

Abstract

This thesis will explore the authenticity of immersive experience in the field of digital religion. The research problem is to compare the authenticity of the immersive experience obtained through digital technologies (virtual reality worship and online streaming of worship) with the immersive experience of actual physical presence during worship in a real sacred space.

The aim of the thesis is to conduct and evaluate an experiment in the field of authenticity of immersive experience obtained by means of digital technologies and immersive experience in the case of actual physical presence in a sacred space on the basis of literary-theoretical analysis. The research question is whether and to what extent the immersive experience gained through digital technologies can be comparable to physical participation in a worship service in a real sacred space.

The service in the sacred space will be mediated by digital technologies such as an online transmission and as a virtual reality. These digital recordings (online in real time and one in VR recording form) will then be made available to representatives of the selected religious community. Respondents will rate on individual parameters and on a set scale the comparability of the authenticity of the experience of the virtual and online service with the physical presence at the service. The results of the survey will be processed using statistical methods and subsequently discussed with the literature on the subject.