

2nd Questionnaire Results

Virtual Experience

2nd User Test: 03/05/2023

The second questionnaire aimed at measuring the level of immersion of the user. The experience included a physical input that consisted of a wooden slope and a ventilator positioned accordingly so that, when the user got on the platform, it could feel the wind blowing from beneath, as if the user were standing in front of a cliff.

It is worth saying that this questionnaire was completed by 12 people.

Questions 1 and 2 evaluated the impact and quality of the visuals. All of them rated that the environment looked similar to a real cliff, and 10 out of 12 stated that this made them feel more immersed (see Graphic 1 and 2).

Questions 5 and 6 asked the users about their experience with the headset. This time, each of the users found it easy to use the device in a different level, ranging from 2 to 5. All of them admitted feeling more immersed thanks to the ease of use. (See Graphic 3 and 4)

Questions 7-10 and 17-20 asked about the physical stimulus. Results show that 8 out of 12 volunteers stated that the platform matched what they were actually seeing on VR. The rest of the participants were more doubtful about it. Adding to that, 10 people confessed feeling more immersed because of the platform. Regarding the wind, 8 people actually felt the wind, 6 of them quite a lot, while the rest didn't feel it as much. All of the volunteers admitted feeling more immersed because of it (see Graphic 5, 6, 7 and 8).

Regarding the questions about the sense of being immersed in the virtual environment, half of the users quite forgot that they were in a laboratory. The others, though, didn't. Also, half of the volunteers felt as they were standing on a real cliff and the others felt neutral or didn't feel like it. (See Graphics 9 and 10)

10 out of 12 volunteers felt they could fall off the cliff and two of the volunteers felt like taking off the headset while on the VR experience. Half of the users felt the sense of being in the VR world stronger than being in the real world, four were indifferent and two people disagreed (see Graphic 11, 12 and 13).

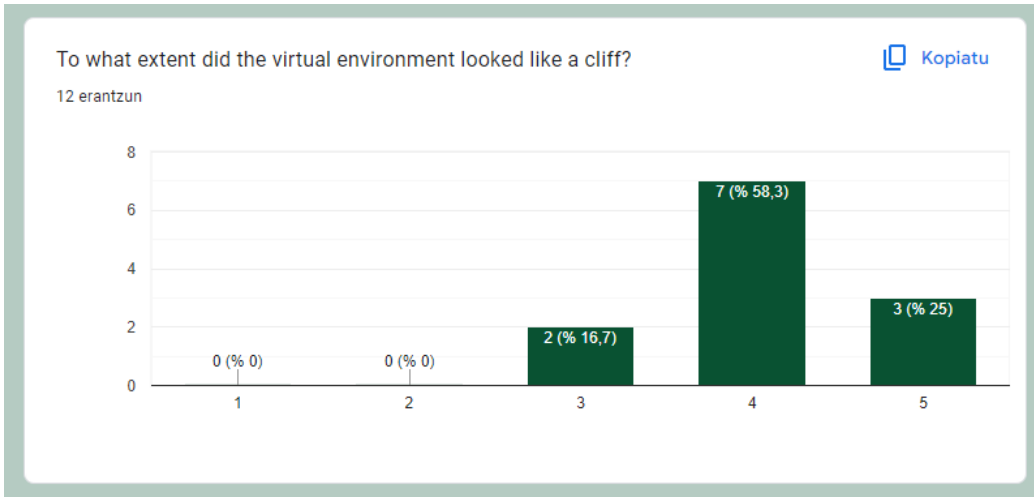
Finally, 7 out of 12 participants felt disappointed that the experience was over and all of them except one would like to experience it again. (See Graphic 14 and 15)

We asked if they would change in any way the physical input and three answered no. Nevertheless, some of the suggestions left by the other participants were the following ones (see Graphic 16 and 17):

