

Presence Questionnaire - Utilizador 1

1. How much were you able to control events?	Item Stems	ITCorr	Score (1-8)	Real Score	Factor(s)
3. How natural did your interactions with the environment seem? 0.61	1. How much were you able to control events?	0,43	7	3,01	CF
4. How completely were all of your senses engaged? 0.39	2. How responsive was the environment to actions that you initiated (or performed)?	0,56	5	2,8	CF
1. Now much did the visual aspects of the environment involve you?	3. How natural did your interactions with the environment seem?	0,61	4	2,44	CF
0.32 3 0.96 SF	4. How completely were all of your senses engaged?	0,39	4	1,56	SF
7. How natural was the mechanism which controlled movement through the environment? 8. How aware were you of events occurring in the real world around you? 9. How aware were you of your display and control devices? 10. How compelling was your sense of objects moving through space? 11. How inconsistent or disconnected was the information coming from your various senses? 12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How completing was your sense of moving around inside the virtual environment? 19. How well could you achie to examine objects? 20. How well could you achie to examine objects? 21. How well could you neve or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes?	5. How much did the visual aspects of the environment involve you?	0,48	5	2,4	SF
8. How aware were you of events occurring in the real world around you? 9. How aware were you of your display and control devices? 10. How compelling was your sense of objects moving through space? 11. How inconsistent or disconnected was the information coming from your various senses? 11. How inconsistent or disconnected was the information coming from your various senses? 11. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you identify sounds? 17. How well could you localize sounds? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 19. How well could you examine objects from multiple viewpoints? 19. How well could you examine objects in the virtual environment? 10. Local Sequence of the could you were or manipulate objects in the virtual environment? 10. Local Sequence of the could you move or manipulate objects in the virtual environment? 10. Local Sequence of the could you were you in the virtual environment experience? 10. Local Sequence of	6. How much did the auditory aspects of the environment involve you?	0,32	3	0,96	SF
9. How aware were you of your display and control devices? -0,14 3 -0,42 DF 10. How compelling was your sense of objects moving through space? 0,51 5 2,55 SF 11. How inconsistent or disconnected was the information coming from your various senses? 0,33 4 1,32 RF 12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 0,62 4 2,48 RF, CF 13. Were you able to anticipate what would happen next in response to the actions that you performed? 0,43 6 2,58 CF 14. How completely were you able to actively survey or search the environment using vision? 0,59 6 3,54 RF, CF, SF 15. How well could you localize sounds? 0,3 1 0,34 RF, SF 16. How well could you actively survey or search the virtual environment using touch? 0,15 7 1,05 RF, SF 18. How compelling was your sense of moving around inside the virtual environment? 0,62 5 3,1 SF 19. How well could you actively survey or search the virtual environment? 0,55 7 3,85 SF 20. How w	7. How natural was the mechanism which controlled movement through the environment?	0,62	6	3,72	CF
10. How compelling was your sense of objects moving through space? 11. How inconsistent or disconnected was the information coming from your various senses? 12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 10. How well could you examine objects? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you examine objects? 10. How well could you examine objects? 10. How well could you examine objects? 10. How well could you examine objects from multiple viewpoints? 10. How well could you examine objects in the virtual environment? 10. How well could you examine objects in the virtual environment? 10. How well could you examine objects in the virtual environment? 10. How well could you examine objects in the virtu	8. How aware were you of events occurring in the real world around you?	0,03	4	0,12	DF
11. How inconsistent or disconnected was the information conting from your various senses? 12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 10. How well could you examine objects from multiple viewpoints? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 10. How involved were you in the virtual environment experience? 10. How distracting was the control mechanism? 10. How distracting was the control mechanism? 10. How much delay did you experience between your actions and expected outcomes? 10. How much delay did you experience between your actions and expected outcomes?	9. How aware were you of your display and control devices?	-0,14	3	-0,42	DF
12. How much did your experiences in the virtual environment seem consistent with your real-world experiences? 13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you localize sounds? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 19. How closely were you able to examine objects from multiple viewpoints? 10. How well could you examine objects from multiple viewpoints? 10. How well could you move or manipulate objects in the virtual environment? 10. How well could you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 17. How involved were you in the virtual environment experience? 18. How distracting was the control mechanism? 19. How distracting was the control mechanism? 10. All CF	10. How compelling was your sense of objects moving through space?	0,51	5	2,55	SF
13. Were you able to anticipate what would happen next in response to the actions that you performed? 14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. As 3,54 RF, CF, SF RF, CF, S	11. How inconsistent or disconnected was the information coming from your various senses?	0,33	4	1,32	RF
