The feedback session with the focus group of Travel Training experts will employ questions set out within a semi-structure interview. The questions will comprise of both closed and open-ended questions to allow for potential follow-up questions in the case there is the opportunity to gain more information.

Outlined below is the base structure for the session.

Introduction:

- Do you wish to remain anonymous if the information taken from this feedback session is included in the written report?
- What is your role in relation to people with learning disabilities and/or independent travel training?
- What does a typical day in your role involve?
- Do you have any previous experience with virtual reality and virtual reality travel training?
    - Yes - Could you please elaborate on your experience with it?
    - No - Would you use it as a tool? Please elaborate on why if possible.
- What do you think its impact is when compared to non-VR travel training approaches?

Post-Demo (Singleplayer – Participant only):

- Are there any challenges that could arise when teaching users how to interact with the controls interface (i.e., how to use the different buttons on the motion controllers)?
- Are there any challenges that could arise in relation to the experience of virtual movement?
- From all the options available, which locomotion method would you be most likely to utilise in a travel training scenario?
    - Please elaborate on why if possible.
- From all the options available, which locomotion method would you be least likely to utilise in a travel training scenario?
    - Please elaborate on why if possible.

Post-Demo (Multiplayer – Participant and Trainer):

- Which version of the tool would you use (single user or multi-user)?
    - Please elaborate on why if possible
- Are there any other factors you'd like the trainer to be able to control?

Conclusion

- Do you have any additional feedback or insight that you'd like to discuss in relation to the prototypes?

So this travel training tool has been a work in progress for about two decades now. With each iteration, we've slowly been building the software up with the help of different clients and experts. The primary focus for a while has been just the overall travel training learning experience but in the prototype that came before mine we noticed through user feedback that there was still the need to further investigate the locomotion paradigms and of how movement can impact a user's experience of the virtual environment.

This is what encompasses my research and prototype. From a travel training context, ideally we'd have the headset on and a boundless room to freely move about in. However, realistically this isn't a feasible solution. So the alternative is to create different methods that let a user stay in one spot but let them simulate the experience of walking that then translates to their virtual movements. With this comes challenges like motion sickness brought about the disconnect with what your eyes are seeing and your ears and body are experiencing in the real world.

The purpose of these different methods is to determine which ones are better suited for the travel training context in terms of effectiveness and comfortability for the user.

So this is a demonstration prototype, ideally in the final version of the software we'd have several levels, the ability to track completion speeds, interactables and other additional factors. This prototype however is really just looking at the movement options themselves hence why you'll see the menu and level itself are very simplistic.

As for now, this is sort of a single player setup that you have packaged and ready to go on the headset. Just hit play and you've entered this screen.

- Thumbstick first -> Coloured Buttons -> Identifiable End point -> Customisable Speed

This one is our multiplayer setup prototype. We wanted to sort of look into how the software might be delivered and wondered whether giving full control to the trainer instead of the VR user would be a better route. In this prototype, the trainer is able to navigate the same virtual space as the user but from their computer and they're able to control factors like speed for the user.

(Draft stuff For the REPORT)

To obtain additional feedback on the first prototype, a focus group comprising of several different travel trainers across the United Kingdom was formed. The purpose of the session was to collect “high quality data” from experts that would help drive the direction of the second prototype’s development phase. The chosen structure of the interview was semi-structured. This was done to allow for a mixture of both closed and open-ended questions in case there was the potential to pursue additional information.

In line with research conducted by Robson et al, the questions are designed to be short in nature to avoid risking a decrease in the interviewee’s understanding of the whole question. Similarly, the interview will also avoid the use of multi-barrelled questions. Another aim during the design of the questions was to avoid invoking any sense of ambiguity or bias. This was done by first obtainining a definitive answer through a closed ended question. A subsequent open-ended question is then used to encourage further elaboration.

The feedback sessions were all recorded and transcribed with permission from the participants as it aids in the reduction of claims of researcher bias and allows for a deeper analysis of the participant’s responses (Heritage 1984, Bryman 2008).