

Extract 7. How could you walk (Pair 3, Ann’s perspective)

53 SAM: the thing is, wh- (.) how can you- how could you walk.
54 (0.5)
55 SAM: u::h [Ann (.) Ann]
56 ANN: [>okay,< you can]
57 ANN: *do that (0.3) <par- (.) taiting> (.) thing (.) m-
ann *lifts right hand-->

58 ANN: partier?(0.3) parta-*(0.3) I don’t know if that’s a word.
ann -->*(
59 (1.3)
60 ANN: nhe heh. (.) .hhh you *use
ann *lifts right hand-->

61 SAM: tele- te[leporting?]
62 ANN: [like your-]*
ann -->*(
63 *(2.0) #
ann *gz down to hands
fig #fig7a



Figure 7a. Ann gazes down to her hands (left: Ann’s view in VR, right: Ann in her physical environment).

64 ANN: *#(it’s) this °thing°.*
ann *lifts right hand *
fig #fig7b



Figure 7b. Ann lifts right hand/controller (left: Ann’s view in VR, middle: Ann in her physical environment), right: the location of teleportation buttons in the controllers.

65 *(0.3) *
ann *gz to sam*

66 ANN: .hhh with the::,
67 *(2.5) *
ann *gz to hands
*gz to Sam

68 ANN: .hh okay with the *sa:me ha:nd that(0.4) on yo-(0.5) like
ann *gesture/quick point with right hand

69 ANN (0.5) >+your #watch is on<,(1.3) and then I [think,]
70 SAM: [yeah.+]
ann *taps watch (on the right hand)
sam +lifts left hand (watch hand)-----+
fig #fig7c

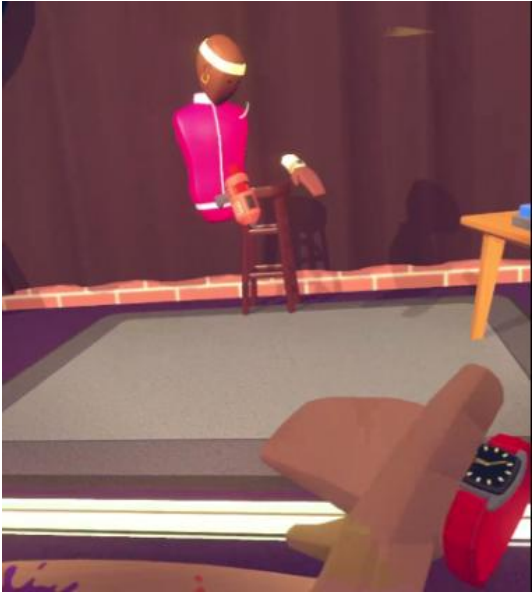


Figure 7c. Ann taps the watch on her right hand (Ann’s view).

71 ANN: *you have like (.) your thu:mb,
ann *gz to right hand ((thumb up))-->

72 ANN: *(2.0)
ann -->*gz to sam-->>

73 ANN: there is a (0.3) +#button,
sam +green teleport appears from left hand-->
fig #fig7d

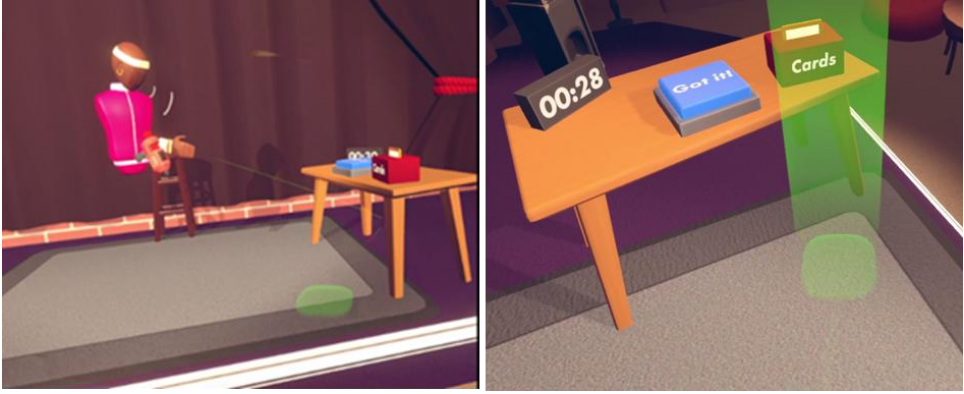


Figure 7d. Sam opens a teleport beam (left: Ann’s view, right: Sam’s view).

74 SAM: [u:::\$:h.]
75 ANN: [>yeah and then you<] can ju(st) (0.6) +pre[2ss it?2]
76 SAM: [2>right2]
77 right right
sam -->+teleports twd
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