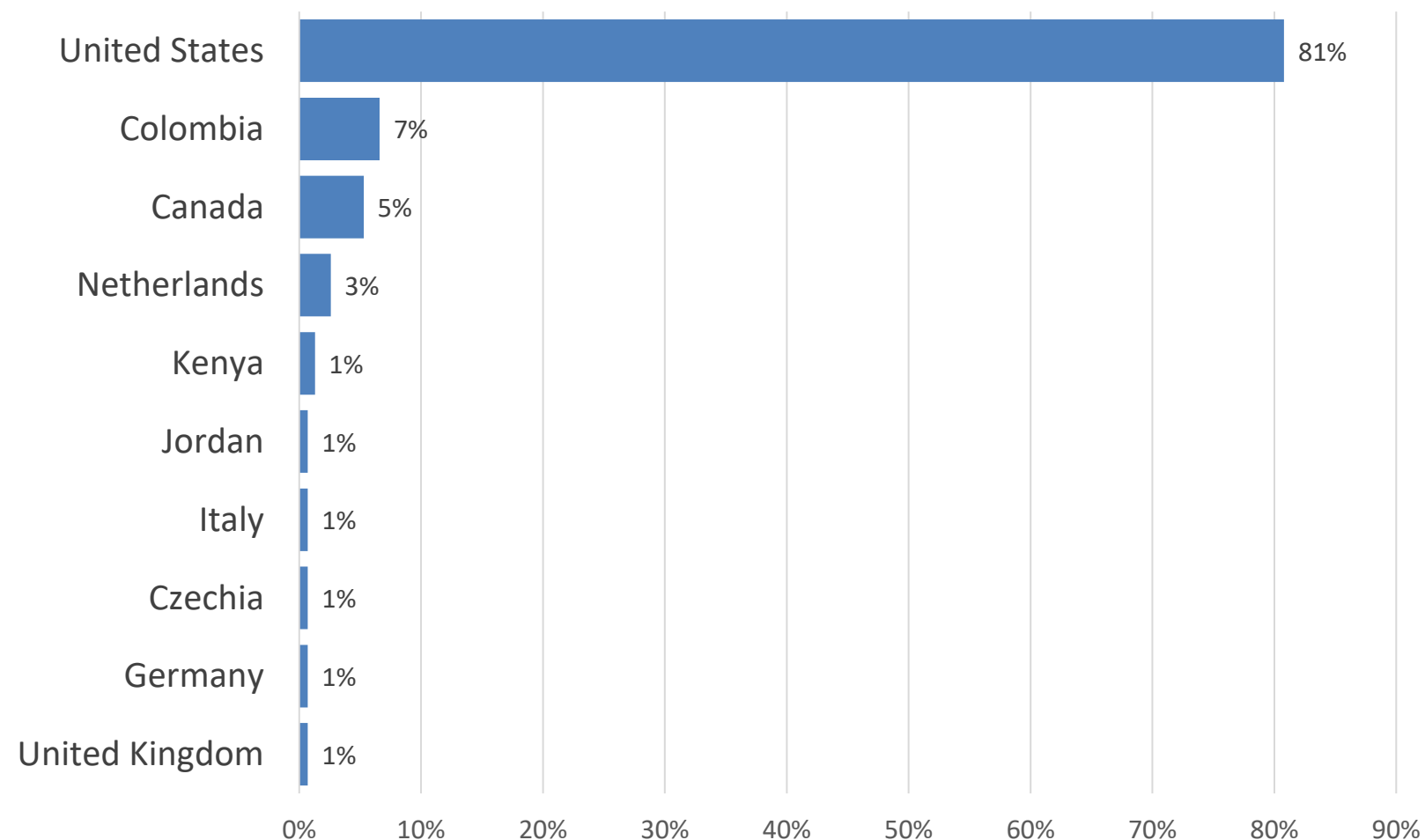
Age

N=151



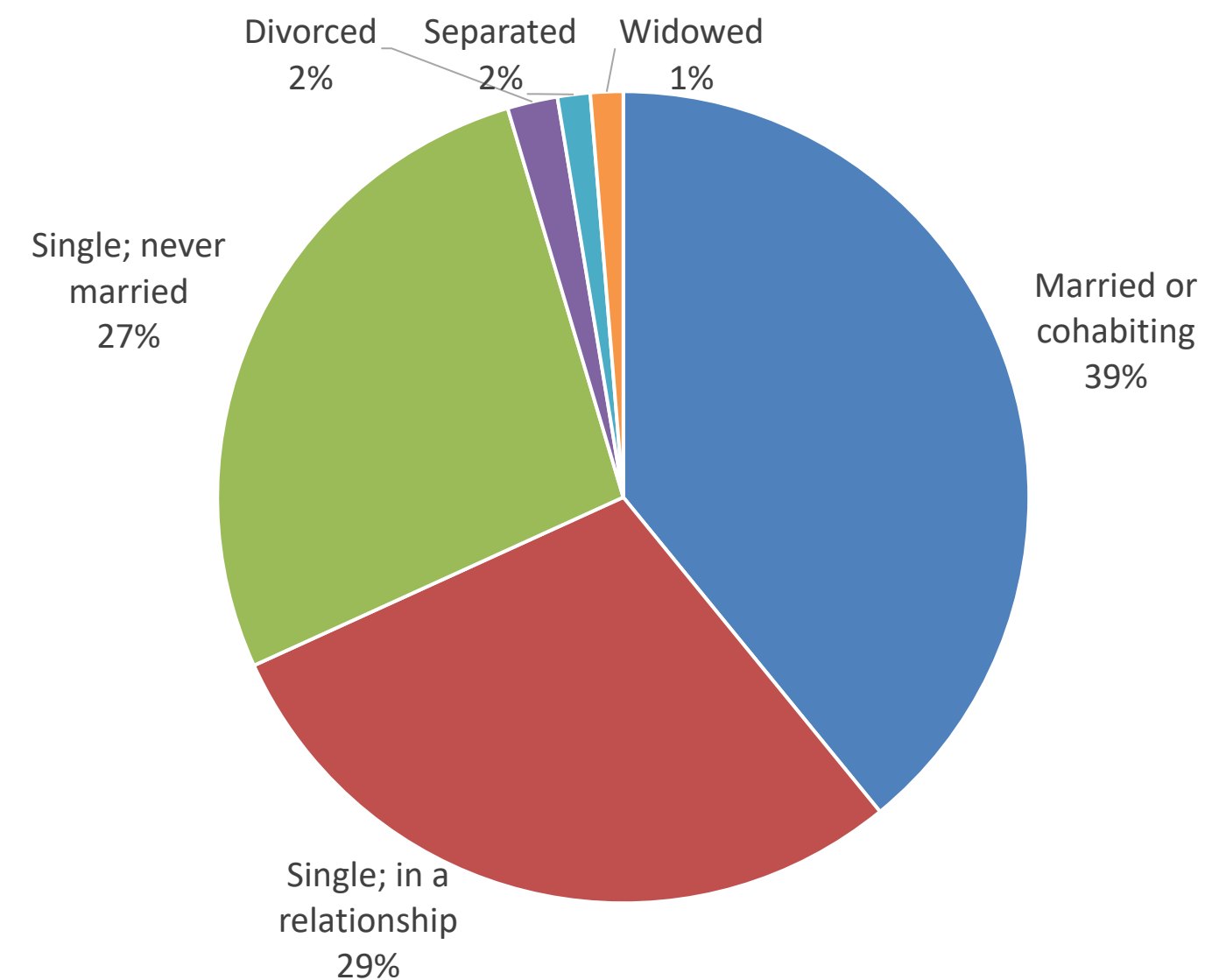
Nationality & Relationship Status

The sample is primarily U.S.-based, and most are in relationships



Nationality

N=151



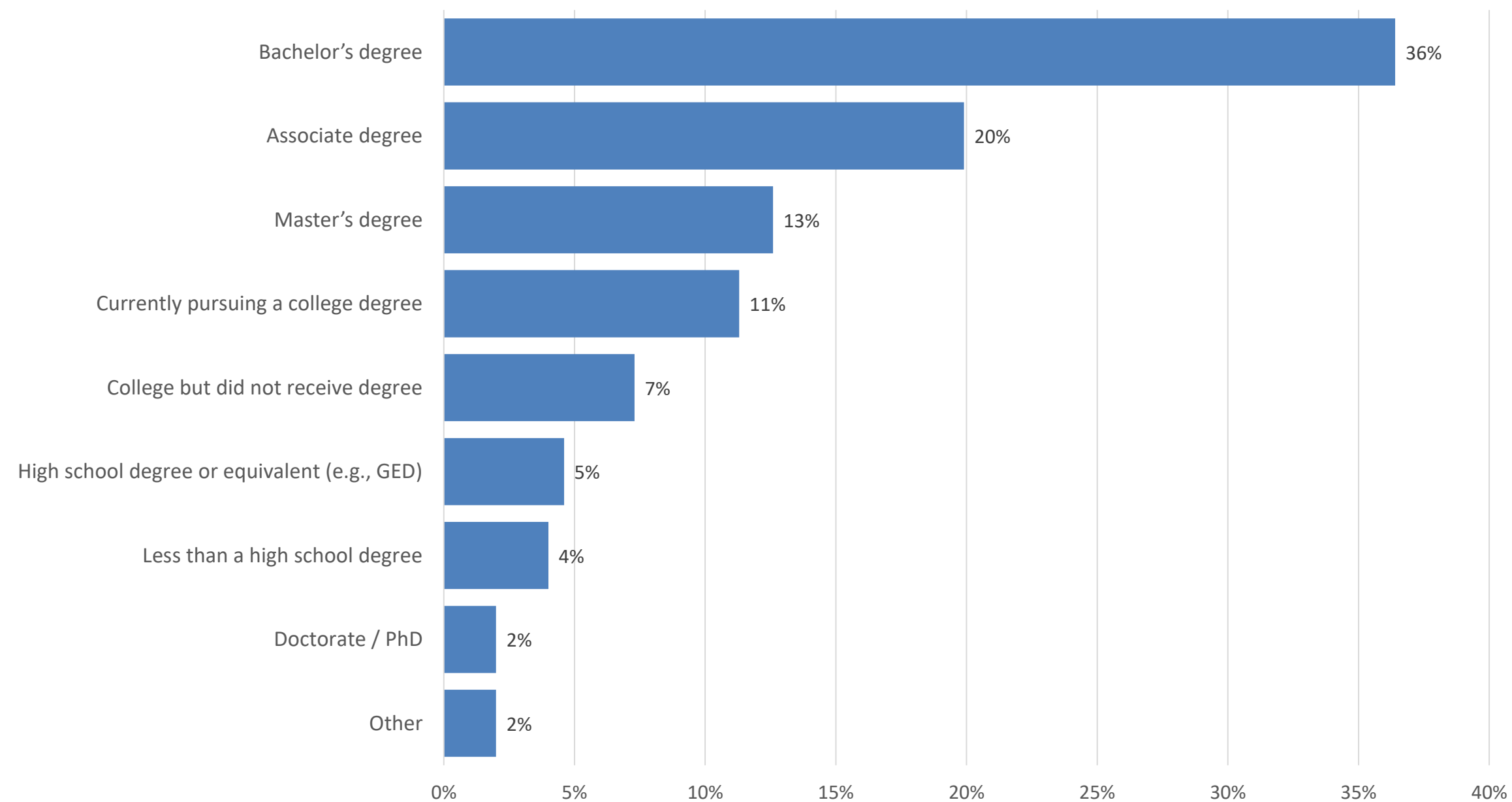