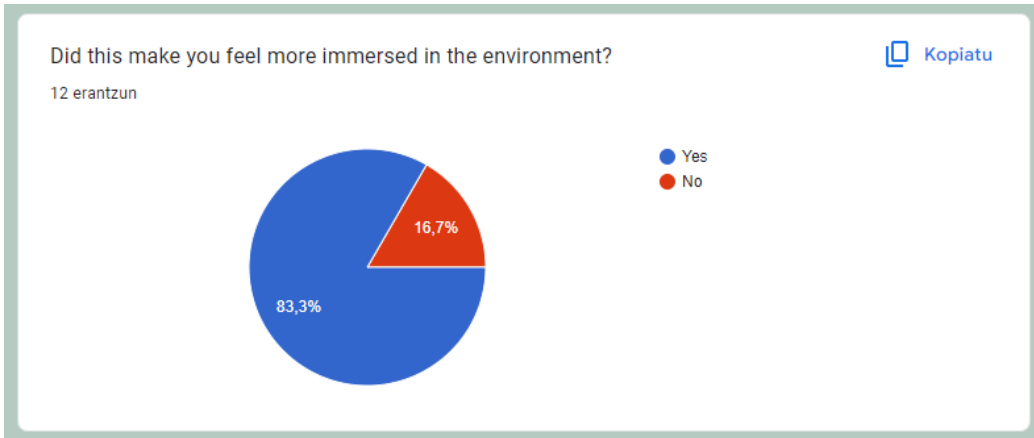
- Using smell.
- Appearance of animals by accident unexpected.
- A rocky and larger platform, with a bit more of slope.
- More intense breeze.
- Add background noise.
- Add a sit to relax.
- One said that she/he didn't feel that she/he was going up.

Finally, when asked about any extra physical input they might have felt, three of them highlighted the sound (see Graphic 18 and 19).