14. How completely were you able to actively survey or search the environment using vision? 15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. \$\frac{3}{3},\frac{1}{3}\$ \frac{1}{5}\$ \frac{3}{3},\frac{1}{3}\$ \frac{1}{5}\$ \frac{3}{3}\$ \frac{5}{5}\$ \frac{3}{3}\$ \frac{1}{5}\$ \frac{3}{3}\$ \frac{5}{5}\$ \frac{3}{3}\$ \frac{1}{5}\$ \frac{3}{3}\$ \frac{5}{5}\$ \frac{3}{3}	12. How much did your experiences in the virtual environment seem consistent with your real-world experiences?	0,62	4	2,48	RF, CF
15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. SF 27. O,34 28. SF 29. SF 20. How well could you move or manipulate objects in the virtual environment? 20. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 26. O,37 27. O,06 28. A,16 29. O,74 20. O,74 20. O,74 20. O,74 20. O,74 20. O,74 21. O,41 22. O,74 23. How much delay did you experience between your actions and expected outcomes?	13. Were you able to anticipate what would happen next in response to the actions that you performed?	0,43	6	2,58	CF
15. How well could you identify sounds? 16. How well could you localize sounds? 17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. And a single probability of the control mechanism? 27. And a single probability of the control mechanism? 28. And a single probability of the control mechanism? 29. And a single probability of the control mechanism? 20. And a single probability of the control mechanism? 20. And a single probability of the control mechanism? 21. How much delay did you experience between your actions and expected outcomes? 20. And a single probability of the control mechanism? 21. And a single probability of the control mechanism? 22. And a single probability of the control mechanism? 23. How much delay did you experience between your actions and expected outcomes?	14. How completely were you able to actively survey or search the environment using vision?	0,59	6	3,54	
17. How well could you actively survey or search the virtual environment using touch? 18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. To what degree did you generate between your actions and expected outcomes? 27. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 28. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 28. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 29. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 21. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How much delay did you experience between your actions and expected outcomes?	15. How well could you identify sounds?	0,34	1	0,34	
18. How compelling was your sense of moving around inside the virtual environment? 19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. SF 27. O,62 28. O,74 29. O,74 20. OF	16. How well could you localize sounds?	0,3	1	0,3	RF, SF
19. How closely were you able to examine objects? 20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 27. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 28. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 29. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 21. How involved were you in the virtual environment experience? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes?	17. How well could you actively survey or search the virtual environment using touch?	0,15	7	1,05	RF, SF
20. How well could you examine objects from multiple viewpoints? 21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. How well could you examine objects from multiple viewpoints? 27. O,49 8 28. O,88 CF 29. O,06 1 20. O,06 RF 20. O,37 2 20. O,74 DF 20. O,41 1 21. O,41 CF	18. How compelling was your sense of moving around inside the virtual environment?	0,62	5	3,1	SF
21. How well could you move or manipulate objects in the virtual environment? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. How much delay did you experience between your actions and expected outcomes? 27. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 28. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 29. O,06 10. O,06 RF 20. O,74 DF 20. O,74 DF 20. O,41 10. O,41 CF	19. How closely were you able to examine objects?	0,55	7	3,85	SF
22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 27. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 28. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 29. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20.06 1 20.06 RF 21. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 20.72 8 4.16 21. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session? 23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. To what degree did you feel confused or distraction?	20. How well could you examine objects from multiple viewpoints?	0,49	8	3,92	SF
23. How involved were you in the virtual environment experience? 24. How distracting was the control mechanism? 25. How much delay did you experience between your actions and expected outcomes? 26. How much delay did you experience between your actions and expected outcomes? 27. How much delay did you experience between your actions and expected outcomes?	21. How well could you move or manipulate objects in the virtual environment?	0,11	8	0,88	CF
24. How distracting was the control mechanism? 0,37 2 0,74 DF 25. How much delay did you experience between your actions and expected outcomes? 0,41 1 0,41 CF	22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session?	-0,06	1	-0,06	RF
25. How much delay did you experience between your actions and expected outcomes? 0,41 1 0,41 CF	23. How involved were you in the virtual environment experience?	0,52	8	4,16	
	24. How distracting was the control mechanism?	0,37	2	0,74	DF
26. How quickly did you adjust to the virtual environment experience? 0,42 4 1,68 CF	25. How much delay did you experience between your actions and expected outcomes?	0,41	1	0,41	CF
	26. How quickly did you adjust to the virtual environment experience?	0,42	4	1,68	CF