Relationship





Education

A mostly college-educated sample, with bachelor's as the largest group



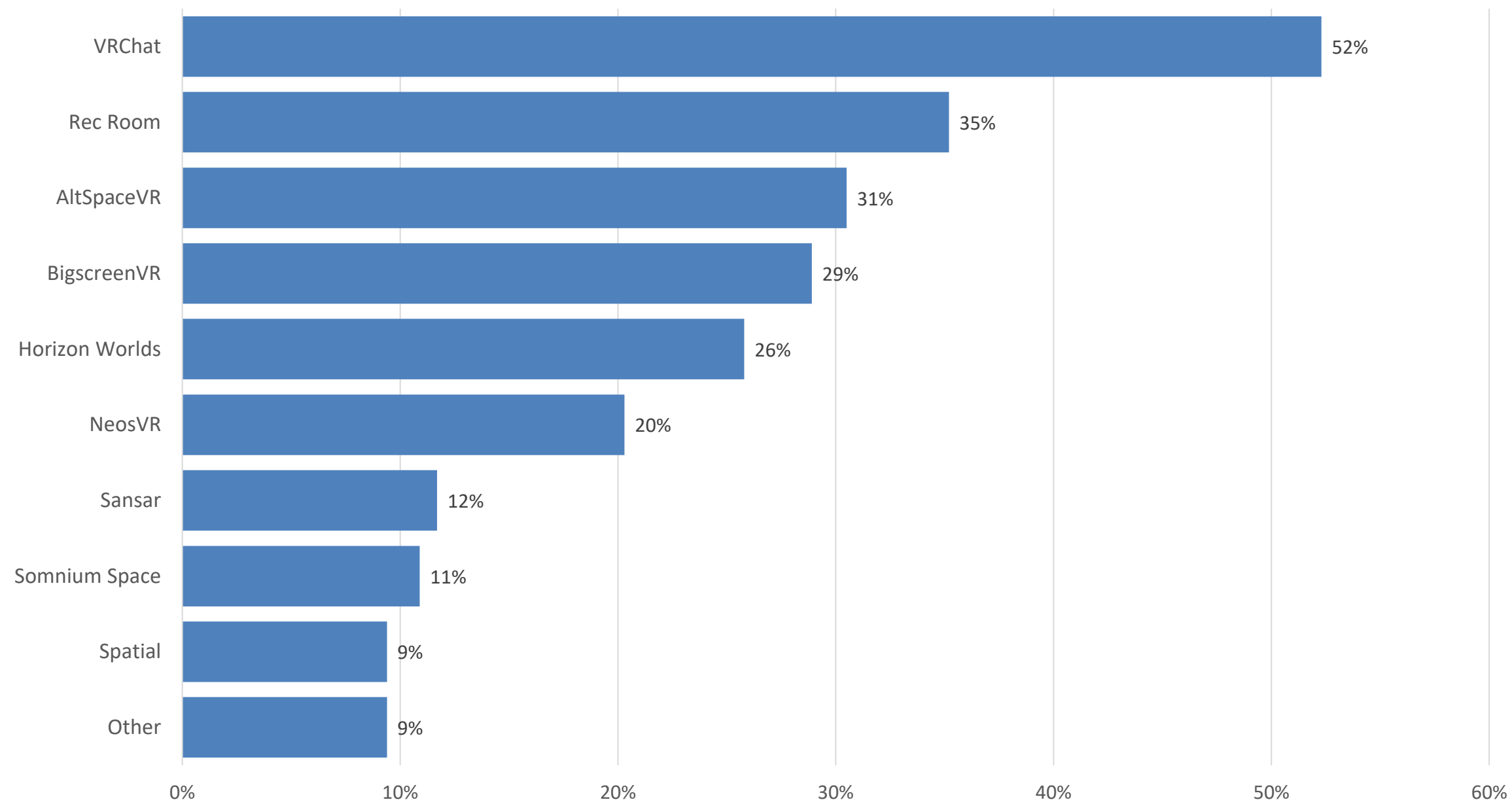
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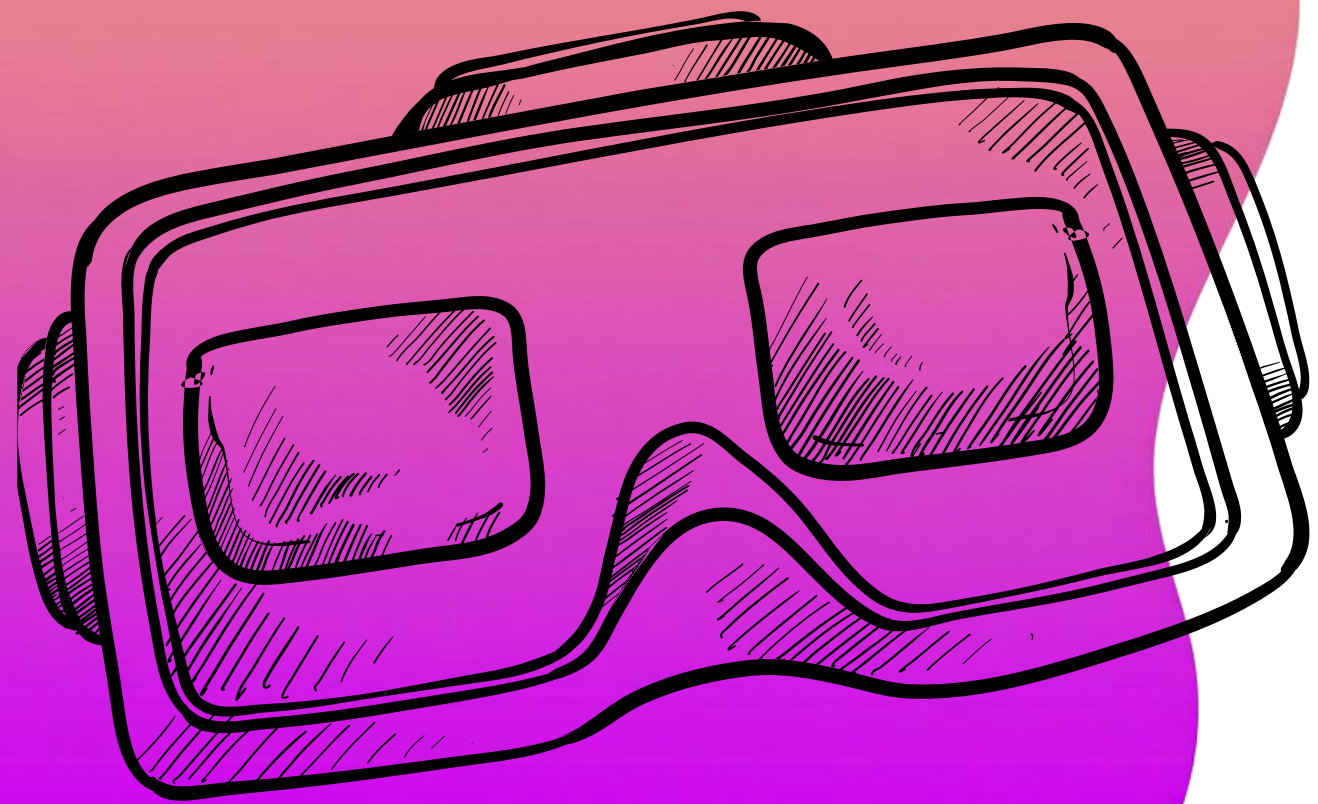
Social VR Platforms used