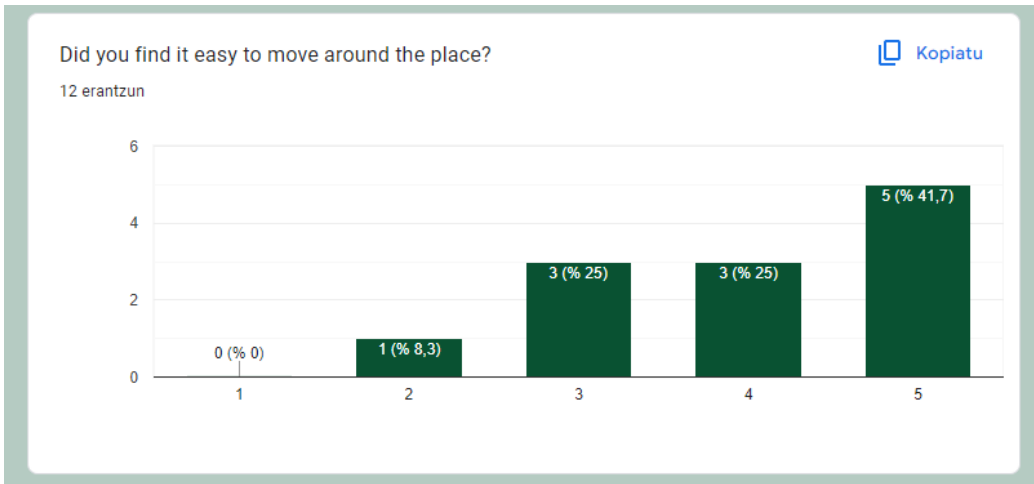
Graphics



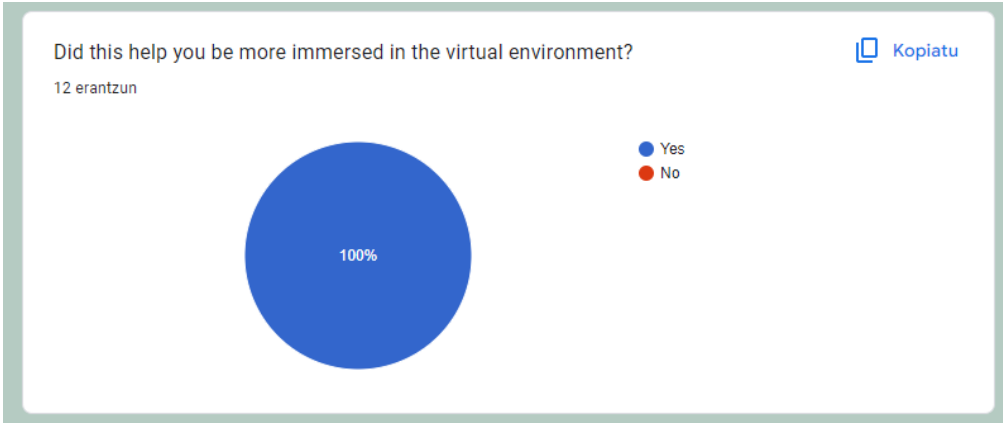
Graphic 1



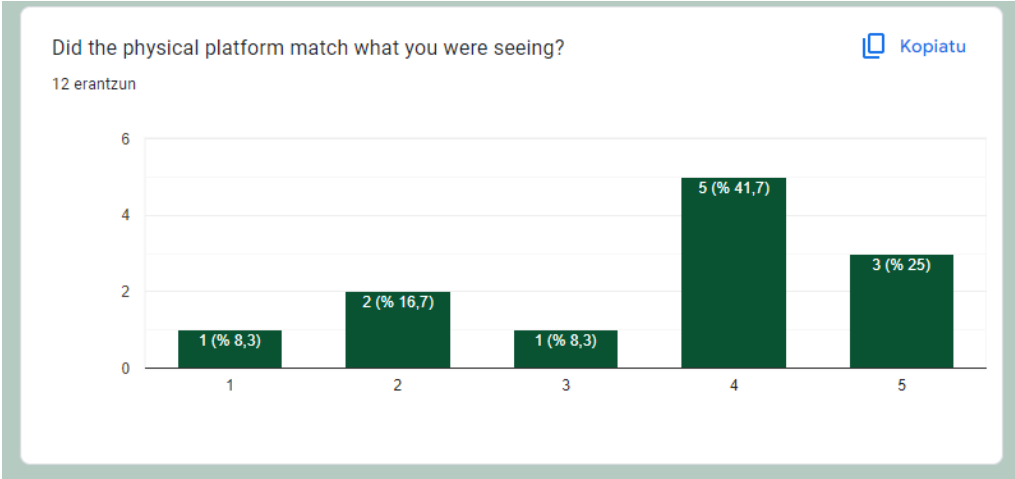
Graphic 2



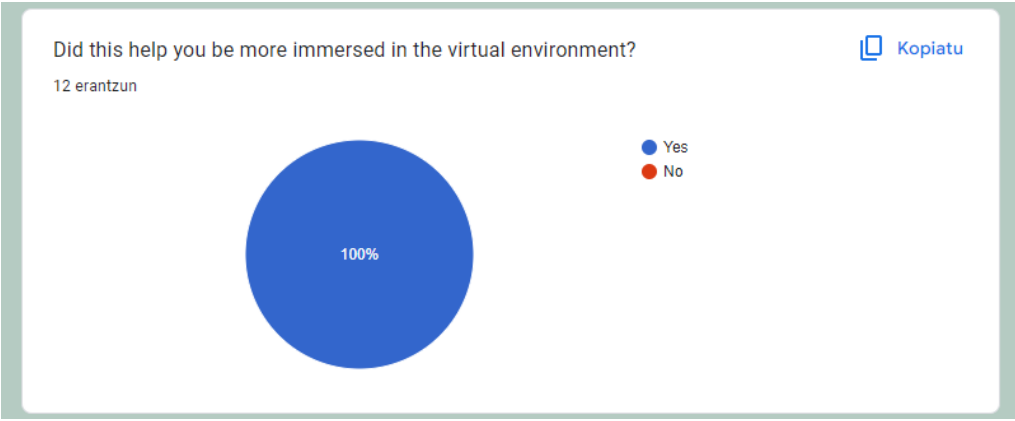
Graphic 3



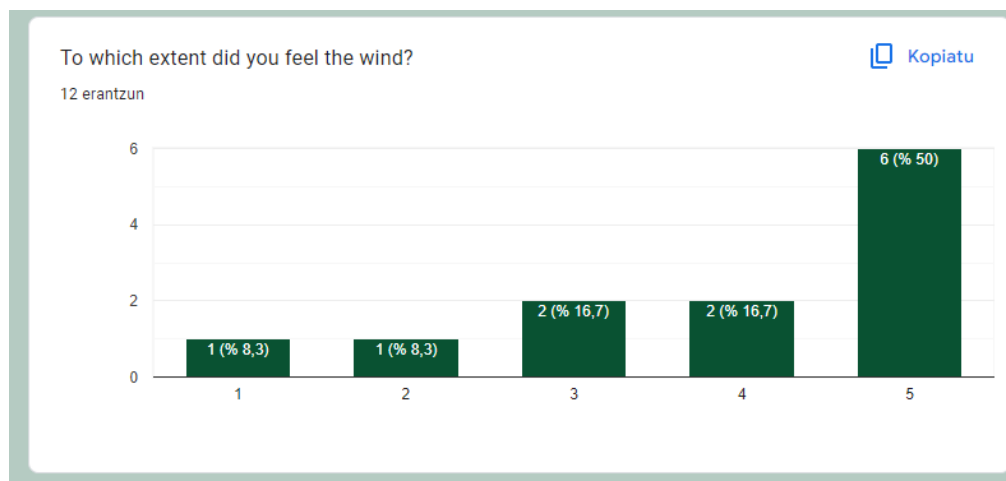