- 27. How proficient in moving and interacting with the virtual environment did you feel at the end of the experience?
- 28. How much did the visual display quality interfere or distract you from performing assigned tasks or required activities?
- 29. How much did the control devices interfere with the performance of assigned tasks or with other activities?
- 30. How well could you concentrate on the assigned tasks or required activities rather than on the mechanisms used to perform those tasks or activities?
- 31. Did you learn new techniques that enabled you to improve your performance?
- 32. Were you involved in the experimental task to the extent that you lost track of time?

0,45	6	2,7	CF
0,44	4	1,76	DF
0,44	4	1,76	DF, CF
0,51	6	3,06	DF
0,33	3	0,99	CF
0,41	4	1,64	

Tabela 2 - Questionário de Presença Utilizador 1

Presence Questionnaire - Utilizador 2

Item Stems	ITCorr	Score (1-8)	Real Score	Factor(s)
1. How much were you able to control events?	0,43	5	2,15	CF
2. How responsive was the environment to actions that you initiated (or performed)?	0,56	5	2,8	CF
3. How natural did your interactions with the environment seem?	0,61	4	2,44	CF
4. How completely were all of your senses engaged?	0,39	4	1,56	SF
5. How much did the visual aspects of the environment involve you?	0,48	5	2,4	SF
6. How much did the auditory aspects of the environment involve you?	0,32	3	0,96	SF
7. How natural was the mechanism which controlled movement through the environment?	0,62	7	4,34	CF
8. How aware were you of events occurring in the real world around you?	0,03	1	0,03	DF
9. How aware were you of your display and control devices?	-0,14	3	-0,42	DF
10. How compelling was your sense of objects moving through space?	0,51	6	3,06	SF
11. How inconsistent or disconnected was the information coming from your various senses?	0,33	4	1,32	RF
12. How much did your experiences in the virtual environment seem consistent with your real-world experiences?	0,62	4	2,48	RF, CF
13. Were you able to anticipate what would happen next in response to the actions that you performed?	0,43	6	2,58	CF
14. How completely were you able to actively survey or search the environment using vision?	0,59	8	4,72	RF, CF,
15. How well could you identify sounds?	0,34	1	0,34	RF, SF
16. How well could you localize sounds?	0,3	1	0,3	RF, SF
17. How well could you actively survey or search the virtual environment using touch?	0,15	7	1,05	RF, SF
18. How compelling was your sense of moving around inside the virtual environment?	0,62	3	1,86	SF
19. How closely were you able to examine objects?	0,55	8	4,4	SF
20. How well could you examine objects from multiple viewpoints?	0,49	8	3,92	SF
21. How well could you move or manipulate objects in the virtual environment?	0,11	6	0,66	CF
22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session?	-0,06	4	-0,24	RF
23. How involved were you in the virtual environment experience?	0,52	5	2,6	
24. How distracting was the control mechanism?	0,37	4	1,48	DF
25. How much delay did you experience between your actions and expected outcomes?	0,41	1	0,41	CF
26. How quickly did you adjust to the virtual environment experience?	0,42	4	1,68	CF

