

COMMUNICATION EFFECTIVENES AND  
SUBJECTIVE ASPECTS OF

# DESKTOP VIDEOCONFERENCING

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# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC

A project carried out in cooperation with

Faculty of Philosophy, University of Zagreb  
and

Croatian Academic and Research Network -CARNet

## COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC

The reasons for carrying out the project:

- increased use of room and desktop videoconferencing in Croatian academic community
- finding out the optimal frame rate and determining required bandwidth in the network for effective and satisfied use of DVC.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Method

## Method:

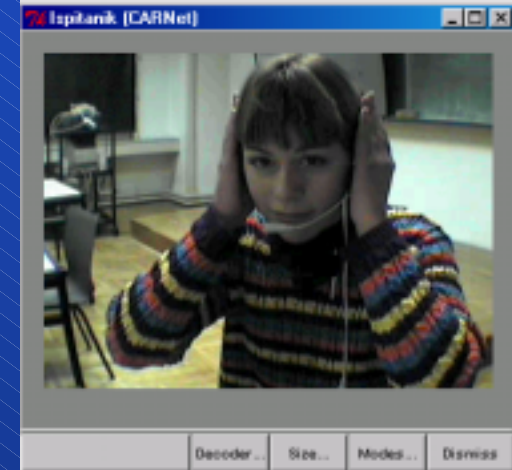
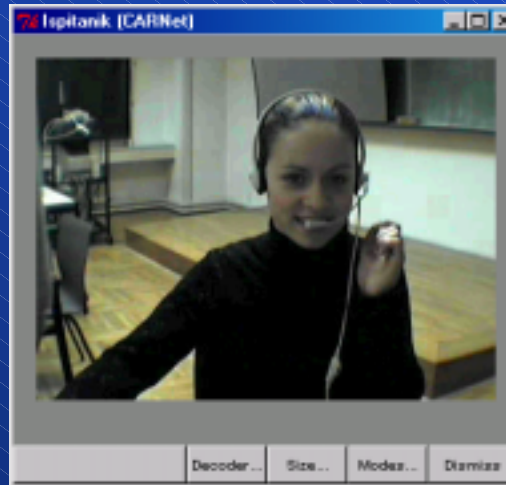
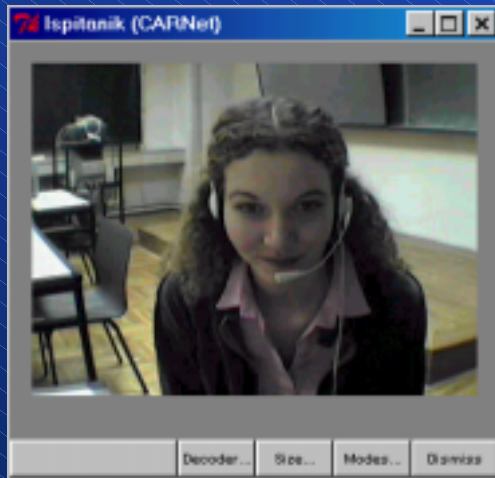
- experimental research
- carried out at the CARNet RDLab
- N=104, students without previous experience with desktop videoconferencing (DVC).

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Method

## Method:

- Participants were divided into three groups distinguished by picture quality (frame rate)
- Each participant was given two tasks:
  - Visual (pantomime)
  - Non-visual (meeting appointment)
- Measures:
  - Time needed for tasks solving
  - Number of eye-contacts
  - Questionnaires

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Method



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# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Method

	G 1 (N=34)		G 2 (N=36)		G 3 (N=34)	
Picture quality (FR)	3 fps		6 fps		18 fps	
Tasks	Vis.	N-Vis.	Vis.	N-Vis.	Vis.	N-Vis.
Measures	t	t	eye-cont.	t	t	eye-cont.
	questionnaire		questionnaire		questionnaire	

