



# 2128803: Virtual Meeting Support for Enhanced Well-Being and Equity for Game Developers

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**Study 1: Natural language processing to identify VM terminology**

**Study 2: Large survey to explore VM features' statistical associations**

**Study 3: Worker interviews to contextualize Study 1 & 2 insights & gaps**

**Study 4: Video-VM Experiment to test hypotheses derived from Studies 1-3**

**Study 5: Prototype VR VM platform to embody and validate Study 1-4 insights**

**Outcomes:**  
*Increased well-being (e.g., reduced VM Fatigue) and equity (e.g., equal speaker contributions) for future workers*

**Study 1**  
*Objective: Develop a broad, inductive understanding of how people think virtual meeting elements relate to well-being and social equity.*

*Recent Activities:*

- Built multiple corpora of tweets related to VR and virtual meetings
- Deployment of database to address novel inquiries.

**Study 2**  
*Objective: Conduct an exploratory analysis of how fundamental virtual meeting features and individual attributes statistically relate to well-being and social equity.*

*Recent Activities:*

- Preliminary study on metaverse attitudes & fatigue
  - Data collected with undergrads
  - Finding: VM fatigue positively related to metaverse use intent
  - Broader dataset (Prolific) being analyzed
- Avatar-Mediated Meetings Orientations (AMMO) study nearly ready for launch
  - Goal: develop AMMO scale for MAIN study
- MAIN study metrics chosen
  - e.g., fatigue, VM Meeting Features, Social Presence, Workplace Well-Being

**Study 3**  
*Objective: Qualitatively interpret broader insights about virtual meetings within the narrower work context of interest (i.e., diverse video game development teams).*

*Recent Activities:*

- Interview Guide Developed for VR Game Developers
- Recruitment List (N=121) for initial contacts
- Literature review of relevant materials
- Qualitative coding of select Study 1 material.

**Study 5**  
*Objective: Prototype and user test a VR meeting space with video game development teams to confirm that specific design features promote well-being and social equity.*

*Recent Activities:*

- Ongoing Analysis of Informal Meetings in Walkabout Mini Golf
- Ongoing Analysis of Interface Paradigms in Meta Horizons Workrooms
- Waiting for Studies 1-4 results

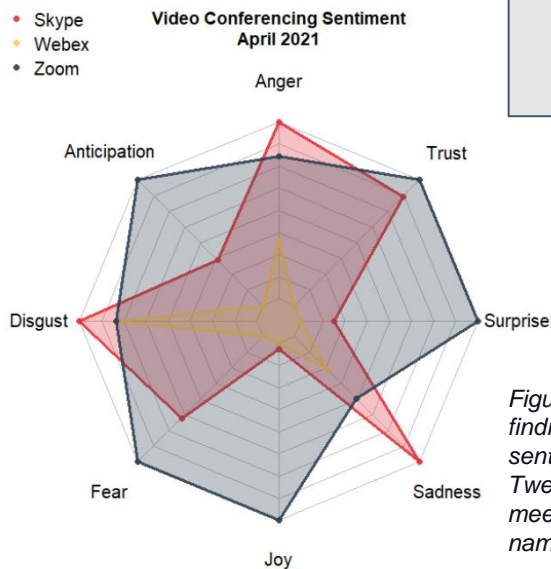


Figure: Study 1 finding comparing sentiment in Tweets containing meeting platform names

**Study 4**  
*Objective: Test hypotheses on which specific features of video-based virtual meetings used by video game development teams best enhance well-being and social equity.*  
 Status: Waiting for Studies 1—3 results

**Publications**

- Pilot Study: Zoom Fatigue, Ratan et al., 2021, CyberPsychology... (published)
- Study 1: VR Emotions on Twitter, Leith et al., (paper underway)
- Study 1: Remote Work Gratifications, Leith et al., (paper underway)
- Study 2: Metaverse & Fatigue Study, Ratan et al, JCMC Special Issue (abstract invited)
- Study 1,3,5: Value of Play in Virtual Work, Meaningful Play (abstract submitted)
- Study 5: Platform Analysis: Walkabout Mini-Golf, Liszkiewicz et al. (paper underway)
- Edited Special Issue: Virtual Meetings, Beyea et al., Proposal in development