The 70th TIEC Research and Presentation (ONLINE) Q&A

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Mr. Bai Xi	Question Questioner: NA TA-san (☆The winner of "Awards for Good Question"!!☆) (Tentative Transration) Regarding the multicultural coexist, does your research consider different cultures other than Chinese culture? What contribution does your research have for nursing care other than that of China.	Answer (Tentative Translation) Thank you for your question. This research mainly focuses on Chinese culture, it is the purpose of researching way of the social care called multicultural coexistence in Japan, so it includes from Chinese language and Chinese culture to other cultures and languages. I think the nursing problem is the global social problem in 21st century. I think that the lack of working power in developed countries and institutional and technical deficiencies in developed countries with aging population are inescapable problems. How can we solve these problems while the original culture and other cultures coexist smoothly. I hope that this research will be helpful to those who are interested in my research and others.	
Mr. Cherki Mohamed Hamza	Questioner: Azlan-san (☆The winner of "Awards for Good Question"!!☆) (Original Sentence) In addition to improving the business model by adding new revenue streams like tipping fees for raw materials, how do you deal with other problems mentioned in the conclusion, such as bad marketing and negative past experiences? Thank you.	Original Sentence) Thank you very much for your question. Adding a new revenue stream can help improve the cash flow for the composting plants but it does not affect the demand for compost. That is why it is also necessary to allocate some resources for marketing. In the past most of the plants were managed by the public sector so there were practically no efforts for marketing. On another hand, improving the marketing of compost can also help to change the negative impact of past experiences.	
Ms. Numan Weam Fadel Mahmoud	Questioner: Karen-san (Original Sentence) Talking about architecture, what is the meaning of building a safe virtual environment? What is the risk in virtual reality, related to architectural elements?	Original Sentence) One of The most impressive features of VR and AR(Augmented reality) is its ability to give users the immersive experience of a realistic -while still virtual- situation of space, feeling of time, human interactions and much more. The advantageous uses of VR and AR Heavily rely on how realistic the perceived experience seems to the user. The better this technology understands and recreates realism. The more utilization scientists and artists can get out of it. A person my have the illusion of being embodied in an avatar. They can also be immersed in an environment -Cultural, Physical, Political, etc different than the one they are used to, making them able to experience someone else's reality. (Maister et al., 2013, 2015, Peck et al., 2013; Banakou et al., 2016), research shows that despite their belief that they were in no danger because the environment was only "virtual", subjects nonetheless show increased sign of stress through increases in their heart rate and skin conductance if put in a stress inducing environment (S. J., Bailenson, J., and Park, D. 2014) (Slater et al., 2006) therefore It is important for us to know. Which type of architecture Influences certain behaviors and feelings. Unlike other forms of media VR can create a situation in which the users entire environment is determined by the creators of the virtual world, including "social hallucinations" induced by advanced avatar technology. Human behavior is situated and socially contextualized And users are often unaware of the causal impact this fact has on their learning mechanisms. And unlike physical environment, virtual environments can be modified quickly and easily with the goal of influencing behavior. The architecture same generation can experience many types and rapid changes in Architecture via virtual reality. The comprehensive character of VR plus the potential for the global control of experimental content introduces opportunities for new and powerful forms of both mental and behavioral manipu	
	Questioner: HU Lihang-san (☆The winner of "Awards for Good Question"!!☆) (Original Sentence) Dear Weam san, thanks for your very interesting presentation. I understood that your research is to investigate the influence of architectural setting in virtual reality on the choice making by player, and any similar responses of player when face the environment in virtual and reality. For my first concern of the influence of architectural setting in virtual reality on the choice making, how can we consider a similar architectural space in both virtual space and reality? For example, in reality, when I go to a café for a cup of coffee, I might hear the soft music there and drink a delicious coffee, and if this café is well decorated, I might also enjoy the arrangement of the furniture. And finally, I might feel a cozy atmosphere this café provides and spend my time freely there. But how about in virtual space? Even if we can create a very very vivid scenarios for eyes seeing and ears hearing, what about taste? And no coffee for drink, I think the cafe is not the café. Same things for restaurant scenario. For my second concern, I think there are lot of uncertainties for the responses of player even we consider the same environment in virtual space and reality. Although basic behaviour in virtual space might be in accordance with the reality, like when see a pave, people will walk on it, and when see a stair, people will climb it However, in virtual space, there is no constrain or say penalty that exist in the reality. For example, a normal person in reality never jump from tall building, because he will loss his life with a very deadly pain. However, such suicidal behavior is affordable for a human in virtual space because he knows he never loss life at least. Therefore, the absent of penalty will cause a very large uncertainty in virtual space, and