Post-Project Echoscape-VR Spatial Cognition Survey

User Experience & Immersion

:::

1

Please rate your agreement with each statement about your experience using the VR application.

- (5-point Scale: Strongly Agree , Disagree , Neutral , Agree , Strongly Agree)

*

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
I was fully focused on completing the VR pathfinding tasks.	○	○	○	○	○
I felt mentally absorbed during the VR experience.	○	○	○	○	○
I lost awareness of my real-world surroundings during gameplay.	○	○	○	○	○
I felt separated from the real world while completing the VR tasks.	○	○	○	○	○
I was emotionally invested in the VR tasks (excited, curious, challenged).	○	○	○	○	○
I felt challenged but capable while completing objectives.	○	○	○	○	○
I felt confident in my ability to control my actions and movements in VR.	○	○	○	○	○
I was motivated to complete the pathfinding tasks.	○	○	○	○	○

Did the VR system provide clear and intuitive controls and interactions?

- (Scale: 1 - Strongly Disagree , 5 Strongly Agree)

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Strongly Disagree	Disagree	Neither agree nor disagree	Agree	Strongly Agree
○	○	○	○	○

Did you feel immersed in the VR environment or did the experience feel artificial and distracting? *

Spatial Cognition and Pathfinding

4

To what extent did you notice important changes happening around you?

- (Scale: 1 - No Awareness ,   5 - Full Awareness)

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5

Did visual cues (color-coded trees) assist your pathfinding?

- (Scale: 1 - Not Helpful ,   5 - Very Helpful)

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6

Did auditory cues (directional sounds, ambient echoes) assist your pathfinding?

- (Scale: 1 - Not Helpful ,   5 - Very Helpful)

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7

Which type of cues did you mainly rely on during the pathfinding tasks? *

○ Only visual cues

○ Mostly visual cues with some auditory support

○ Visual and auditory cues equally

○ Mostly auditory cues with some visual support

○ Only auditory cues

How confident do you feel in your pathfinding skills after completing the VR tasks?

- (Scale: 1 - Not confident at all ,   5 - Extremely Confident)

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Do you feel the VR application helped improve your spatial awareness?
(Spatial awareness = understanding where objects, locations and pathways are around you.)

- (Scale: 1 - No Improvement ,   5 - Exceptional Improvement)

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Memory Retention & Cognitive Engagement

10

How important were the following factors in helping you complete tasks successfully? *

	Not Important At All	Slightly Important	Neutral	Important	Very important
Use of Visual Cues (color-coded objects)	○	○	○	○	○
Use of Auditory Cues (directional sounds, echoes, background music)	○	○	○	○	○
Difficulty progression (increasing challenge)	○	○	○	○	○
Objective Tracker (showing tasks and progress)	○	○	○	○	○
Garbage Area (testing memory through distraction)	○	○	○	○	○

11

Were you able to recall specific item locations after moving through the VR environment? *

○ To a Great Extent

○ Somewhat

○ Very Little

○ Not at All

12

How much did the VR challenges help reinforce your memory skills?

- (Scale: 1 - No Reinforcement ,   5 - Strong Reinforcement)

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13

Do you believe VR training could help improve real-world pathfinding and spatial skills? *

1	2	3	4	5

Difficulty, Challenge and Progression

14

Did you find the Garbage Area distraction (after staying for 30 seconds) effective in testing your memory and focus?

- (Scale: 1 - Not Effective ,   5 - Very Effective)

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15

To what extent did the changing barriers' positions and adaptive sound effects enhance your immersion in the VR experience?

- (Scale: 1 - Low ,   5 - High)

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16

Would you have preferred more guidance or fewer hints during the VR Experience?

- (Scale: 1 - Strongly Disagree ,   5 - Strong Agree)

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Feedback & Future Improvements

17

What feature of the VR experience helped you the most with pathfinding? *

[   ]

18

What aspect of the experience was the most challenging for you? *

[   ]

19

What would you suggest improving in the VR experience?

[   ]

20

Would you recommend Echoscape VR for future spatial cognition training? *

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Would you be interested in using VR for memory training in the future? *

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