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Task categories

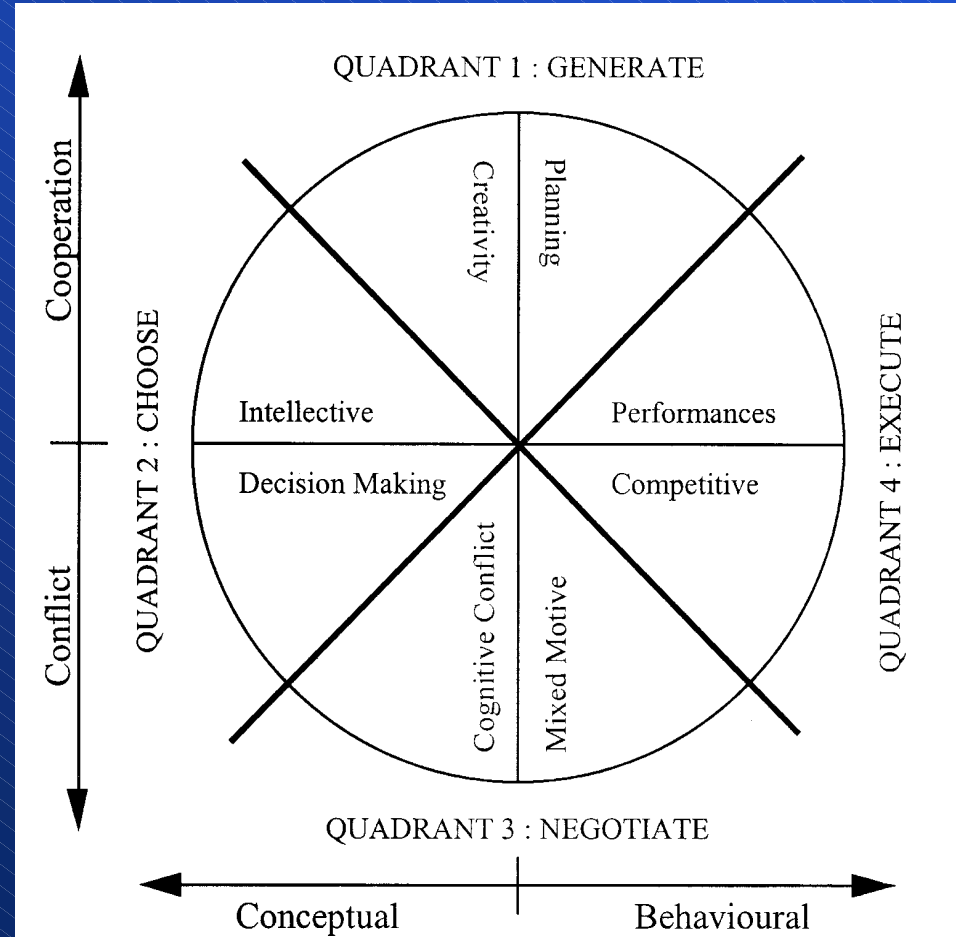


In what situations,  
considering the type of group tasks,  
the usage of DVC systems is acceptable?



# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Task categories

McGrath task circumplex



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# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Task categories

## Results:

- the differences in preferences to use DVC systems with the respect to various categories of tasks are significant.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Task categories

TASK CATEGORIES	C
Performances	4
Planning tasks	4
Intellective tasks	4
Crativity tasks	3
Decision making	3
Contests / battles	3
Mixed motive tasks	2
Resolving conflicts	2