VRChat leads social usage; Rec Room and AltSpaceVR follow



N=128





Social VR Landscape

Which platforms matter most, and which self-perception domains they influence

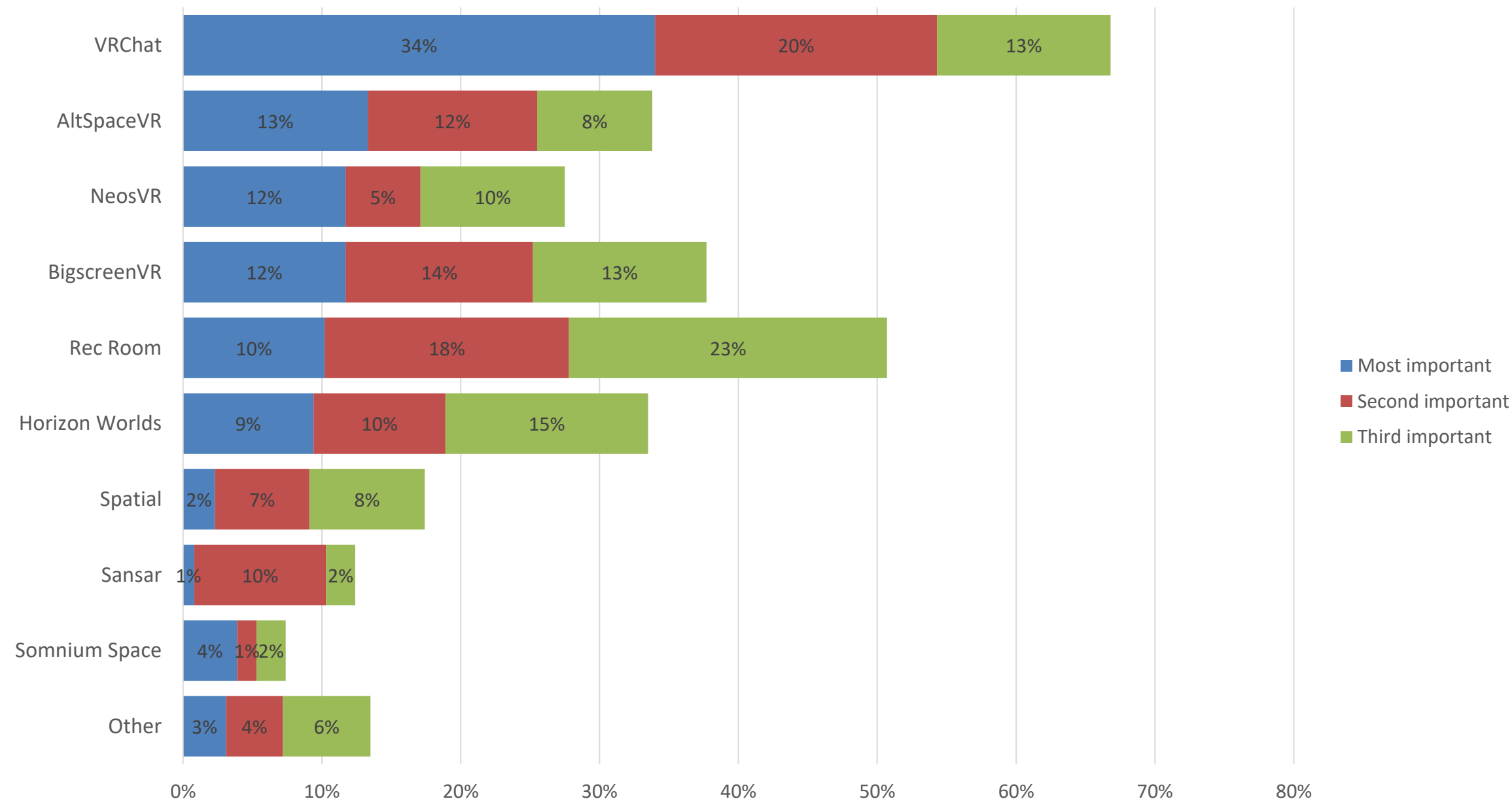




Social VR Platforms ranked by Importance

VRChat is the most common #1, followed by AltSpaceVR and NeosVR.

Rec Room is high in usage, but players more often treat it as a second or third choice



