**Dundee University TouAR**

**Informal Conversation Guide**

The aim of this document is to facilitate the conversations between research guides and participants during the Dundee University TouAR project. The questions selected aim to encourage participants to provide more information on their experience during the tour. Not all the questions need to be asked.

1. **Technology**
2. Aesthetics
   1. How visually appealing did you find the application?
   2. Did you enjoy the art style?
   3. Were there any elements of the application that felt out of place?
   4. (If participant has used other AR applications) How would you compare the visuals of the application to others?
3. Interface
   1. Was the interface easy to use?
   2. Did you have any issues understanding the controls?
   3. Were the gestures accurate?
   4. Did you experience and issues using the application at any point?
   5. Were the directions easy to follow?
   6. Were interaction elements easy to see and use?
4. **Story**
5. Curiosity
   1. Did you find yourself constantly engaged, wanting to know what happens next?
   2. Did you find yourself disconnected from the story at any point?
   3. Was there a point at which you took a decision out of curiosity rather than a logical reason?
   4. Were there any gestures or interactions that you tried out, but didn’t yield any results?
   5. Was there a storyline you wish you could explore more?
6. Suspense
   1. Did you feel emotionally attached to any of the stories?
   2. Was there a moment where you felt pressured to make the “right” decision?
   3. Would you categorise the experience as stressful?
7. Self-enhancement
   1. Do you feel more connected to the University after the tour? Would you say your feeling of belonging has improved?
   2. Are there any characters that you felt you can identify with?
   3. Did you feel like your actions made a difference?
   4. Would you consider completing the tour an accomplishment?
8. **Experience**
9. Engagement
   1. Did you at any point feel like the tour was not worth exploring?
   2. Would you recommend this survey to another person?
   3. Would you do the tour again? What would you change in your path?
10. Attention
    1. Were you able to focus on the tour?
    2. Did you get distracted frequently?
    3. Did you forget any parts of the tour that you felt were important?
11. Familiarity
    1. Did you learn anything new?
    2. Were the gestures something you’ve used before?
    3. Did any of the interactions feel unnatural?
    4. How does this medium compare to other storytelling?
12. Fatigue
    1. Was the application tiring to use?
    2. Did you feel like you needed a break at any point?