Very probably be used

Not willing to use

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Task categories

## Results:

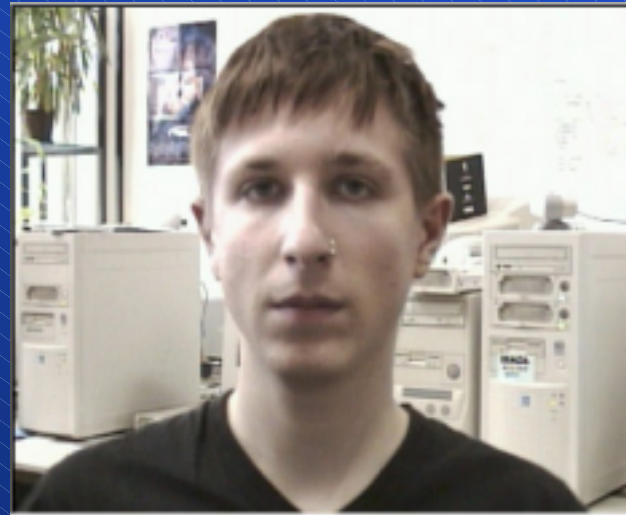
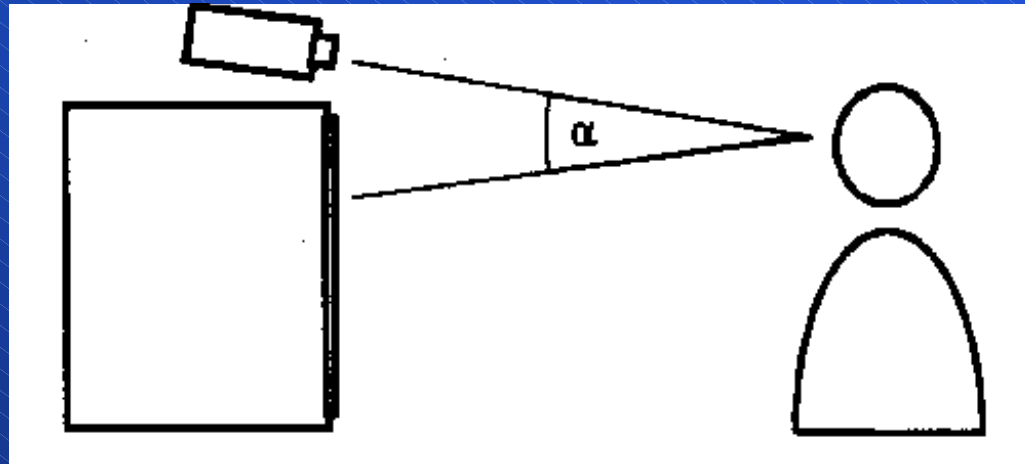
- students are more prepared to use DVC systems in occasions of collaboration, contrary to occasions involving certain type of conflict between parties.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Non-verbal communication

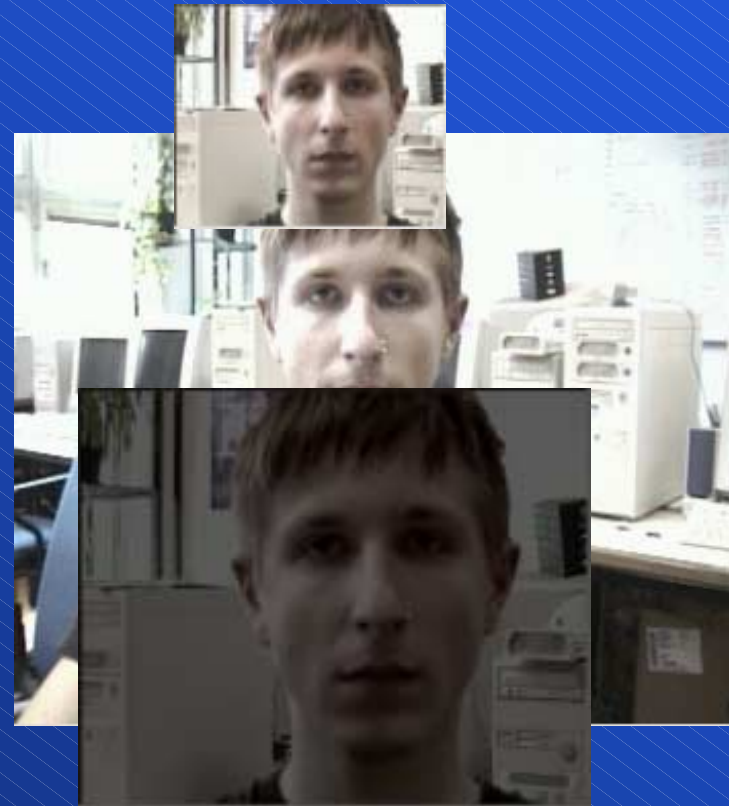


What are the possibilities of DVC systems in transferring non-verbal communication signs?

