

Presentation type: [x] oral presentation, [ ] poster presentation

**Title:**

Time travel in our mind based on system 2.

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**Abstract:**

There are different time concepts: [1] Real-time (the passage of time) is the continued progress of existence and events that occur in apparently irreversible succession from the past through the present to the future (Wittmann, 2016). [2] Story time refers to the cultural, historical and chronological factors surrounding events of a narrative, which commonly considered with three factors: direction, duration, and frequency (Bakhtin, 2002; Almeida, 1995; Ricoeur, 1984). Unlike real time, narrative time can be altered based on the narration purpose. [3] Perception of real time refers to the individual subjective perceptual experience of real time (Grondin, 2010; Wittmann, 2016). Different factors (Angrilli, Cherubini, Pavese, & Mantredini, 1997) and hierarchies (Poppel, 1997) can be observed within the perception of real time. Based on Kahneman's architecture of the mind (2003) the system-2 is mainly based on representational constructs of reality and allows time travel in our mind. In contrary system-1 does not allow time travel because it is operating in the presence only. We argue that time travel is only possible through the representational constructs in our system-2. One consequence for the design of interactive products is that time travel can only be achieved by the story time of the narrative structure of the content of this interactive product.

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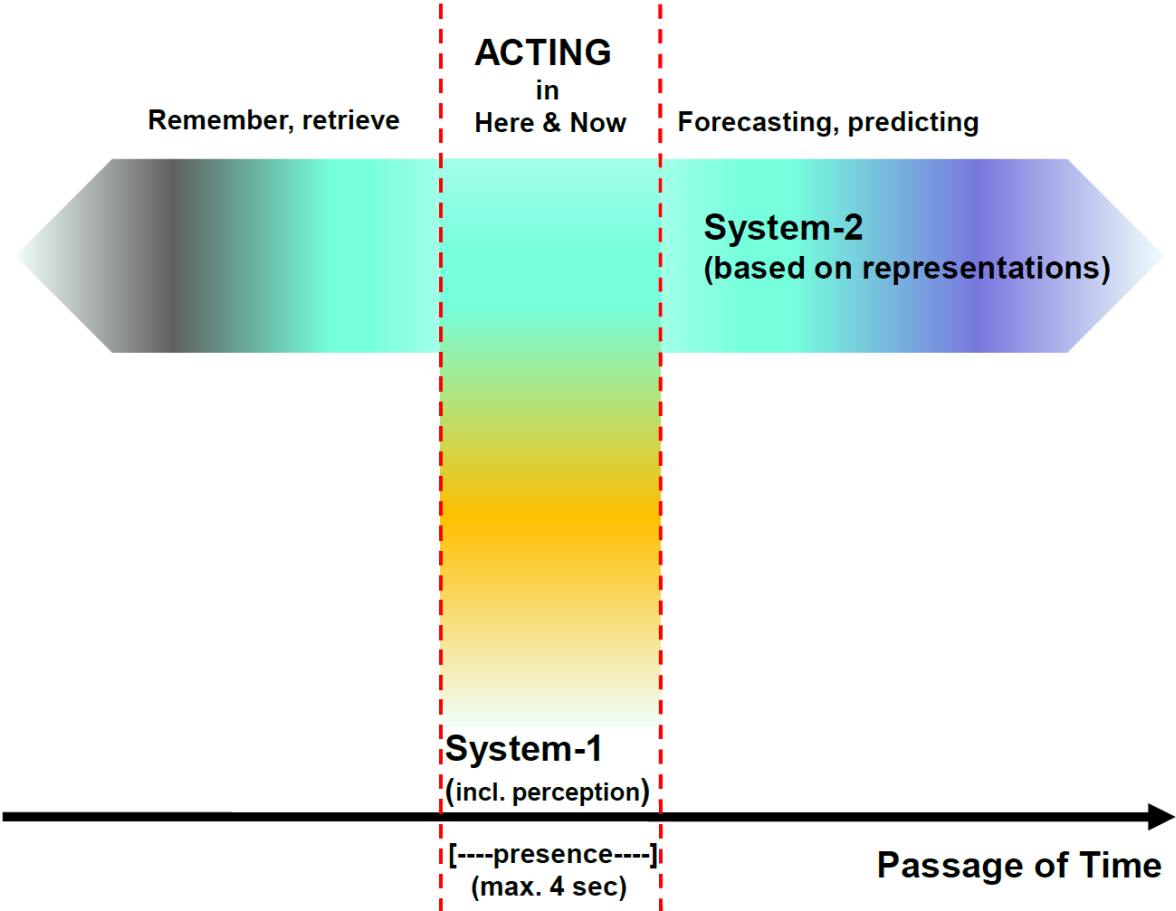


Figure 1: The different time structure of system 1 and system 2; the experience of time travel can only be in system 2.