

## Version

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
Diegetic (holsters)	7	0	50,0%
Non-diegetic	0	7	50,0%
I alt	7	7	14

I think that I would like to change weapon this way frequently.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	0	0	0,0%
2	0	2	14,3%
3	0	0	0,0%
4	4	5	64,3%
5 Agree	3	0	21,4%
I alt	7	7	14

I found the way of changing weapons unnecessarily complex.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	3	6	64,3%
2	3	0	21,4%
3	1	0	7,1%
4	0	1	7,1%
5 Agree	0	0	0,0%
I alt	7	7	14

I thought it was easy to change weapons.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	0	0	0,0%
2	0	0	0,0%
3	1	1	14,3%
4	4	1	35,7%
5 Agree	2	5	50,0%
I alt	7	7	14

I think that I would need the support of a technical person to be able to change weapons.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	6	6	85,7%
2	1	1	14,3%
3	0	0	0,0%
4	0	0	0,0%
5 Agree	0	0	0,0%
I alt	7	7	14

I found the way of changing weapons was well integrated with the rest of the system.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	0	0	0,0%
2	0	2	14,3%
3	0	1	7,1%
4	3	2	35,7%
5 Agree	4	2	42,9%
I alt	7	7	14

I thought there was too much inconsistency while changing weapons.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	4	3	50,0%
2	2	4	42,9%
3	0	0	0,0%
4	1	0	7,1%
5 Agree	0	0	0,0%
I alt	7	7	14

I would imagine that most people would learn to change weapons very quickly.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	0	0	0,0%
2	0	0	0,0%
3	1	0	7,1%
4	2	3	35,7%
5 Agree	4	4	57,1%
I alt	7	7	14

## I found changing weapons very cumbersome.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	3	2	35,7%
2	2	3	35,7%
3	2	1	21,4%
4	0	1	7,1%
5 Agree	0	0	0,0%
I alt	7	7	14

## I felt very confident changing weapons.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	1	0	7,1%
2	0	0	0,0%
3	2	2	28,6%
4	0	3	21,4%
5 Agree	4	2	42,9%
I alt	7	7	14

## I needed to learn a lot of things before I could change weapons.

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1 Disagree	6	4	71,4%
2	1	3	28,6%
3	0	0	0,0%
4	0	0	0,0%
5 Agree	0	0	0,0%
I alt	7	7	14

Please rate your sense of being in the virtual environment, on a scale of 1 to 7, where 7 represents your normal experience of being in a place.

## "I had a sense of "being there"

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1. Not at all	0	1	7,1%
2	0	1	7,1%
3	1	0	7,1%
4	1	1	14,3%

5	3	4	50,0%
6	1	0	7,1%
7. Very Much	1	0	7,1%
I alt	7	7	14

To what extent were there times during the experience when the virtual environment was the reality for you?

"There were times during the experience when the virtual environment was the reality for me"

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1. At no time	2	2	28,6%
2	2	2	28,6%
3	0	1	7,1%
4	1	1	14,3%
5	1	1	14,3%
6	1	0	7,1%
7. Almost all the time	0	0	0,0%
I alt	7	7	14

When you think back to the experience, do you think of the virtual environment more as images that you saw or more as somewhere that you visited?

"The virtual environment seems to me to be more like...."

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1. Images that I saw	3	2	35,7%
2	1	2	21,4%
3	1	1	14,3%
4	0	1	7,1%
5	1	1	14,3%
6	0	0	0,0%
7. Somewhere I visited	1	0	7,1%
I alt	7	7	14

During the time of the experience, which was the strongest on the whole, your sense of being in the virtual environment or of being elsewhere?

"I had a stronger sense of...."

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	Diegetic (holsters)	Non-diegetic	I alt
1. Being elsewhere	0	0	0,0%

2	1	1	14,3%
3	1	1	14,3%
4	0	1	7,1%
5	2	1	21,4%
6	2	2	28,6%
7. Being in the virtual environment	1	1	14,3%
I alt	7	7	14

Consider your memory of being in the virtual environment. How similar in terms of the structure of the memory is this to the structure of the memory of other places you have been today? By 'structure of the memory' consider things like the extent to which you have a visual memory of the virtual environment, whether that memory is in colour, the extent to which the memory seems vivid or realistic, its size, location in your imagination, the extent to which it is panoramic in your imagination, and other such structural elements.

"I think of the virtual environment as a place in a way similar to other places that I've been."

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	Diegetic (holsters)	Non-diegetic	I alt
1. Not at all	2	1	21,4%
2	2	2	28,6%
3	1	3	28,6%
4	1	1	14,3%
5	1	0	7,1%
6	0	0	0,0%
7. Very much so	0	0	0,0%
I alt	7	7	14

During the time of your experience, did you often think to yourself that you were actually in the virtual environment?

"During the experience I often thought that I was really standing in the virtual environment"

Krydset med: Version

	Diegetic (holsters)	Non-diegetic	I alt
1. Not very often.	1	1	14,3%
2	0	3	21,4%
3	4	2	42,9%
4	0	1	7,1%
5	1	0	7,1%
6	1	0	7,1%

7. Very much so	0	0	0,0%
I alt	7	7	14

### Samlet status

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	Diegetic (holsters)	Non-diegetic	I alt
Ny	0	0	0,0%
Distribueret	0	0	0,0%
Nogen svar	0	0	0,0%
Gennemført	7	7	100,0%
Frafaldet	0	0	0,0%
I alt	7	7	14