# Example - eye contact



# Example - facial expression and gestures



## COMMUNICATION EFFECTIVENESS AND SUBJECTIVE ASPECTS OF DVC - Non-verbal communication

The changes occurring in the transmission of non-verbal signs:

- **quantitative** - there are non-verbal signs that can not be transferred through DVC systems
- **qualitative** - reduced effect of transferred non-verbal signs (influence of TV).



# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality



How the picture quality,  
determined by frame rate,  
influences the effectiveness of communication?

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

## Frame rate (FR)

- the number of frames displayed per second (fps)
- determines the experience of continuous motion
- directly determines price of DVC systems
- usually lower than in standard broadcasting.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

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Measures	t	t	eye-cont.	t	t	eye-cont.
	questionnaire		questionnaire		questionnaire	

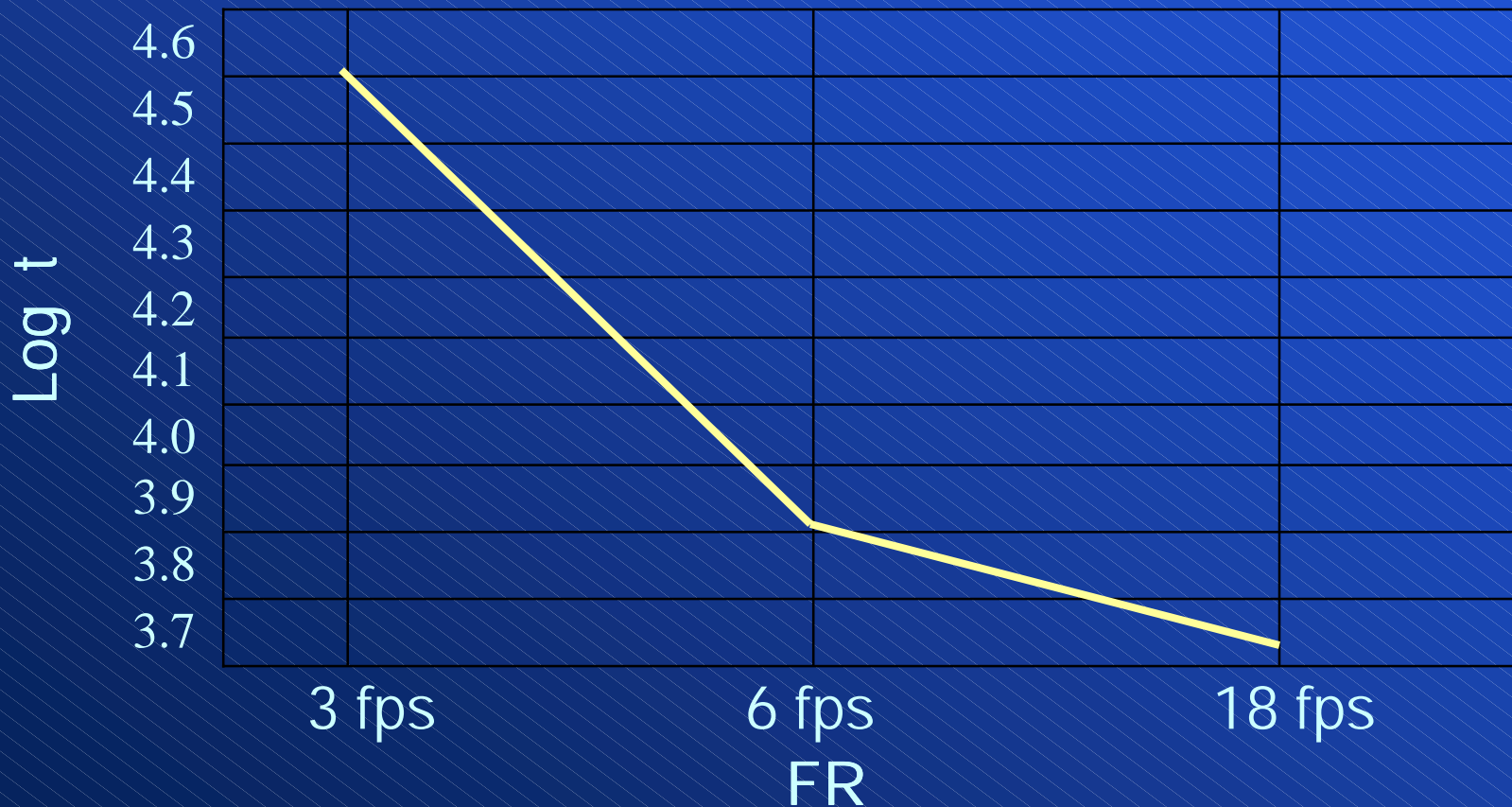
## COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

