Interviewer: Did you at any point feel like the tour was not worth exploring?

Respondent: No.

Interviewer: Would you do the tour again? Would you change your paths?

Respondent: I think that I would do it again and I would try to pick buildings that I have not seen before.

Interviewer: Were you able to focus on it?

Respondent: Yep.

Interviewer: Did you get distracted at any point? Was it frequent?

Respondent: No. The only time was when I was looking to see where I was going.

Interviewer: Fair enough. Did you learn anything new?

Respondent: Yeah, definitely. I had not known about any history of Dundee. I do not think it is accessible, so it was really good.

Interviewer: Yeah, I was explaining to another participant yesterday how the Old Technical Institute is essentially where Abertay started. It was a building that became part of Dundee and eventually the institute moved elsewhere and became Abertay.

Respondent: Yeah, no one ever says that. [*laughs*]

Interviewer: Yeah, no one really focuses on these things. Were the gestures something that you have used before?

Respondent: No.

Interviewer: Did anything feel unnatural to you?

Respondent: No. I think, although, it would have felt more natural if you were actually outside, I think. It is just more because you are inside it was more figuring out what to do.

Interviewer: How would you compare the medium to other forms of storytelling? So think games and movies.

Respondent: I liked it. I would say it’s more involved than movies, definitely, because obviously with movies you just sit there and it happens, whereas with this you have the different elements of “no, I want to chose a different path”, “I want to go to this building” type thing. It was really good.

Interviewer: Compared to video games?

Respondent: Compared to games, I would say, obviously things like what most people play would be less interaction, because they are so involved, but I found it personally more entertaining. It was more relevant to us.

Interviewer: Yep. Did you find it tiring to use? Did you need a break at any point?

Respondent: No.

Interviewer: Awesome. Any other points that you would like to make? Anything you would like to see improved?

Respondent: No, I wish I could have done it outside, because one of the buildings where you could go in and walk was full of stuff inside and I wanted to see them [*laughs*].

Interviewer: Yeah, I know. Well that is everything, thank you!

Interviewer: Did you feel like it was not worth exploring at any point?

Respondent: No.

Interviewer: Would you recommend the survey to another person?

Respondent: Yes.

Interviewer: Would you do the tour again? Would you change your path?

Respondent: I would go into more detail in some places.

Interviewer: What would you want to see?

Respondent: What would I want to go back and see?

Interviewer: Yes.

Respondent: The DJCAD one was interesting.

Interviewer: What about it?

Respondent: Like all the paintings and the art on the all. And all the information. I could not see it because I could not walk as far.

Interviewer: All right. Were you able to focus on the tour?

Respondent: Yes.

Interviewer: Did you get distracted frequently?

Respondent: No.

Interviewer: Did any of the paths —. Did you forget [to visit] any of the parts of the tour that you felt were important?

Respondent: No.

Interviewer: Did you learn anything new?

Respondent: Yes, there was lots of information about the history.

Interviewer: Were the gestures something that you have used before?

Respondent: No.

Interviewer: Did any of the interactions feel unnatural?

Respondent: No.

Interviewer: How do you think this compares to other styles of storytelling?

Respondent: Well it is completely different because most are just 2D and are not interactive.

Interviewer: What about video games?

Respondent: Well I guess, but that one is just sitting down and using your hands, whereas this one you’re actually walking about, so it feels like you’re there more, then just looking at a screen.

Interviewer: Right. Was the application tiring to use? Did you feel like you needed a break at any point?

Respondent: No.

Interviewer: Is there anything you would want to see improved?

Respondent: No, I think it was all done pretty well.

Interviewer: Do you have any other final comments?

Respondent: No.

Interviewer: Did you at any point feel like something was boring, something was not worth exploring, something was just too long, too big?

Respondent: No.

Interviewer: Okay. Would you do the tour again? Would you change your path? Would you try something else if you had the same timeframe?

Respondent: Yes, I feel like I would have looked at more of the other faculties other than Life Sciences, but yeah, definitely would do the tour again.

Interviewer: Did you get distracted frequently while doing it?

Respondent: No, not particularly.

Interviewer: Did you learn anything new?

Respondent: Yes, definitely learned more about the University’s history. Especially, I mean, there is always a notion of “we don’t like St Andrews”, but reading some of the history did put things into context. It was interesting.

Interviewer: There was a point in — You did not reach the Old Technical Institute? That is quite cool, because although it is a part of the university now, it used to be an institute by itself which later became Abertay. So in a way Abertay was on campus before they moved.

Respondent: Very well, I did not know that.

Interviewer: How do you think this compares to other mediums of storytelling?

Respondent: I definitely prefer it to any other kind of — because I mean the only other kind of storytelling tour I have been involved in have been the little audio recording ones. They press a number at a certain landmark and it explains it to you. I definitely prefer this, because it was nice to interact with different things and see them unfold in front of you. I cannot remember what stop it was in particular, but there was one where the podium also had a couple of photos stacked on top of it, which was nice to look at. Definitely prefer it to other mediums.

Interviewer: Would you say — how does it compare to say - a movie and how does it compare to say – a game.

Respondent: More involved than a movie, because as opposed to sitting and watching something unfold that you cannot really get up and leave in the middle of, this was — it was nice in the sense that you could kind of go towards areas that peaked your interest, whereas I would see it different to a game purely in the traditional sense of there was no set objective apart from “if you want to explore, go explore”.

Interviewer: Yes. Really the whole nature of Augmented Reality is exploration to be honest. It is very difficult to make something fixed, like force the player to do anything, because it is here and there at the same time. Did you think it was tiring to use? Did you need a break at any point?

Respondent: No.

Interviewer: Okay, that is about it for the questionnaire. Do you have any other thoughts? Anything that you think can be improved? Anything you would like to see more of?

Respondent: No, nothing is jumping to mind that I have not mentioned already.

Interviewer: Sounds good, thank you!