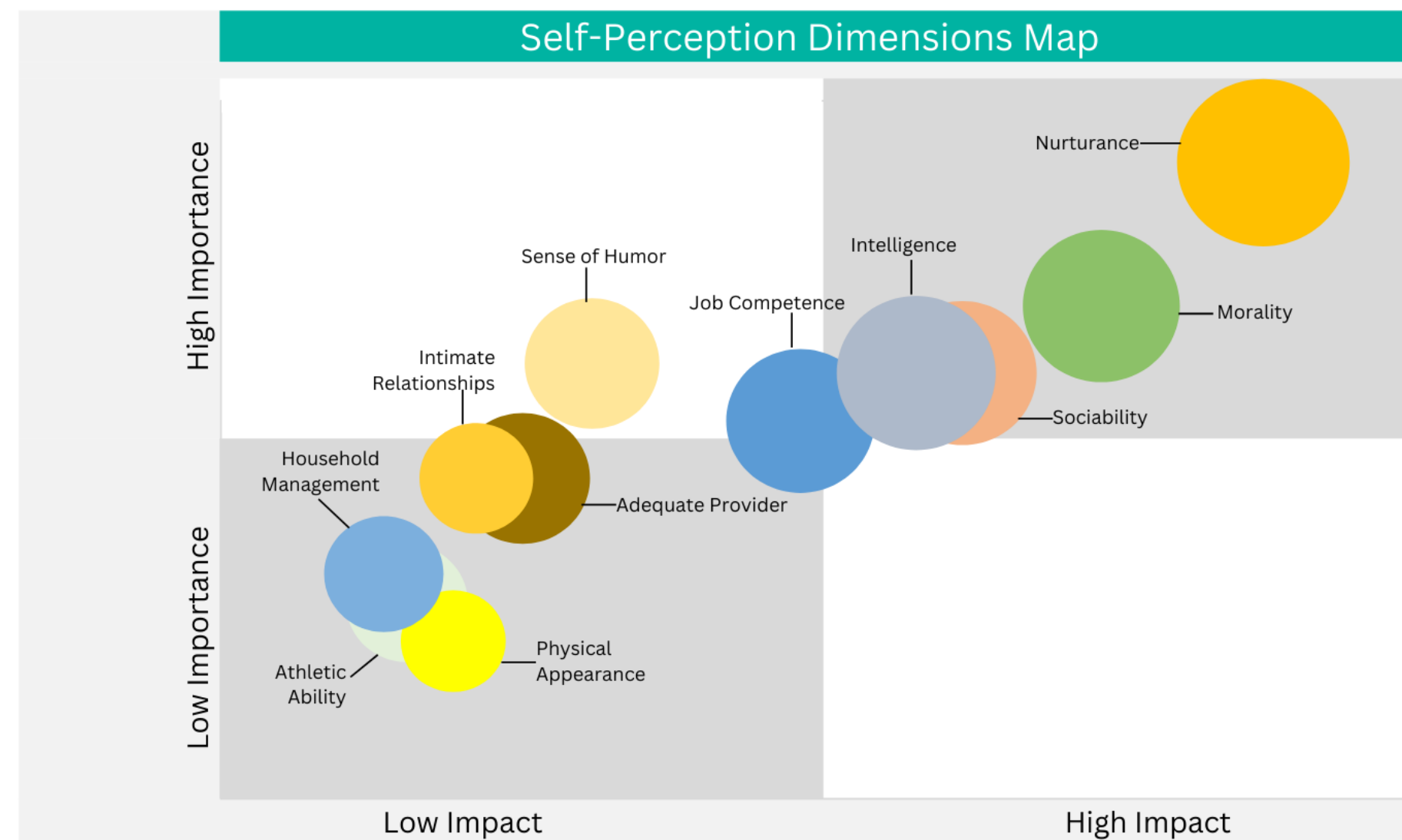
N=128



VRChat: What Players Value Most, and Where Impact Shows Up

Players see VRChat as most impactful for Nurturance and Morality (building a supportive, respectful community), also for Sociability; the next frontier is improving Intimate Relationships and strengthening Sense of Humor-driven bonding.

Perceptual map for VRChat

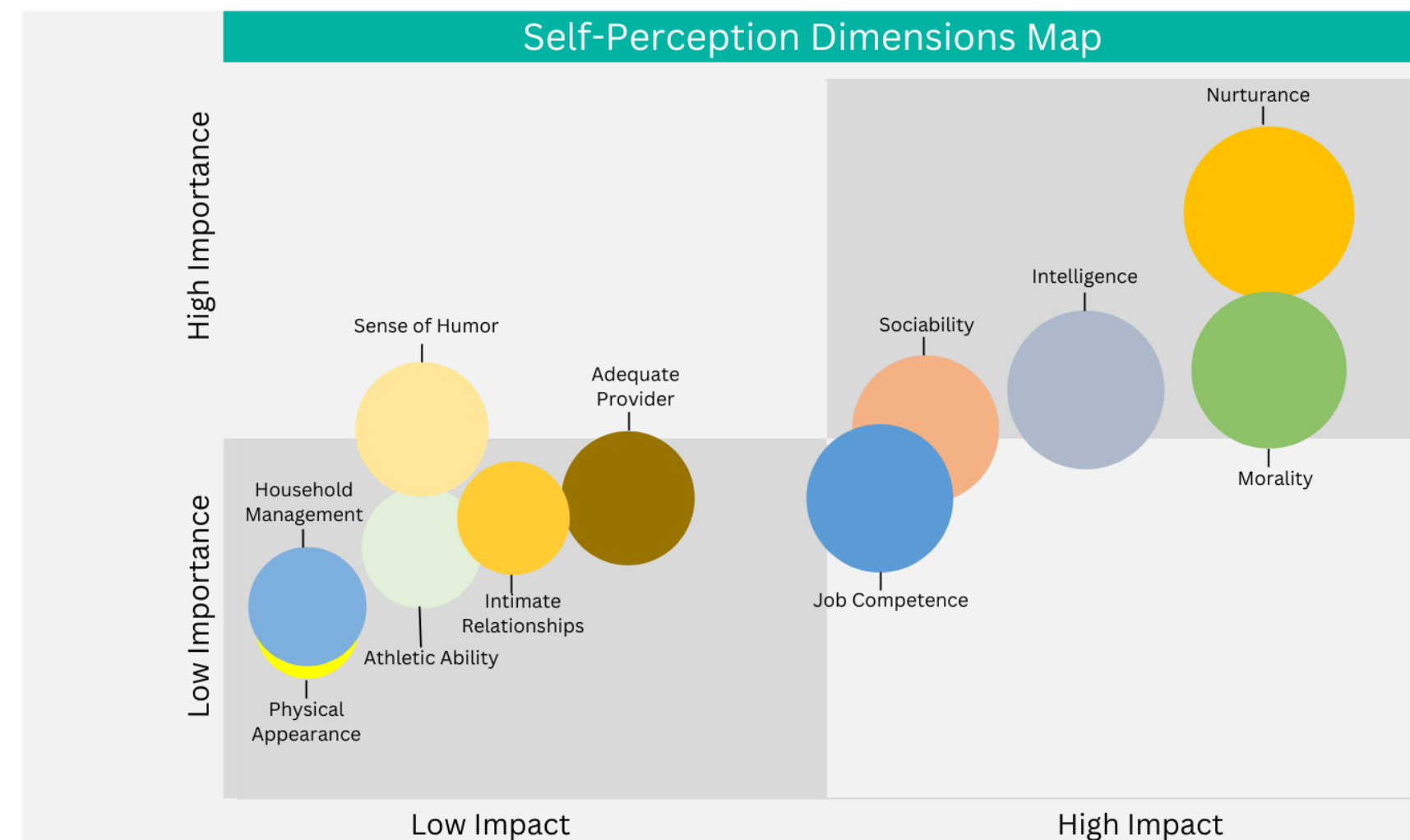


N=67

Rec Room: What Players Value Most, and Where Impact Shows Up

Rec Room's strongest perceived impact is Nurturance + Morality, with Intelligence also high. Compared with VRChat, Rec Room shows relatively less lift in Sociability, while Intimate Relationships remains low-impact and a key growth opportunity.