FR:

- 3 fps - videoconferencing over the Internet
- 6 fps - the limit value of FR that allow efficient information transfer
- 18 fps - experience of continuous, smooth motion.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

## Time needed for completing Vis. task



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# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

## Results:

- 3 fps - picture perceived as pretty jerky
- 6,18 fps - picture perceived as slightly jerky.

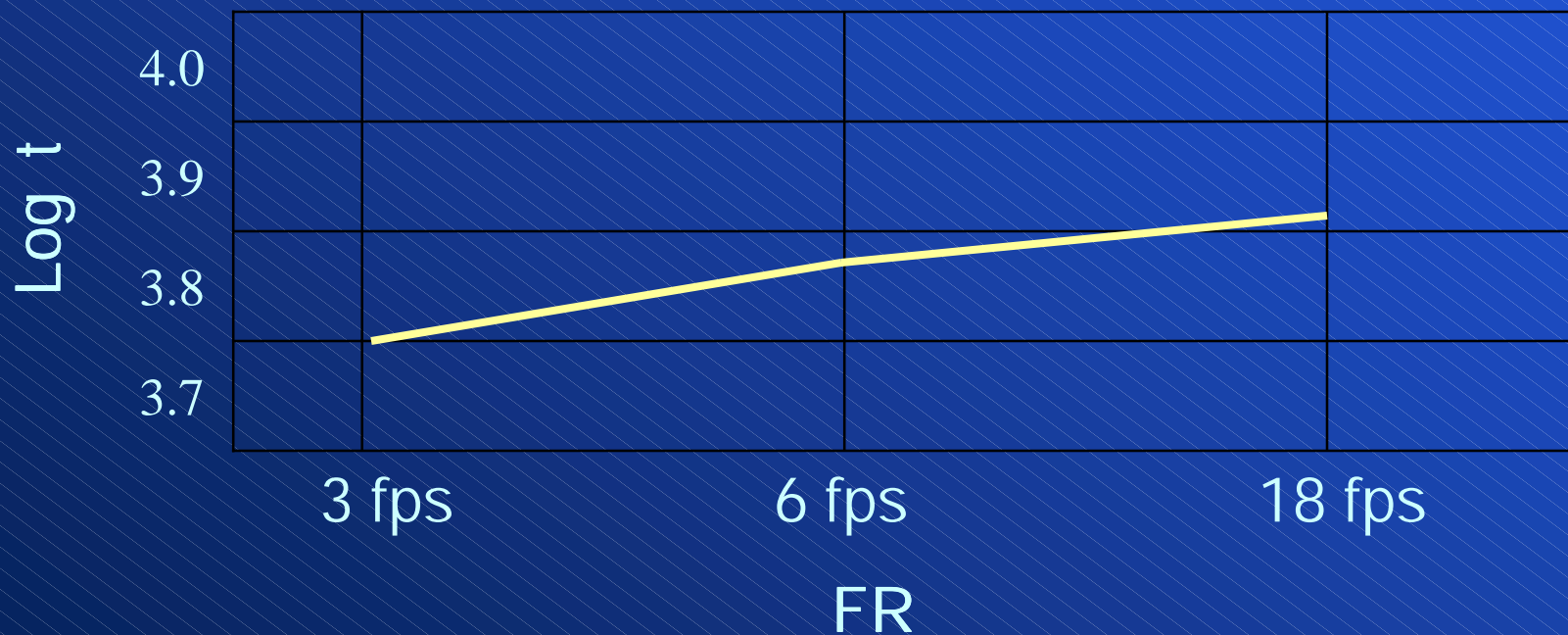
## COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