Graphic 4



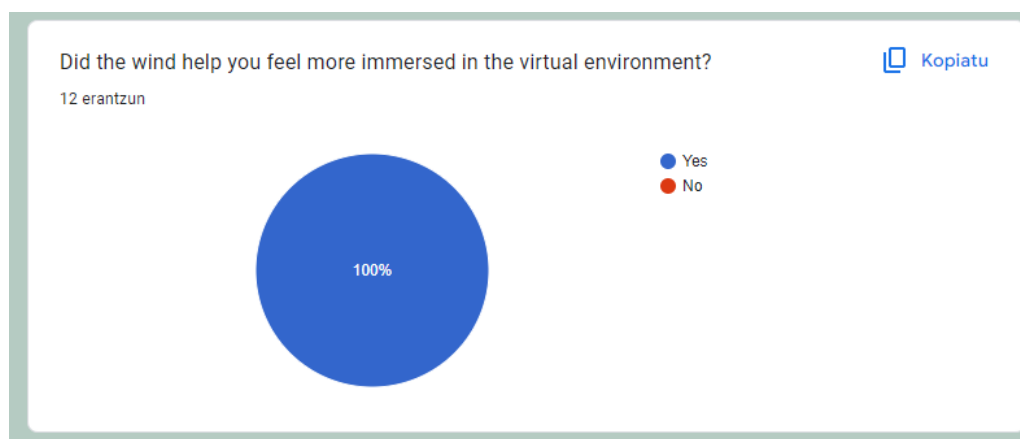
Graphic 5



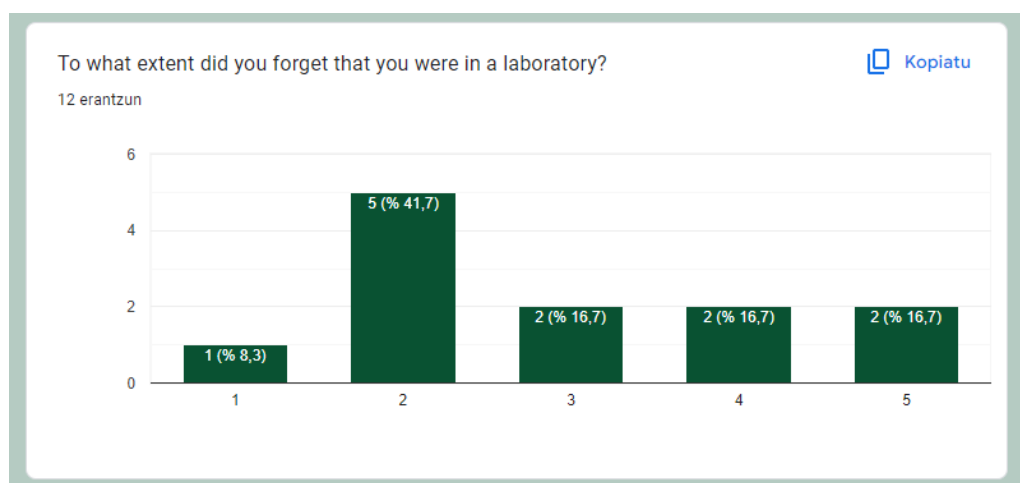
Graphic 6



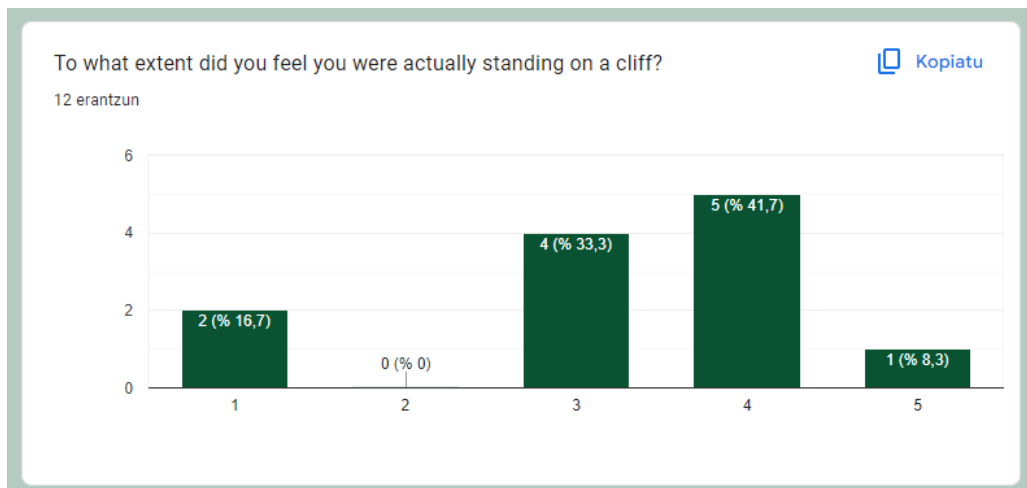
Graphic 7



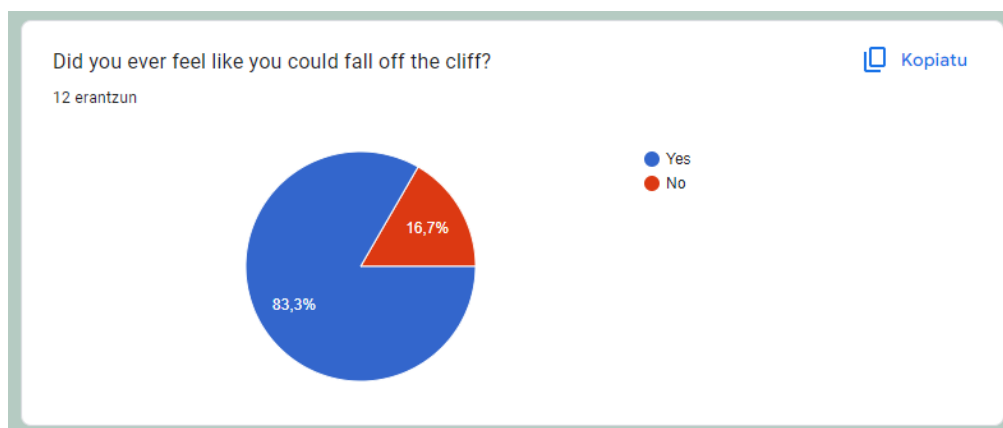
Graphic 8