Perceptual map for Rec Room

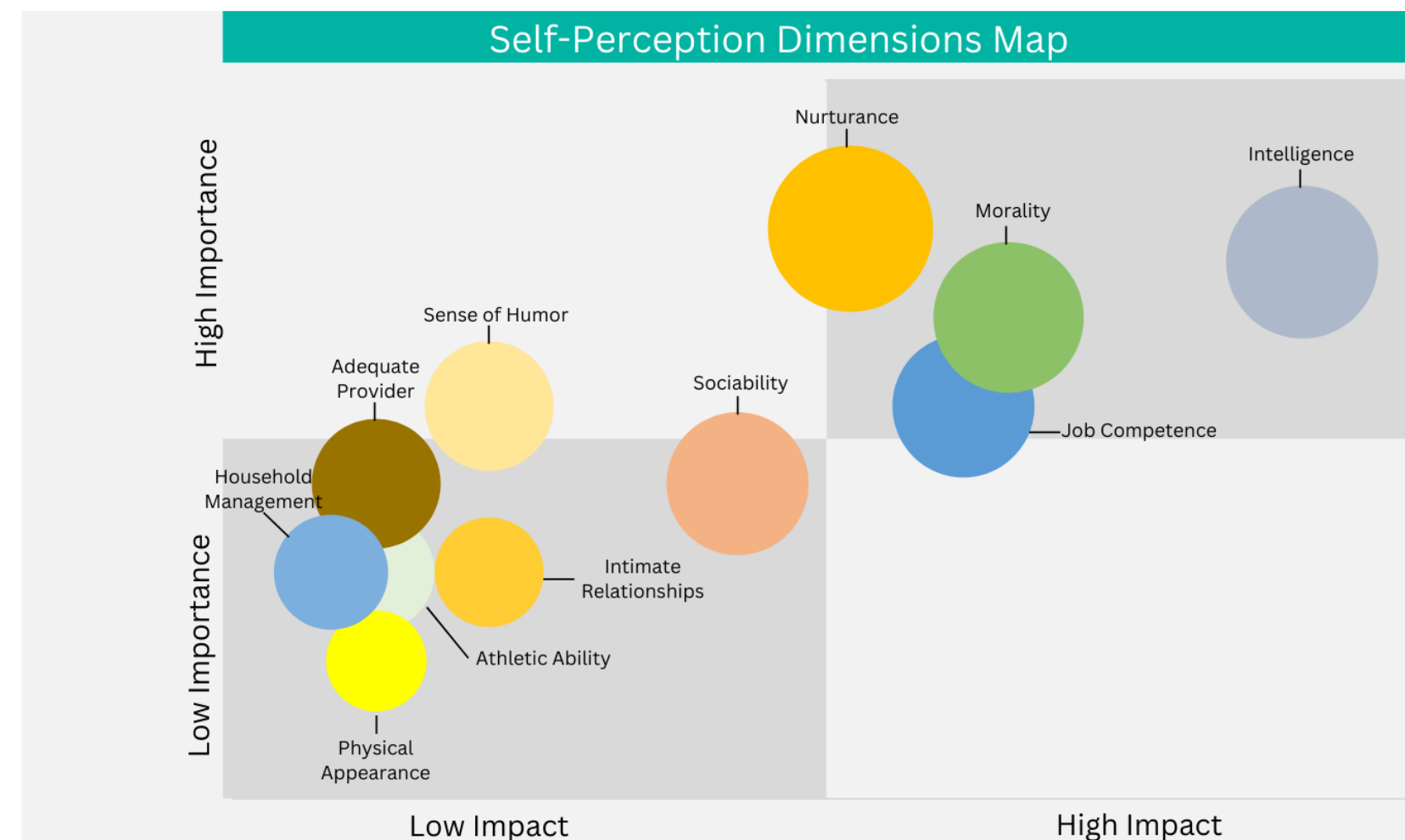


N=45

AltSpaceVR: What Players Value Most, and Where Impact Shows Up

Players see AltSpaceVR as most impactful for Intelligence and Morality (learning/values), with a strong lift in Job Competence and Nurturance. Players don't feel it boosts Sociability or Intimate Relationships as much, and Sense of Humor stays under-leveraged.

Perceptual map for AltSpaceVR

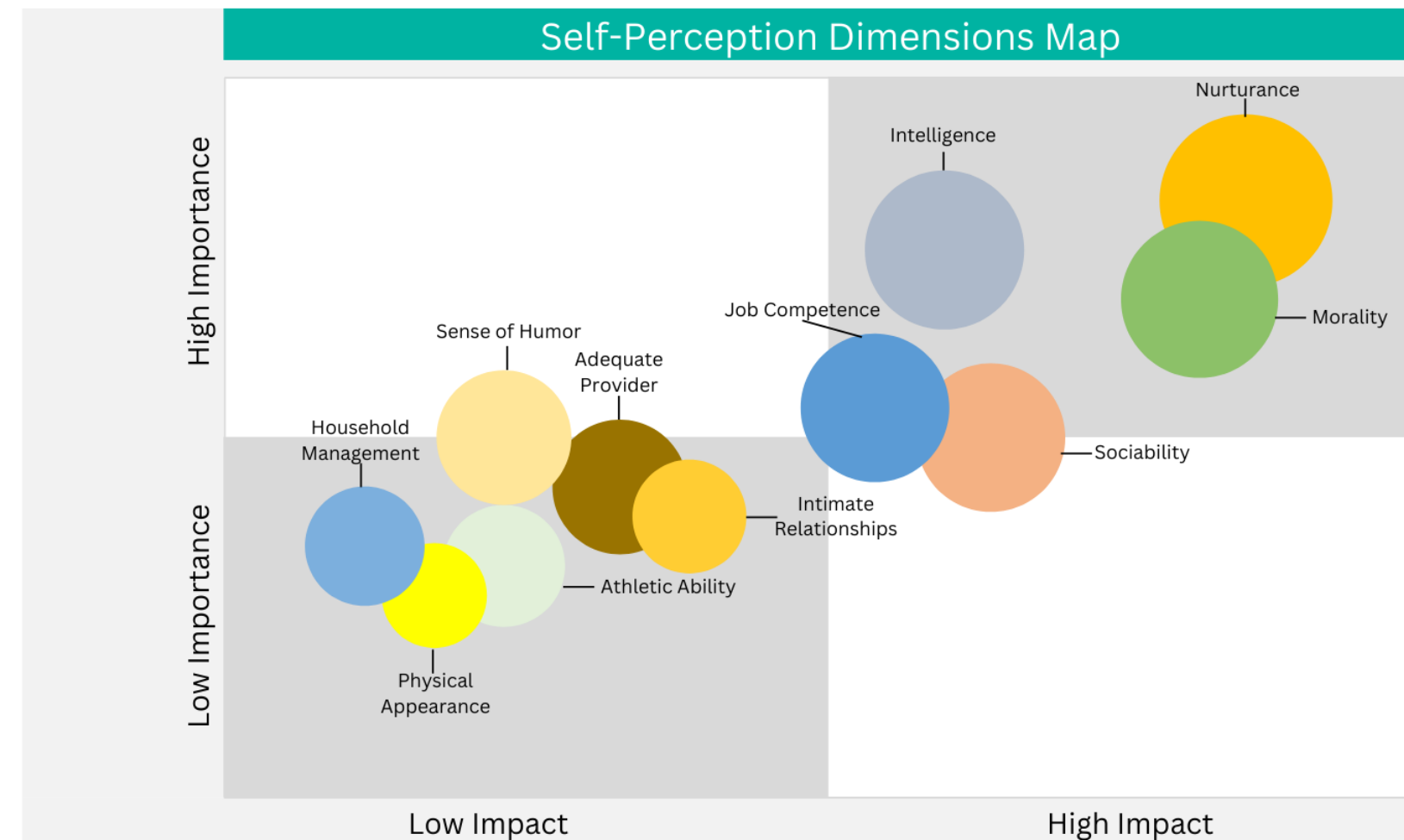


N=39

Bigscreen: What Players Value Most, and Where Impact Shows Up

Players see Bigscreen as most impactful for Nurturance and Morality (supportive, respectful community dynamics), with a strong lift in Sociability and Intelligence; Compared to other platforms, Intimate Relationships shows relatively higher impact, suggesting it is better at turning shared time into deeper bonds.