if so, I would like to know how to deal with this.	balance. The inputs gathered by the senses are processed by our brains to make interpretations of the objective environment around us by influencing these. Virtual reality attempts to create an environment that can be presented to our senses with artificial information making our mind believe it is almost a reality. The advantageous uses of VR and AR Heavily rely on how realistic the perceived experience seems to the user. The better this technology understands and recreates realism, The more utilization scientists and artists can get out of it. However lie you said, not everything can be recreated. This research focuses on the experience of architecture through sight, hearing, spatial awareness and balance, with isolation from other senses VR goggles cannot (yet :)) provide for. The architecture in your examples (cafes restaurants) are defined by their function, but we have architecture all around us! When we transition between spaces, or when we decide to go left or right, this is the type we are focusing in on. For the second concern, I agree! Placing the mind in the context of a virtual environment allows it to believe some physical constraints aren't viable anymore, we want to know, if no hints or tutorials were given, what constraints do they choose to challenge and which the choose to keep. Thank you! I hope this answered your questions	
	Questioner: Karen-san (☆The winner of "Awards for Good Question"!!☆) (Original Sentence) Polygraph measurements, based on physical body responses, are not always simple to distinguish. But parameters like respiration, pulse volume, heart rate, skin conductance seem to be more difficult to be manipulated by a guilty person than just the response time. What is the reason for RT-CIT to be considered "resistant to faking"?	The polygraph measures (respiration, pulse volume, heart rate, skin conductance) are all related to a general autonomic response that can be intentionally evoked by yourself in various ways, for example, by thinking of a violent or threatening scene, like imagining that you are slapped in the face. This has been shown many times empirically, and employing this strategy during testing at the right moments (during the presentation of control items) can greatly lower detection rates (see e.g. the thorough	
	Questioner: Azlan-san (☆The winner of "Awards for Good Question"!!☆) (Original Sentence) Interesting topic. In your opinion, how can we convince the locals of the bad impact of trophy hunting? Is there any alternative for them to recover their source of income, which might be affected by the ban or regulations on trophy hunting?	(Original Sentence) Thank you for the question! To answer your first question, let's first see 'bad' as a relative concept. Indeed, hunting wild animals with permission looks very 'bad'. However, the wild animals will also do 'bad' things to locals. For example, wild animals kill locals' livestock, steal their crops, even threaten their lives. These damages made by wild animals have caused an intense relationship between locals and wildlife in a lot of protected areas. This intense relationship leads to more illegal hunting by the locals (seeking revenge and more income). To solve this problem, some conservation projects, such as the CAMPFIRE project in Zimbabwe, share a part of the income from trophy hunting with local communities (share the bushmeat with locals, hire them as tour guides, or use the money to build facilities for them). These benefit-sharing projects intend to give locals incentives to reduce poaching (or assistant organized poachers) and conserve wildlife animals. For the second question, yes, there is an alternative—photographic tourism. The benefit-sharing projects I mentioned above share profits from tourism to the locals as well. However, some remote conservation authority will lose their income resources if trophy hunting is banned. After the hunting ban, the conservation land might be sold and turned into agriculture, which means the wild animals lose their habitat. If you would like to learn more about trophy hunting, I recommend a paper: "Economic and conservation significance of the trophy hunting industry in sub–Saharan	
	Questioner: Lisa-san (☆The winner of "Awards for Good Question"!!☆) (Original Sentence) Dear Mariam, thank you for your presentation and important research. I am curious whether your research or in a future phase you will consider the effects of psychological well-being of caregivers impact on the children who live with disabilities. In your presentation you focused on the improvement of well-being of caregivers specifically. Might CBT or other methods also be beneficial for	(Original Sentence) Answer 1 Dear viewer, thank you for your great question. Yes indeed. In future, we hope to investigate the impact of the intervention on the health of children with disabilities. It will be particularly interesting to see how such an intervention influences the outcomes of children based on the disabilities they have and the severity of their limitations. Answer 2 It is indeed true that for people who face mental disorders, other methods are also effective for improving their mental well-being. Particularly mindfulness and constructivist-determination theory practices. However, previous systematic reviews have found CBT to be the most effective and	

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Ms. Namasaba Namiser Namasaba Namiser Namasaba Namiser Namasaba but rather to the usual support that caregivers in Uganda receive.

For people with disabilities and their caregivers, CBT also has the added benefit of being intuitive and easy to implement through participant led approaches like the peer-mentoring program that we had in our study. That said, your question is warranted because people with disabilities have diverse challenges which might influence differences in their outcomes. We will now consider doing a systematic review to investigate this question and answer your question more conclusively! Thank you very much for your time and great questions.