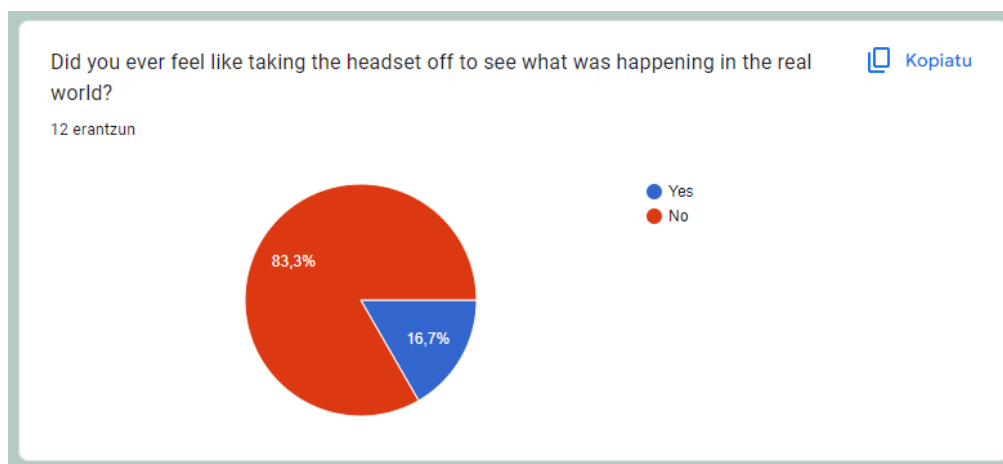
Graphic 9



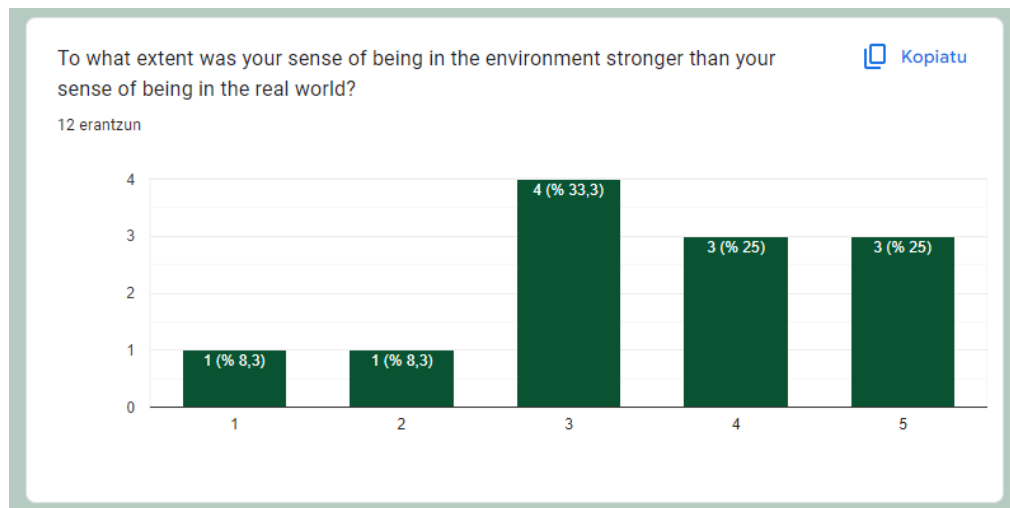
Graphic 10



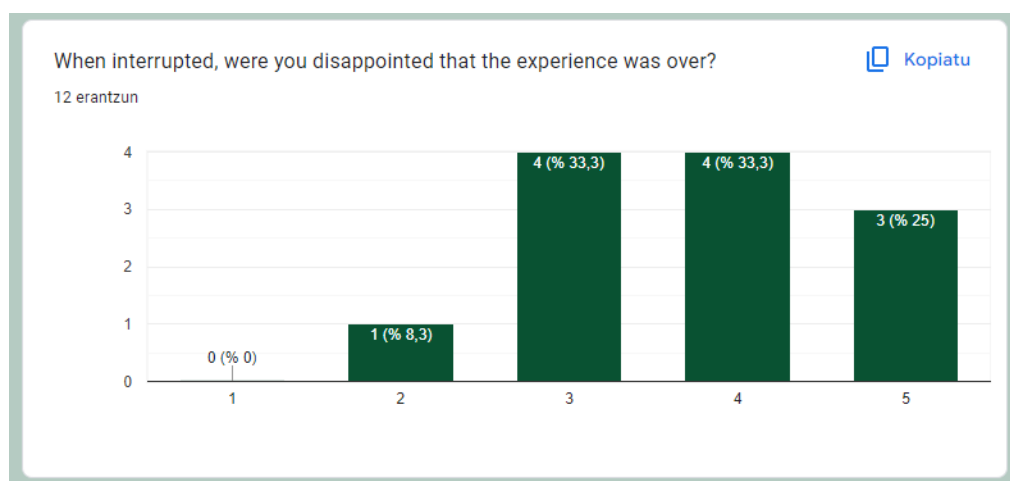
Graphic 11



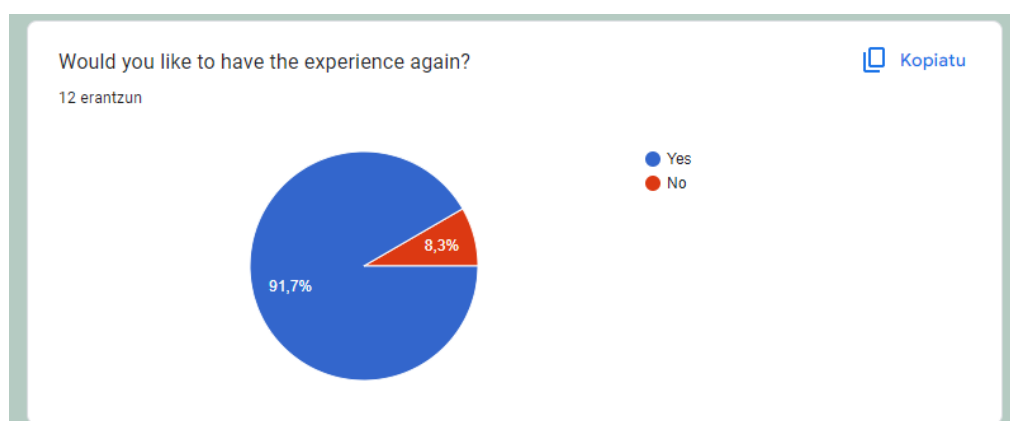
Graphic 12



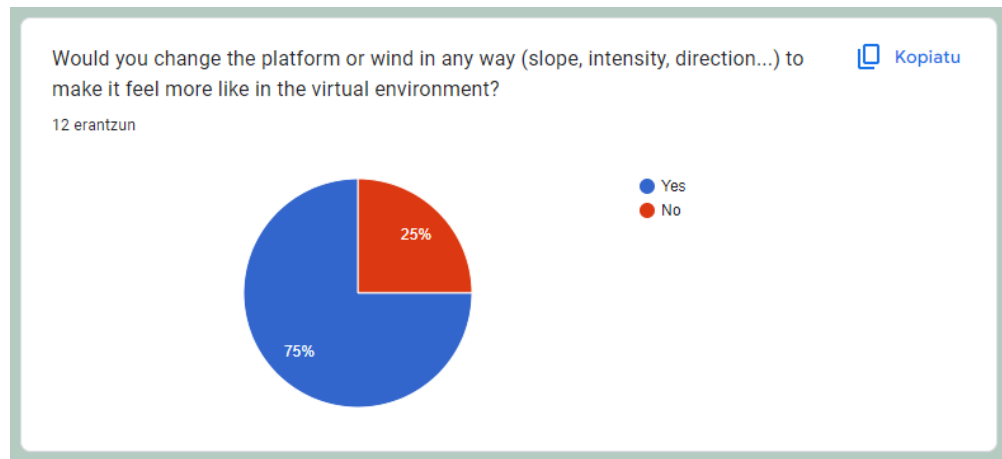
Graphic 13