Perceptual map for BigScreen

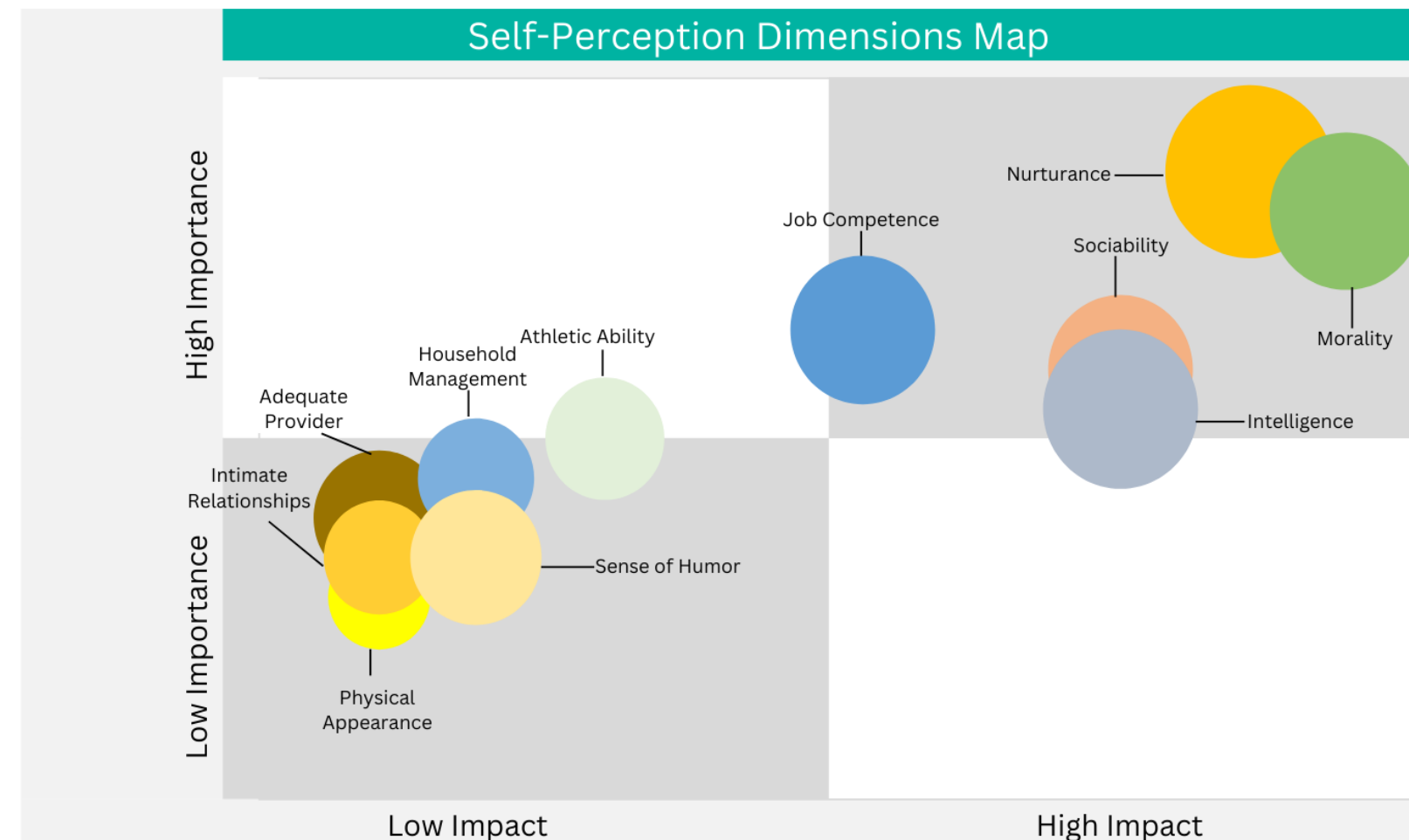


N=37

NeosVR: What Players Value Most, and Where Impact Shows Up

Players see NeosVR as most impactful for Nurturance, Morality, and Job Competence (supportive norms plus “I can do/build more” confidence); Compared with VRChat, NeosVR shows a stronger Job Competence signature, but has a lesser impact on Sense of Humor.

Perceptual map for NeosVR



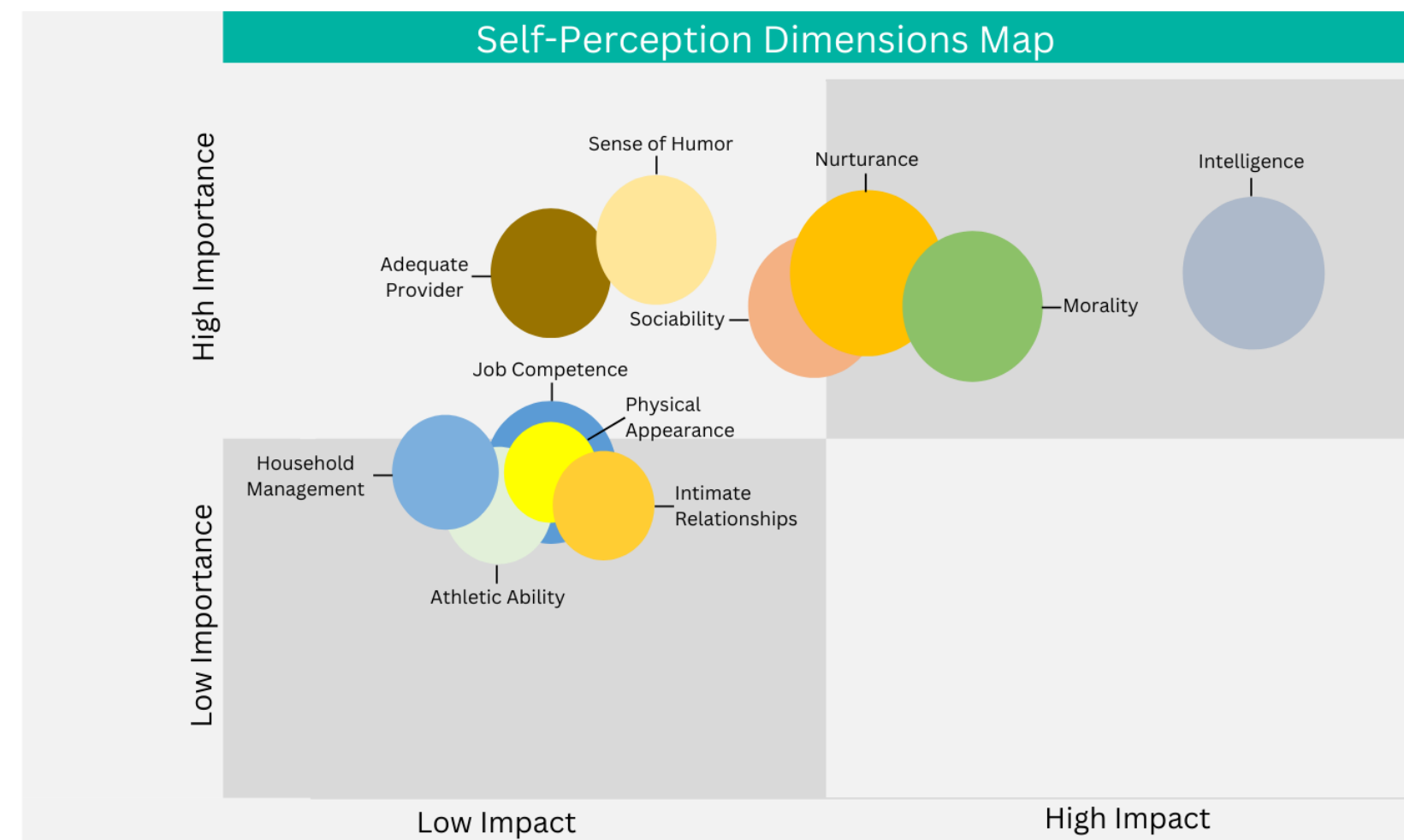
N=26

Horizon Worlds: What Players Value Most, and Where Impact Shows Up

Players saw Horizon Worlds as most impactful for Intelligence (capability/learning), with a strong impact on Nurturance and Morality (supportive, respectful community dynamics)



