



AfterLife Survey



Vragen   **Antwoorden**   20

20 antwoorden



Accepteert antwoorden



Overzicht

Vraag

Individueel

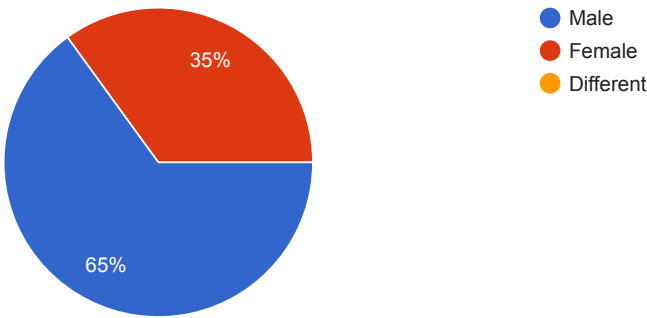


Vragen   **Antwoorden**   20

- 2-4
- 6-7
- 8-9
- 11-12
- 14-15
- 16-17
- 20
- 25
- 28

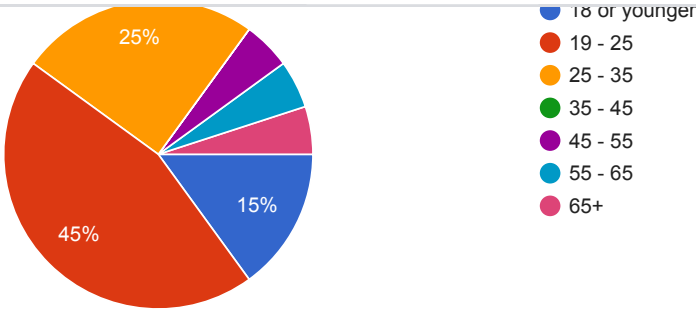
What is your gender?

20 antwoorden



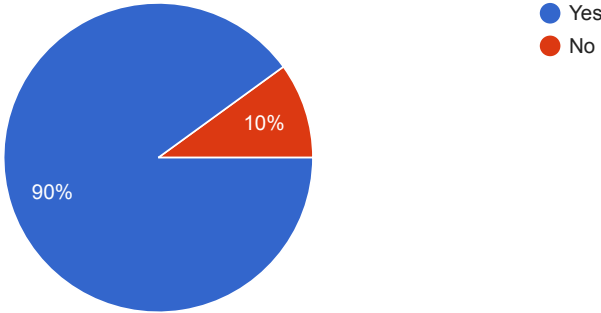


Vragen    Antwoorden    20



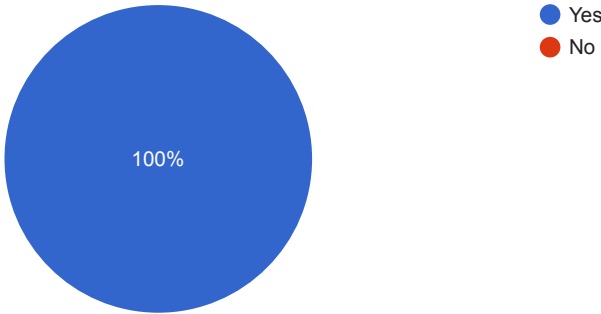
Were you able to control the VR with the mouse?

20 antwoorden



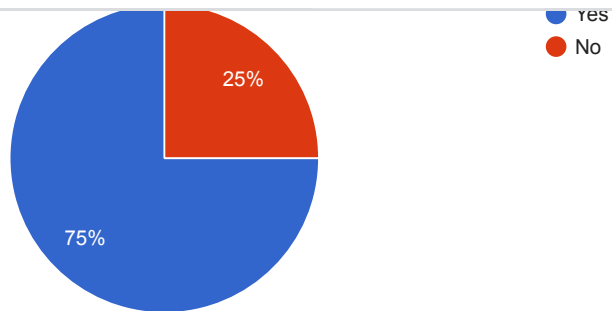
Were you able to control the VR with your eyes?

20 antwoorden



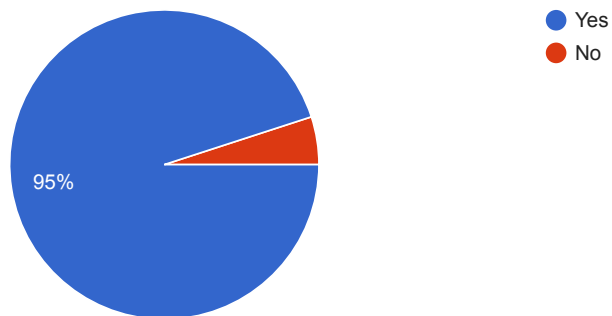


Vragen Antwoorden 20



Did the eye-tracking control feel enjoyable?

20 antwoorden





Vragen Antwoorden 20

Het voelde niet alsof het gelijk ging, het ging in stappen die soms best wel groot waren en het volgde de ogen niet altijd zoals ik dat wilde. In het algemeen ging het best wel goed.

The mouse had a very slow response time with made it very hard to control. The eye-tracking was pretty responsive and thus far more enjoyable then the mouse.

Eye tracking control feels more comfortable and faster compared with a mouse, because my hands are slower compared to my eye movements. The only thing which makes eye tracking control inferior, is the fact that the device requires a lot more effort to set up.

new and exciting because it was the first time

It feels more realistic in a game and it feels exciting and new. It will also be a really nice invention for persons with for example disabilities, who cannot control a mouse, to still be able to game.

It felt pretty slow when I used it but I think that if you'd use it more often, it would feel more natural too. Just like first time riding a bike.



Vragen Antwoorden 20

Het concept is goed maar het ging niet altijd lekker.

maybe keep the legenda with the answers and figures open when drawing, so when I forget what was what I can look.

Regarding the eye tracking, I believe it would have been 10x better if the eye tracking was more accurate.

my lense got a bit foggy

No!

I'm really interested in the result because it could make vr gaming more natural and accesable.

No, it all went alright! :D

the slightest offset in gaze indicator and actual gaze location can feel (and felt) disturbing, maybe even slightly stressful. (hence 'no' on question of natural nature of eye-tracking control.