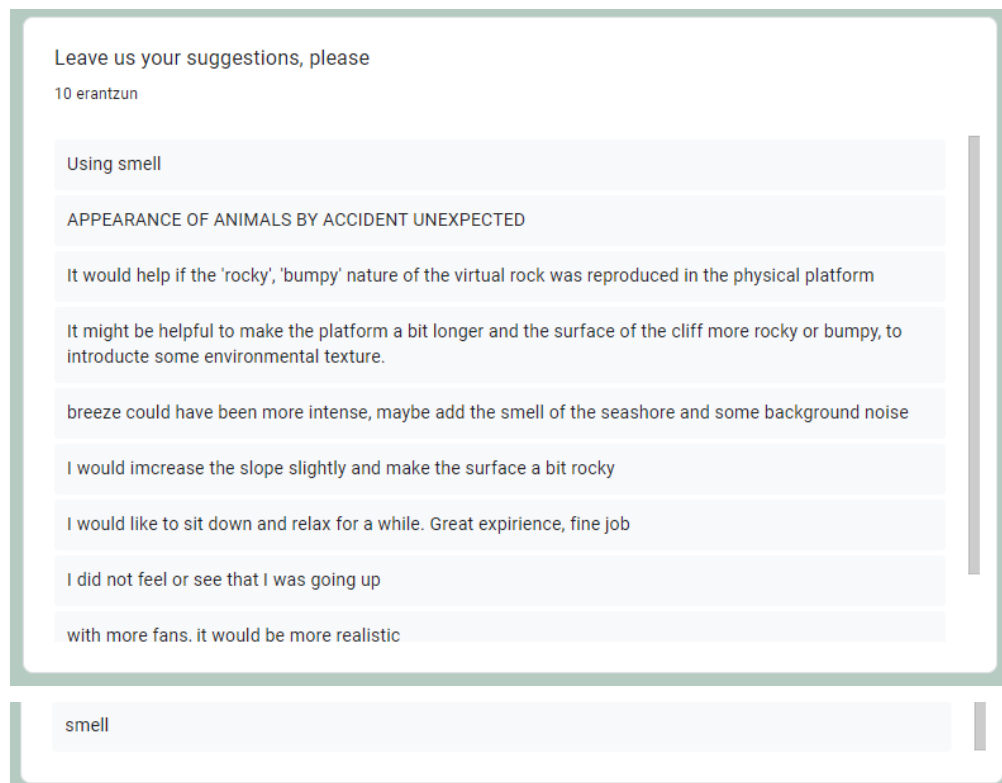
Graphic 14



Graphic 15



Graphic 16



Graphic 17

Did you feel any other physical stimulus (any sound, smell, touch-sensation...), apart from the ones intentionally made by the laboratory staff? Describe it below