Perceptual map for Horizon Worlds



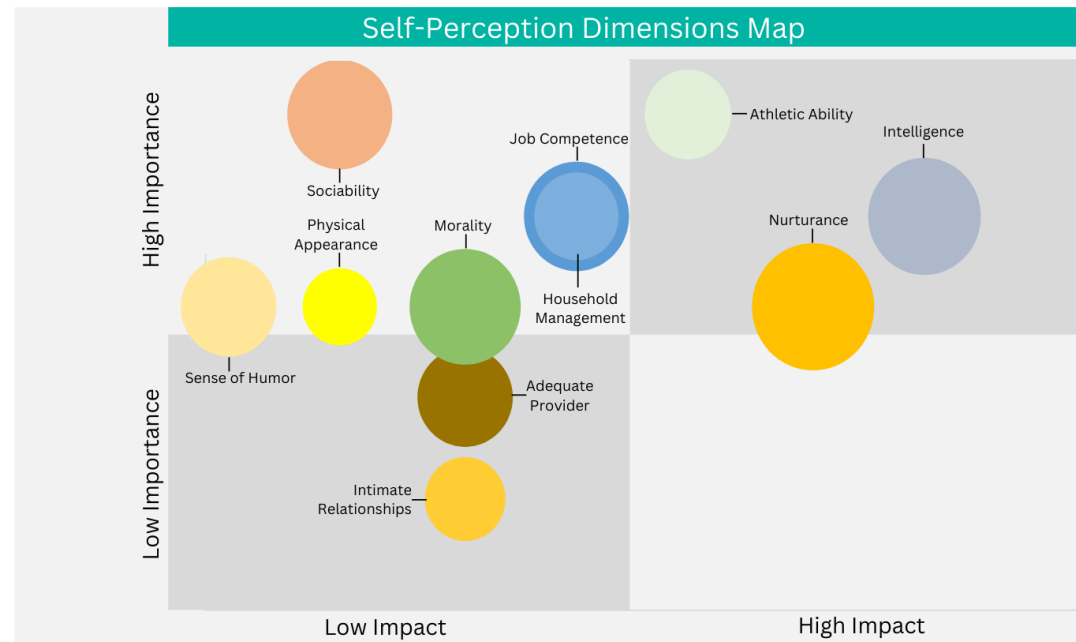
N=33



Other Platforms: What Players Value Most, and Where Impact Shows Up

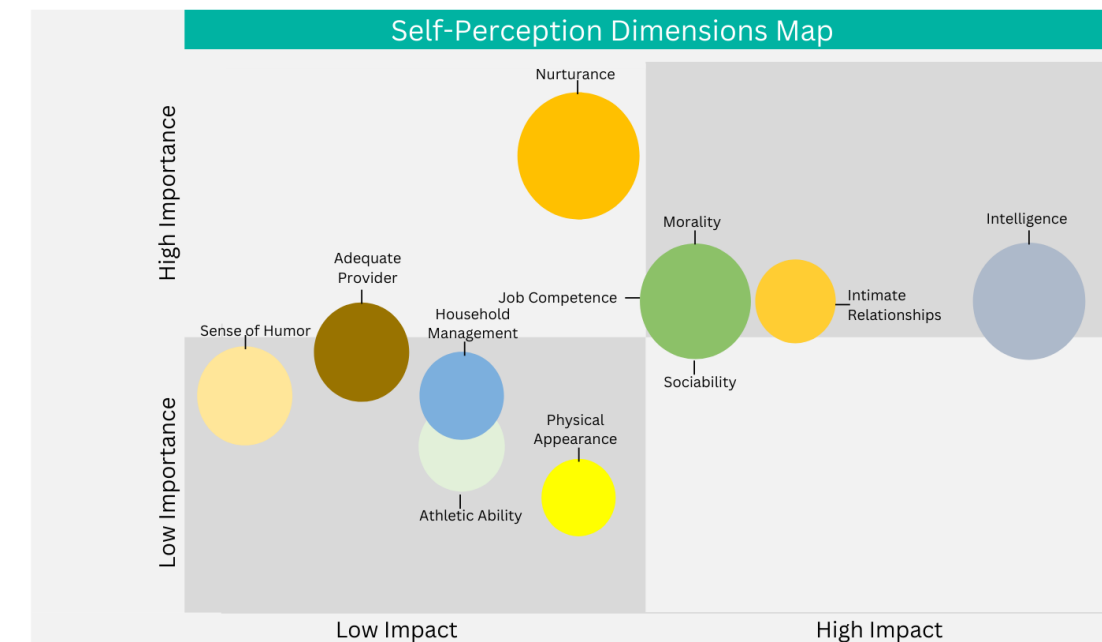
Low respondent counts for these platforms—treat the domain impact/importance patterns as directional signals, not definitive results.

