

Exploring the Contact
Hypothesis in Virtual
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The Contact Hypothesis (Allport, 1954), posits that increasing contact between individuals from different social groups can reduce prejudice and foster mutual understanding.

In recent years, Virtual Reality (VR) technology has emerged as a promising tool to test and enhance the Contact Hypothesis. By simulating diverse environments and interpersonal interactions, VR has the potential to break down physical and social barriers, enabling users to engage with others in ways that challenge preconceived notions and biases.

Nevertheless, scientific results has also suggest that under certain circumstances VR contact can increase prejudice as well. In the present talk, we discuss these results in relation to the intergroup perspective (i.e., minority or majority) and target minority groups. An analysis of potential mediators and moderators will be also carried out. We will then identify and address the most pressing theoretical and methodological issues concerning VR as a method to reduce prejudice.

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