10 erantzun

the sound of the waves

MOVING CLOUDS, TUNDERSTORM

a slight sense of vertigo, but the exciting kind that you also feel when standing on a real cliff

I only felt the wind

not aware, too focused on the moving around

the seagulls, the waves, the wind itself. no smell though.

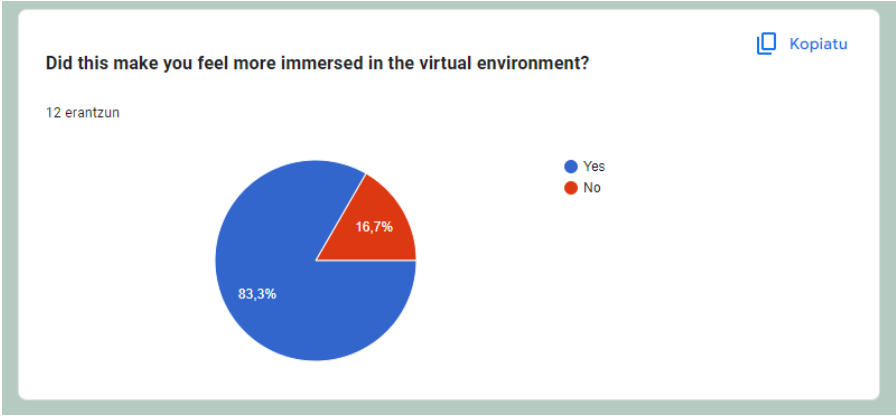
bird sound, waves

sound, which was very real and important to the experience

no, although the smell of the sea was not far away

no

Graphic 18



Graphic 19