- 27. How proficient in moving and interacting with the virtual environment did you feel at the end of the experience?
- 28. How much did the visual display quality interfere or distract you from performing assigned tasks or required activities?
- 29. How much did the control devices interfere with the performance of assigned tasks or with other activities?
- 30. How well could you concentrate on the assigned tasks or required activities rather than on the mechanisms used to perform those tasks or activities?
- 31. Did you learn new techniques that enabled you to improve your performance?
- 32. Were you involved in the experimental task to the extent that you lost track of time?

0,45	4	1,8	CF
0,44	2	0,88	DF
0,44	2	0,88	DF, CF
0,51	5	2,55	DF
0,33	3	0,99	CF
0,41	2	0,82	

Tabela 3 - Questionário de Presença Utilizador 2

Presence Questionnaire - Utilizador 3

Item Stems	ITCorr	Score (1-8)	Real Score	Factor(s)
1. How much were you able to control events?	0,43	7	3,01	CF
2. How responsive was the environment to actions that you initiated (or performed)?	0,56	5	2,8	CF
3. How natural did your interactions with the environment seem?	0,61	4	2,44	CF
4. How completely were all of your senses engaged?	0,39	4	1,56	SF
5. How much did the visual aspects of the environment involve you?	0,48	5	2,4	SF
6. How much did the auditory aspects of the environment involve you?	0,32	3	0,96	SF
7. How natural was the mechanism which controlled movement through the environment?	0,62	6	3,72	CF
8. How aware were you of events occurring in the real world around you?	0,03	4	0,12	DF
9. How aware were you of your display and control devices?	-0,14	3	-0,42	DF
10. How compelling was your sense of objects moving through space?	0,51	5	2,55	SF
11. How inconsistent or disconnected was the information coming from your various senses?	0,33	4	1,32	RF
12. How much did your experiences in the virtual environment seem consistent with your real-world experiences?	0,62	4	2,48	RF, CF
13. Were you able to anticipate what would happen next in response to the actions that you performed?	0,43	6	2,58	CF
14. How completely were you able to actively survey or search the environment using vision?	0,59	6	3,54	RF, CF,
15. How well could you identify sounds?	0,34	1	0,34	RF, SF
16. How well could you localize sounds?	0,3	1	0,3	RF, SF
17. How well could you actively survey or search the virtual environment using touch?	0,15	7	1,05	RF, SF
18. How compelling was your sense of moving around inside the virtual environment?	0,62	5	3,1	SF
19. How closely were you able to examine objects?	0,55	7	3,85	SF
20. How well could you examine objects from multiple viewpoints?	0,49	8	3,92	SF
21. How well could you move or manipulate objects in the virtual environment?	0,11	8	0,88	CF
22. To what degree did you feel confused or disoriented at the beginning of breaks or at the end of the experimental session?	-0,06	1	-0,06	RF
23. How involved were you in the virtual environment experience?	0,52	8	4,16	
24. How distracting was the control mechanism?	0,37	2	0,74	DF
25. How much delay did you experience between your actions and expected outcomes?	0,41	1	0,41	CF
26. How quickly did you adjust to the virtual environment experience?	0,42	4	1,68	CF

- 27. How proficient in moving and interacting with the virtual environment did you feel at the end of the experience?
- 28. How much did the visual display quality interfere or distract you from performing assigned tasks or required activities?
- 29. How much did the control devices interfere with the performance of assigned tasks or with other activities?
- 30. How well could you concentrate on the assigned tasks or required activities rather than on the mechanisms used to perform those tasks or activities?
- 31. Did you learn new techniques that enabled you to improve your performance?
- 32. Were you involved in the experimental task to the extent that you lost track of time?

0,45	6	2,7	CF
0,44	4	1,76	DF
0,44	4	1,76	DF, CF
0,51	6	3,06	DF
0,33	3	0,99	CF
0,41	4	1,64	

Tabela 4 - Questionário de Presença Utilizador 3