### Results:

- the frame rate values less than 6 fps decrease videoconferencing effectiveness in case of communication interactions saturated by non-verbal communication signs.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

Time needed for completing N-vis. task



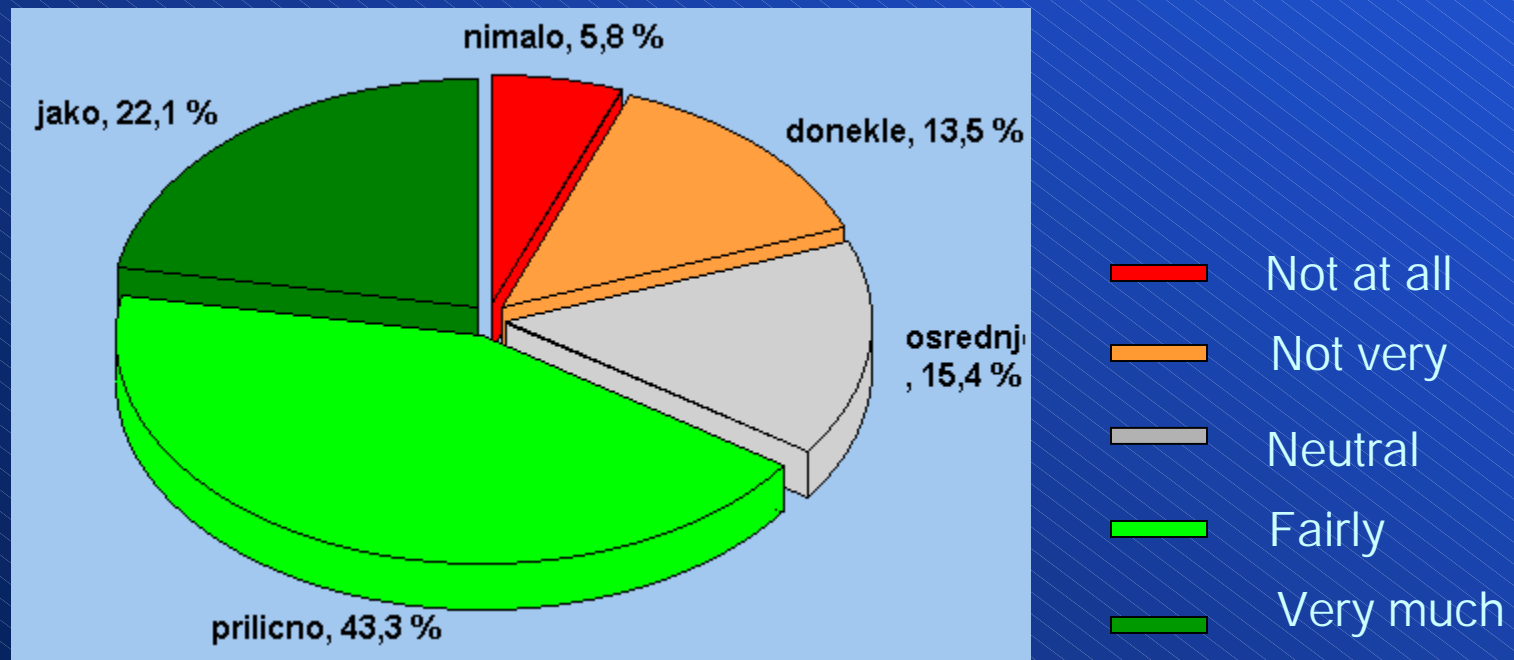


## COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Picture quality

	3 fps	6 fps	18 fps	F
facial expression	3.8	4.0	3.9	4.85**
eye-contact	2.4	3.3	2.9	4.67*
picture quality	3.2	3.8	3.9	7.62**
tone quality	4.0	4.2	3.7	3.53*
picture sharpness	3.3	3.7	3.5	1.87