Perceptual map for Spatial



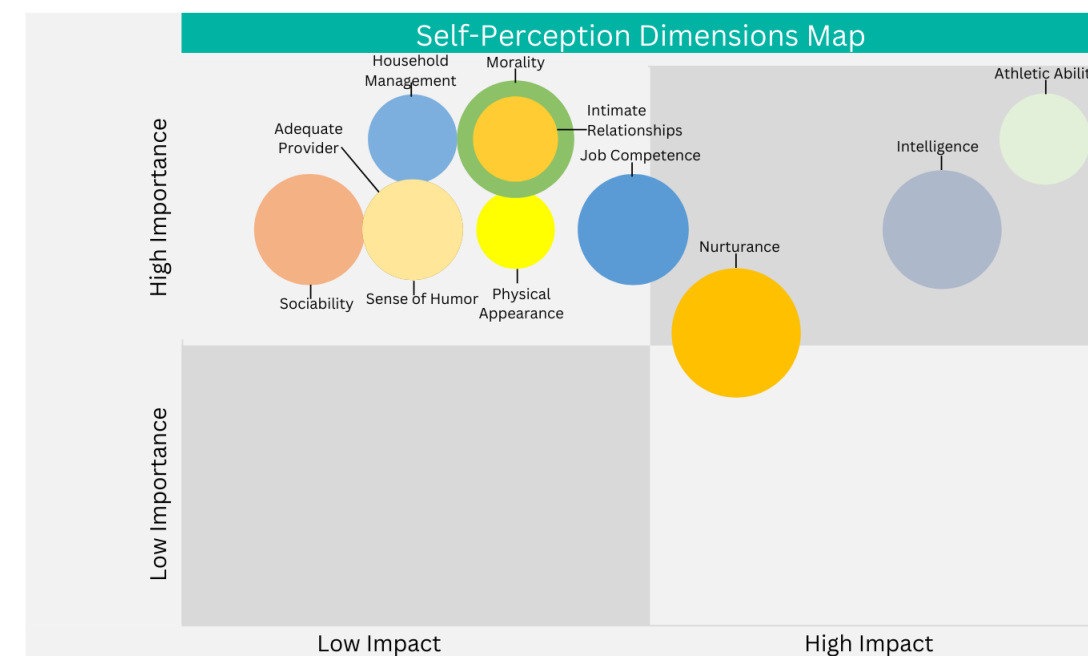
N=12

Perceptual map for Sansar

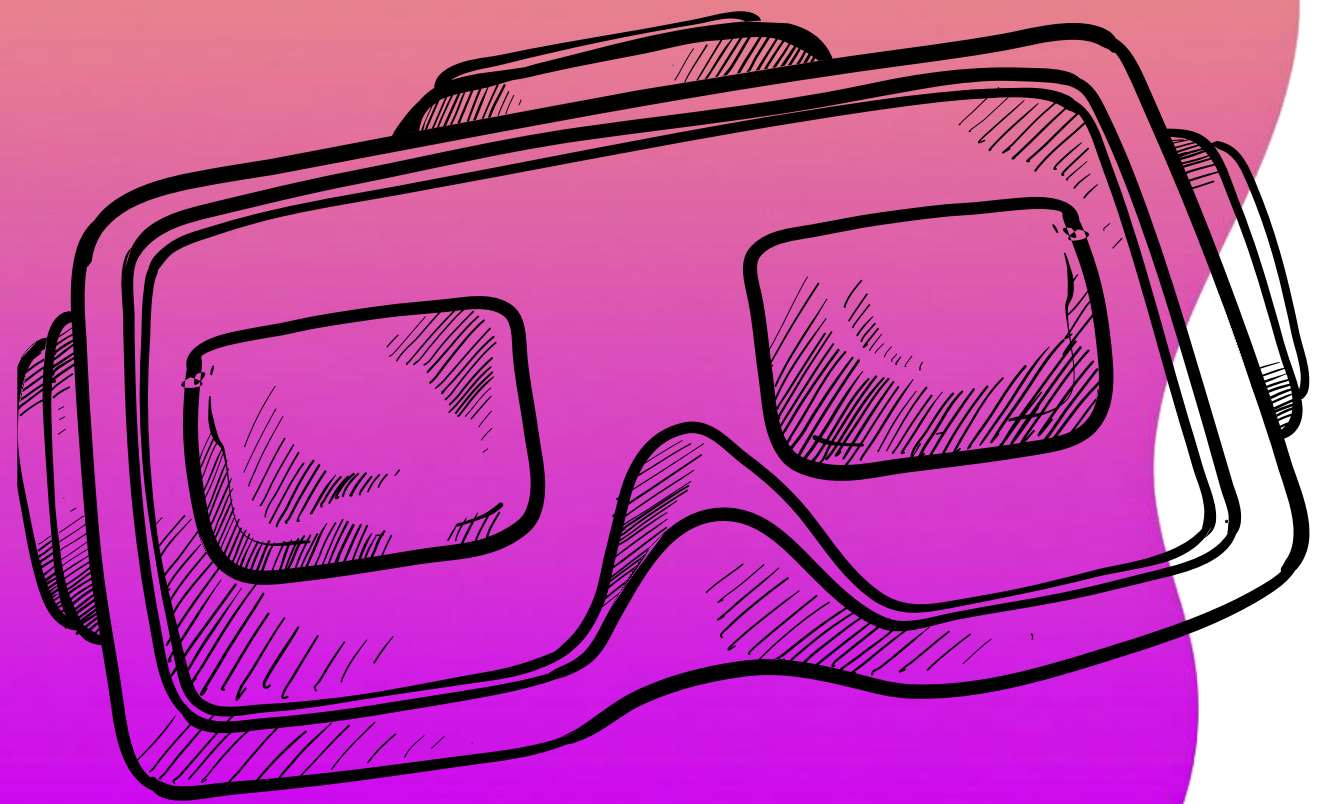


N=15

Perceptual map for Somnium Space



N=14



Interconnected Domains



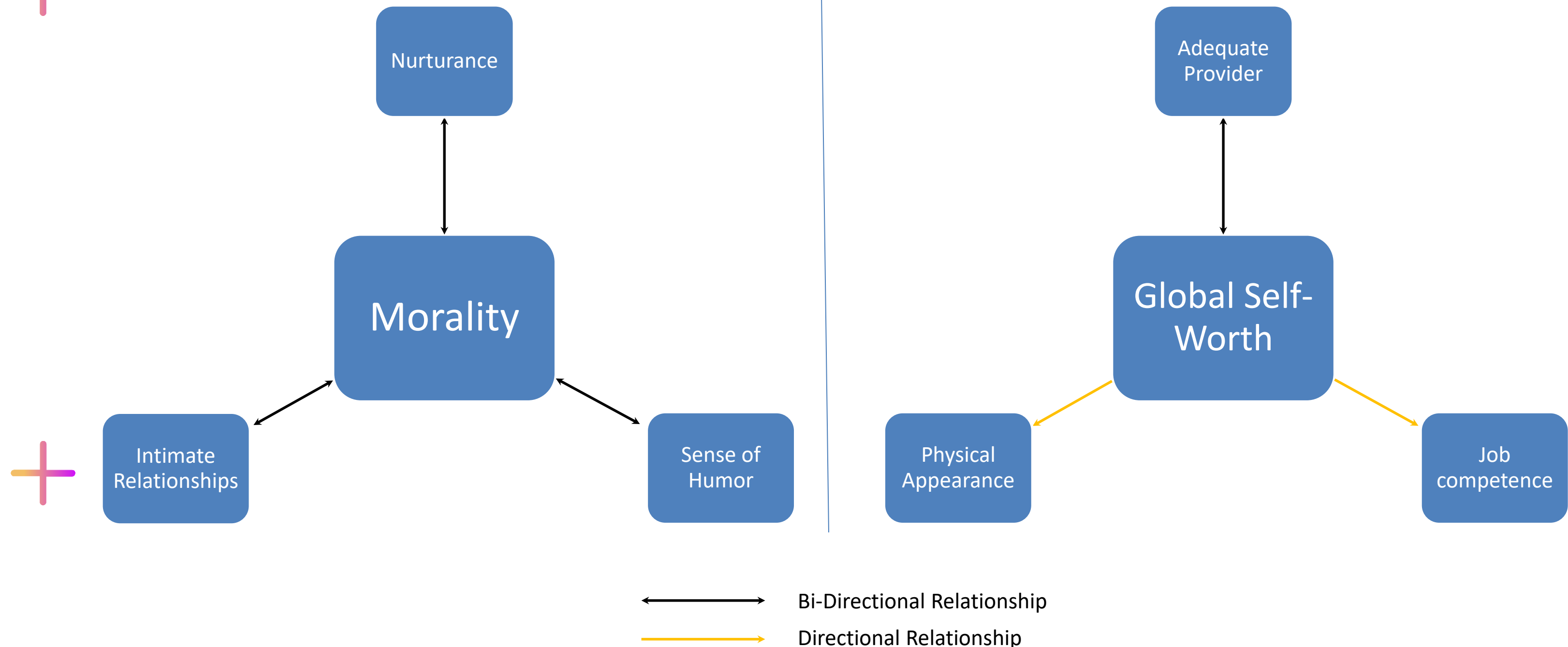
From one moment to lasting outcomes: Morality and Global Self-Worth act as hubs that shape belonging, trust, and connection.



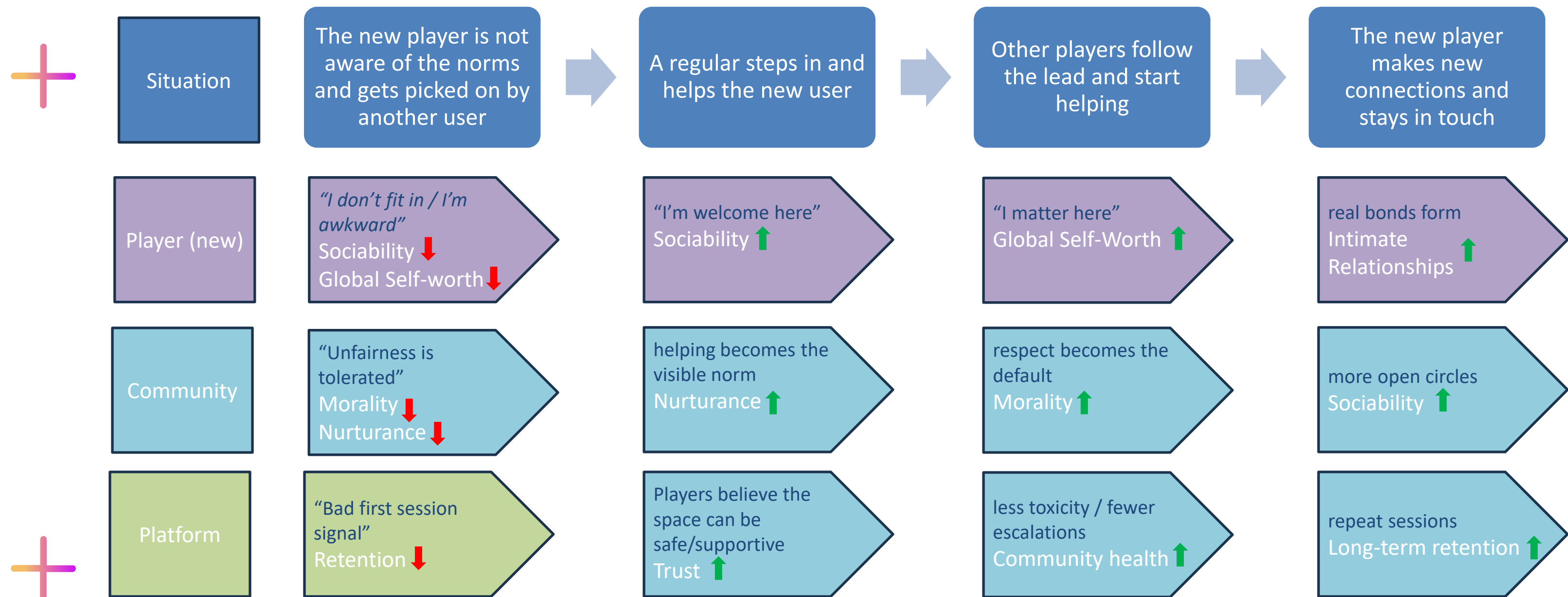


How Self-Perception Organizes in Social VR

Morality acts as the hub - strengthening supportive behavior and shaping how social connections form. Global Self-Worth reinforces the belief that you can provide and contribute, shapes positive feelings about your appearance, and supports feeling more capable and effective at work or tasks.



An Example





info@vrinsights.io



www.vrinsights.io



USA





THANK YOU