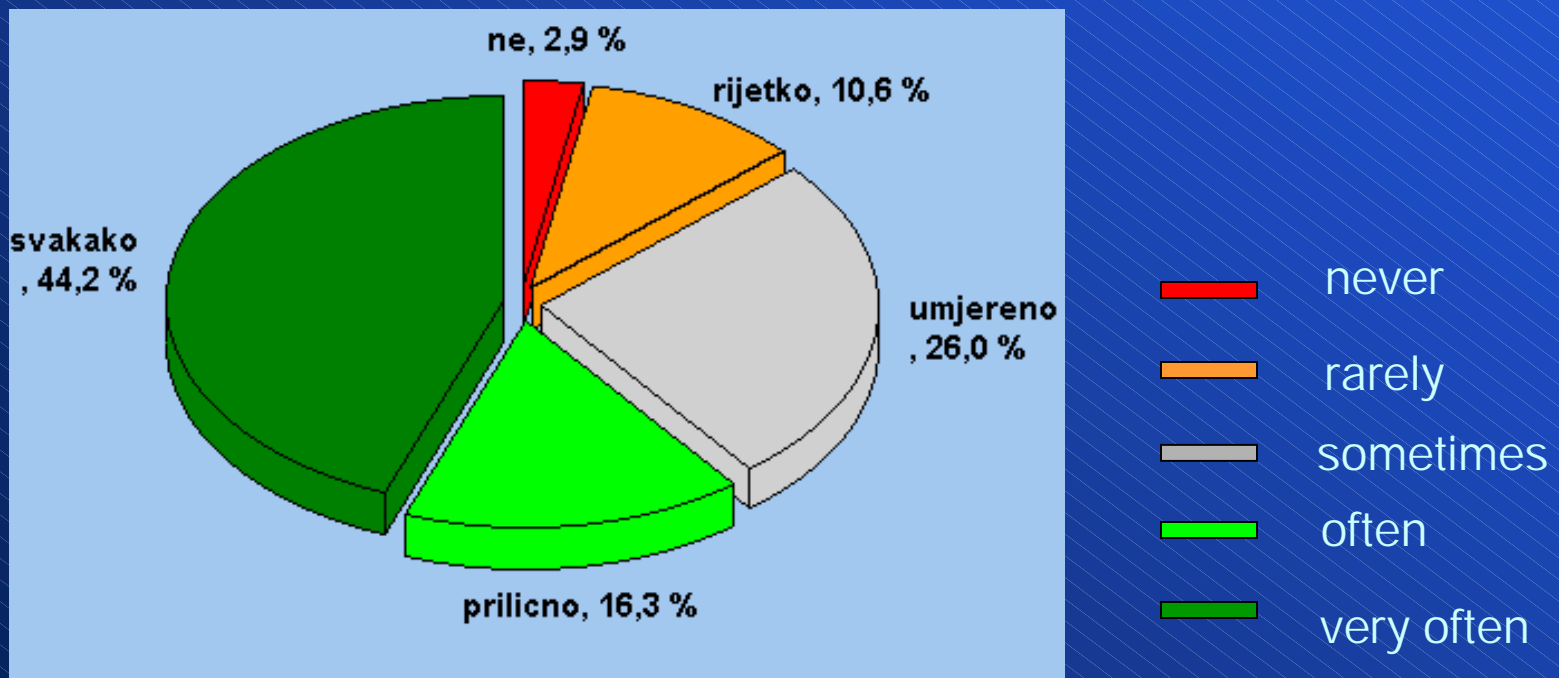
# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Initial attitude

How much did you like to communicate  
by using DVC systems?



# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Initial attitude

Would you like to use DVC systems  
in the future?



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## COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Initial attitude

The initial general attitude of the students towards videoconferencing is positive.

They like to communicate by using DVC systems and would like to use them in the future.

# COMMUNICATION EFFECTIVENES AND SUBJECTIVE ASPECTS OF DVC - Questions



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